

SHEPHERD

(CHARACTER NAME)

CLASS: DRUID

PLAYSTYLE: SUPPORT

RACE: _____

DIFFICULTY: VERY HARD

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2) Druidic

- 3) Beast
- 4) Sylvan

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+0
STRENGTH

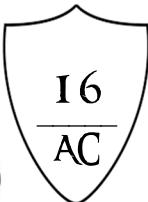
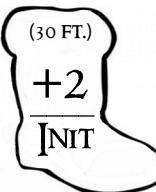
+2
DEXTERITY

+3
CONSTITUTION

+1
INTELLIGENCE

+5
WISDOM

+0
CHARISMA



SPECIAL

Bestial Enhancement.

As an action, enhance an ally: advantage on one set of checks and more. [Touch range, lasts 1 hr.]

Bull: STR + carry × 2

Cat: DEX + no fall dmg

Bear: CON + 2d6 HP

Fox: INT

Owl: WIS

Eagle: CHA

REACTIONS

Hawk Spirit. ∞

If active, when a creature attacks a target within the hawk spirit animal aura, grant advantage to that attack roll.

ITEMS

EQUIPMENT:

Main Hand. Herding Staff.

Off-Hand. Wooden Shield.

Armor. Hide Armor.

TOOLS/KITS:

Herbalism Kit. Clippers, mortar and pestle, herb identification kit, pouches and vials for remedies.

Hit Dice.

During a short rest (1 hr.), heal yourself for 1d8+3.

BACKPACK:

Explorer's Pack.

- bedroll
- mess kit
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

ATTACKS (+5)

Savage Claws. ∞

Melee, 1d10 slashing.

Thorn Whip. ∞

Reach (30 ft.), 1d6 piercing. Pull target 10 ft. towards you.

BONUS ACTIONS

Spirit Animal. Summon or move an invisible 30-ft. sphere that grants one boost to allies within. Only one instance may be active. [60 ft. range, lasts 1 min.]

Ape: 8 HP when made + adv. STR rolls

Hawk: see hawk spirit + adv. WIS checks

Unicorn: see nurse + adv. WIS checks

ABILITIES (DC 13)

Bonfire. ∞

Create a magical fire on a 5-ft. square area on the ground, damaging any creature in this space. Creatures that enter or end their turns in the fire also take damage. [60 ft. range, 1d8 fire, lasts 1 min. (DEX save: no dmg)].

Guidance. ∞

Enhance an ally, giving it a 1d4 bonus to its next ability check. [Touch range].

Nurse.

Heal a creature for 1d8+3 hit points. If active, using this ability also heals all allies within the unicorn spirit animal aura for 3 hit points. [Touch range].

FEATURES

Goodberries. [Berries: / 20]

When not in combat, you can restore health to creatures by feeding them goodberries. Each berry restores 1 hit point.

Enhancements. You may only have one enhancement active at a time.

Shepherd's Resilience. You have advantage on saving throws against poison and resistance against poison damage.