



SZITHLUON THE RENOWN

Druid 1

CLASS & LEVEL

Dragonborn (Blue Dragon Ancestry)

RACE/ANCESTRY/HERITAGE

0

EXPERIENCE POINTS

Hermit

BACKGROUND

5 Dragonborn

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
+0
10

+2 PROFICIENCY
BONUS

DEX
+1
13

CON
+2
14

INT
+0
10

WIS
+2
15

CHA
+1
13

SAVING THROWS

- +0 Strength Saves
- +1 Dexterity Saves
- +2 Constitution Saves
- +2 Intelligence Saves *
- +4 Wisdom Saves *
- +1 Charisma Saves
- * Prof. bonus added

SKILLS

- +1 Acrobatics (*Dex*)
- +2 Animal Handling (*Wis*)
- +0 Arcana (*Int*)
- +0 Athletics (*Str*)
- +1 Deception (*Cha*)
- +0 History (*Int*)
- +4 Insight (*Wis*) *
- +1 Intimidation (*Cha*)
- +0 Investigation (*Int*)
- +4 Medicine (*Wis*) *
- +2 Nature (*Int*) *
- +2 Perception (*Wis*)
- +1 Performance (*Cha*)
- +1 Persuasion (*Cha*)
- +2 Religion (*Int*) *
- +1 Sleight of Hand (*Dex*)
- +1 Stealth (*Dex*)
- +2 Survival (*Wis*)

* Prof. bonus added

12 PASSIVE WISDOM
(PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields (nonmetal only)

Weapons: club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear

Tools: herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Insight, Medicine, Nature, Religion

Languages: Common, Druidic, Orc, Draconic

ENCUMBRANCE

Lifting & Carrying: 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.

ARMOR
CLASS
(AC)

14

INITIATIVE

+1

SPEED

30 ft.

Armor Worn: leather armor, wooden shield

HIT POINTS

10

HIT DICE

1d8

DEATH SAVED: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+1 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Draconic Breath Weapon: Once between short or long rests, breathe out 5 ft. by 30 ft. line of lightning causing 2d6 lightning damage (DC 12 Dex save for half damage) to all caught in area.

EQUIPMENT & TREASURE

Magic Items [DMG p. 135]

- javelin of lightning
- figurine of wondrous power (silver raven)
- horn of Valhalla (silver)
- potion of storm giant strength (STR 29)
- rod of security
- spell scrolls (Giant Insect)
- potion of superior healing (8d4+8 hp)
- potion of greater healing (4d4+4 hp)
- 2 potions of healing (2d4+2 hp)

(a) Item attuned to character.

Coins & Gems: 2 gold pieces (gp); 57 silver pieces (sp); 73 copper pieces (cp); 2 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: Lawful Good. I do what's right as expected by society to promote order and compassion for all.

Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Seeking long-lost sacred texts. Authoritative way of talking.
- **Ideal:** Secret lies in harmony of all.
- **Bond:** Still seeking, just not alone.
- **Flaw:** Uses drugs to stay awake.

Dragonborn Traits

(Blue Dragon Ancestry) [PHB p. 32]

- Creature Type:
- Age: 17 years old
- Medium Size (6' 6", 235 lbs.)
- Drac. Breath Weapon (lightning)
- Drac. Resistance (half damage vs. lightning)

Druid Class Features [PHB p. 65, TCoE p. 38]

- Ritual Casting

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: Guidance, Resistance

Prepared Spells

1st Level (2 slots): Detect Magic, Cure Wounds, Faerie Fire

MORE EQUIPMENT

Carried Gear [PHB, p. 143]: leather armor (AC 11), shield (AC +2), scimitar, dagger, sling and 20 stones, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 40 lbs.; add 1 lb. per 50 coins carried.)

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

« BACK TO GENERATE ANOTHER CHARACTER

Page number references...

[PHB] = *Dungeons & Dragons Player's Handbook (5th edition)* by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601).

[DMG] = *Dungeons & Dragons Dungeon Master's Guide (5th edition)* by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786965625; ISBN-13: 978-0786965625).

[MM] = *Dungeons & Dragons Monster Manual (5th edition)* by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

[ERftLW] = *Eberron: Rising from the Last War* by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899).

[GGtR] = *Guildmasters' Guide To Ravnica* by James Wyatt, Jeremy Crawford, published Nov. 20, 2018, by Wizards of the Coast (ISBN-10: 0786966599; ISBN-13: 978-0786966592).

[MOoT] = *Mythic Odysseys of Theros* by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

[MToF] = *Mordenkainen's Tome Of Foes* by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

[MotM] = *Monsters of the Multiverse* by Jeremy Crawford and team, published May 17, 2022, by Wizards of the Coast (ISBN-13: 978-0786967872).

[SJAIS] = *Spelljammer: Adventures in Space* by Jeremy Crawford and team, published Aug. 16, 2022, by Wizards of the Coast (ISBN-10: 0786968168; ISBN-13: 978-0786968169).

[TCoe] = *Tasha's Cauldron of Everything*, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

[VRGtR] = *Van Richten's Guide To Ravenloft* by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

[VGtM] = *Volo's Guide To Monsters* by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

[WBtW] = *The Wild Beyond The Witchlight* by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

[XGtE] = *Xanathar's Guide to Everything* by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are [available from a gaming store near you](#).

HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

[TDCS] = *Critical Role: Tal'Dorei Campaign Setting* by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847).

[EGtW] = *Explorer's Guide to Wildemount* by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

[Gunslinger] = *Gunslinger Martial Archetype for Fighters* by Matthew Mercer, from <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>

[Blood Hunter] = *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer, from <https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

[Maestro] = *College of the Maestro - Bard College Option* by Matthew Mercer, from <https://www.dmsguild.com/product/183630/College-of-the-Maestro--Bard-College-Option>

DOWNLOADS

[Basic Rules] = *Dungeons & Dragons Basic Rules*, available for download from <https://dnd.wizards.com/articles/features/basicrules>

[EEPG] = *Elemental Evil Player's Companion*, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

[UA Feb. 2015] = *Unearthed Arcana: Eberron (v.1)*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron>

[UA May 2015] = *Unearthed Arcana: Waterborne Adventures*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures>

[UA August 2015] = *Unearthed Arcana: Modern Magic*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/modern-magic>. This site also uses Dan Helmick's [My New D20 Modern Campaign](#) conversion notes from his 2015 website article on [Wizards.com](#).

[UA May 2018] = *Unearthed Arcana: Centaurs And Minotaurs*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs>

[UA March 2021] = *Unearthed Arcana: Folk Of The Feywild*, available for download from https://dnd.wizards.com/articles/unearthedarcana/folk_feywild

[UA Oct. 2021] = Unearthed Arcana: Travelers Of The Multiverse, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse>

[TP] = The Turtle Package, see <https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/turtle-package>

FREQUENTLY ASKED QUESTIONS | CONTACT (especially about typos, glitches and othre errors)

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