



PURKOR OF EASTFAIR

Druid 4 (Circle of the Forest)

CLASS & LEVEL

Human

RACE/ANCESTRY/HERITAGE

2,781

EXPERIENCE POINTS

Spy

BACKGROUND

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
-1
9**+2** PROFICIENCY BONUS

SAVING THROWS

- 1 Strength Saves
 - +2 Dexterity Saves
 - +3 Constitution Saves
 - +2 Intelligence Saves *
 - +7 Wisdom Saves *
 - +1 Charisma Saves
- * Prof. bonus added

DEX
+2
14CON
+3
16INT
+0
11WIS
+5
20CHA
+1
13

SKILLS

- +2 Acrobatics (*Dex*)
- +5 Animal Handling (*Wis*)
- +0 Arcana (*Int*)
- 1 Athletics (*Str*)
- +3 Deception (*Cha*) *
- +0 History (*Int*)
- +5 Insight (*Wis*)
- +1 Intimidation (*Cha*)
- +0 Investigation (*Int*)
- +5 Medicine (*Wis*)
- +2 Nature (*Int*) *
- +5 Perception (*Wis*)
- +1 Performance (*Cha*)
- +1 Persuasion (*Cha*)
- +0 Religion (*Int*)
- +2 Sleight of Hand (*Dex*)
- +4 Stealth (*Dex*) *
- +7 Survival (*Wis*) *

* Prof. bonus added

15 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: disguise kit, herbalism kit, thieves' tools

Saving Throws: Intelligence, Wisdom

Skills: Deception, Nature, Stealth, Survival

Languages: Common, Druidic, Halfling

ENCUMBRANCE

Lifting & Carrying: 135 lbs. max. carrying capacity; 270 lbs. pushing or dragging (speed -5 ft.); 270 lbs. max. lift.

ARMOR CLASS (AC)

15

INITIATIVE

+2

SPEED

30 ft.

Armor Worn: leather armor, wooden shield

HIT POINTS

35

HIT DICE

4d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Shillelagh Club. *Melee Spell/Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d8+5 bludgeoning damage. (Cantrip effect on weapon lasts for 1 minute.)

MAGIC, FEATS & SPECIAL ATTACKS

Poison Spray Cantrip. *Ranged Spell Attack:* Target a creature within 10 ft. that you can see, it must succeed on a DC 15 Constitution saving throw or take 1d12 poison damage. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), shield (AC +2), scimitar, club, dagger, sling and 20 stones, belt pouch, crowbar, set of dark common clothes with hood. (This load is about 41 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 4 gold pieces (gp); 8 silver pieces (sp); 48 copper pieces (cp); 3 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Spy Background [PHB p. 129]

- **Feature:** Criminal Contact.
- **Traits:** Worries about scrying. Reputation as unlucky.
- **Ideal:** One death saves many lives.
- **Bond:** Blackmailed by spymaster.
- **Flaw:** Plays nobles against each other.

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 28 years old
- Medium Size (6' 5", 257 lbs.)

Druid Class Features [PHB p. 65]

- Ritual Casting
- Wild Shape (max. CR 1/2, no flying, twice betw. short or long rests)
- Natural Recovery (regain spell slots in short rest)

Spellcasting [PHB p. 201]

Spell Attack Modifier +7
Spell Save DC 15

Cantrips Known: *Druidcraft, Poison Spray, Shillelagh*

Prepared Spells

1st Level (4 slots): *Detect Magic, Cure Wounds, Faerie Fire, Animal Friendship, Charm Person*

2nd Level (3 slots): *Barkskin*, Spider Climb*, Hold Person, Lesser Restoration, Beast Sense, Enhance Ability*

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.