



Druid 3 (Circle of the Moon)

CLASS &amp; LEVEL

Halfling

RACE/ANCESTRY/HERITAGE

936

EXPERIENCE POINTS

Sage

BACKGROUND

Druid

PLAYER NAME

CAMPAIGN or PLAYER ID

STR

**-1**  
8**+2** PROFICIENCY  
BONUS

DEX

**+1**  
13

CON

**+2**  
15

INT

**+1**  
12

WIS

**+3**  
17

CHA

**+0**  
10

## SAVING THROWS

- 1 Strength Saves
- +1 Dexterity Saves
- +2 Constitution Saves
- +3 Intelligence Saves \*
- +5 Wisdom Saves \*
- +0 Charisma Saves
- \* Prof. bonus added

## SKILLS

- +1 Acrobatics (*Dex*)
- +3 Animal Handling (*Wis*)
- +3 Arcana (*Int*) \*
- 1 Athletics (*Str*)
- +0 Deception (*Cha*)
- +3 History (*Int*) \*
- +3 Insight (*Wis*)
- +0 Intimidation (*Cha*)
- +1 Investigation (*Int*)
- +5 Medicine (*Wis*) \*
- +3 Nature (*Int*) \*
- +3 Perception (*Wis*)
- +0 Performance (*Cha*)
- +0 Persuasion (*Cha*)
- +1 Religion (*Int*)
- +1 Sleight of Hand (*Dex*)
- +1 Stealth (*Dex*)
- +3 Survival (*Wis*)
- \* Prof. bonus added
- \*\* Expertise

**13** PASSIVE WISDOM  
(PERCEPTION)

## PROFICIENCIES &amp; LANGUAGES

**Armor:** light armor, shields**Weapons:** simple weapons**Tools:** calligrapher's supplies, herbalism kit**Saving Throws:** Intelligence, Wisdom**Skills:** Arcana, History, Medicine, Nature**Languages:** Common, Druidic, Elvish,  
HalflingARMOR  
CLASS  
(AC)

INITIATIVE

**14****+1****30 ft.****Armor Worn:** leather armor, wooden shield

HIT POINTS

**24**

HIT DICE

**3d8****DEATH SAVES:** Success O O O Fail O O O

## WEAPON &amp; 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.)**Sling.** *Ranged Weapon Attack:* +3 to hit. *Hit:*  
1d4+1 bludgeoning damage. (Normal range  
to 30 ft.; disadvantage long range 31 to 120  
ft.)

## FEATS &amp; SPECIAL ABILITIES

**Magic Initiate (Wizard) [PHB 2024, p. 201]:**  
You know the *Fire Bolt* and *Mage Hand*  
cantrips, and can cast *Magic Missile* once  
betw. long rests (or with a spell slot). Your  
spell attack bonus is +2 and Spell Save is DC  
10.**Produce Flame Cantrip.** Can hold in your hand  
up to 10 minutes, or use up once to attack.  
*Ranged Spell Attack:* +5 to hit, target one  
creature within 60 ft. range. *Hit:* 1d8 fire  
damage.

SPEED

## FEATURES, TRAITS &amp; MORE

**Alignment: Lawful Good.** I do what's right  
as expected by society to promote order  
and compassion for all.**Sage Background [PHB 2024, p. 183]**

- **Traits:** Summoned a demon by mistake.  
Thrifty-minded.
- **Ideal:** Discovery at any cost.
- **Bond:** Thinks rival is a hack.
- **Flaw:** Uses unverified sources.

**Halfling Traits [PHB 2024, p. 193]**

- Creature Type: Humanoid
- Age: 48 years old
- Small Size (2' 10", 38 lbs.)
- Brave (adv. vs. Frightened saves)
- Halfling Nimbleness (move through  
occupied spaces)
- Luck (reroll 1s on d20s)
- Naturally Stealthy (hide behind others)

**Druid Class Features [PHB 2024, p. 79]**

- Druidic (secret language)
- Primal Order (Magician)
- Wild Shape (brown bear, dire wolf, giant  
spider, lion [p. 346]; max. CR 1, no flying  
or swimming, 2 times betw. long rests)
- Wild Companion (*Find Familiar*)
- Circle Forms (up to AC 16, 9 temp. h.p.)
- Circle of the Moon Spells (always prepared)

**Spellcasting [PHB 2024, p. 235]****Spell Attack Modifier +5**  
**Spell Save DC 13****Cantrips Known:** *Druidcraft, Elementalism,*  
*Fire Bolt, Mage Hand, Produce Flame,*  
*Starry Wisp***Prepared Spells**

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

2nd Level (2 slots): *Aid, Moonbeam*

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**EQUIPMENT & TREASURE**

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**Carried Gear [PHB 2024, p. 213]:** leather armor (AC 11), shield (AC +2), scimitar, dagger, quarterstaff, sickle, sling and 20 stones, explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, waterskin, 50 feet of hempen rope on the side), calligrapher's supplies (pens, papers, special inks), herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), belt pouch, set of common clothes, druidic focus: wooden staff, book (history), parchment (8 sheets). (This load is about 114 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 31 gold pieces (g.p.); 75 silver pieces (s.p.); 2 copper pieces (c.p.); 4 gems (worth 10 g.p. each)

**PLAYING THE GAME**

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses, often using one of six abilities:
- **Strength (STR)** (physical prowess),
- **Dexterity (DEX)** (agility, reflexes),
- **Constitution (CON)** (health, fortitude),
- **Intelligence (INT)** (memory, reason),
- **Wisdom (WIS)** (awareness, willpower),
- **Charisma (CHA)** (appeal, leadership).
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). Other modifiers may come from class features or spells. 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 do not count as actions and 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.

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**ENCUMBRANCE**

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**Lifting & Carrying:** 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.

**ACTIONS (1 per turn)**

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action. Mastery with a weapon includes additional possible combat effects.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage and gain advantage on Dexterity saves for yourself.
- **Escape:** Try to break free from grapple via Strength (Athletics) or Dexterity (Acrobatics).
- **Grapple:** Special melee attack to give target the Grappled condition.
- **Help (Stabilize):** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Influence:** Make a Charisma check to alter a creature's attitude.
- **Magic:** Cast a spell with a casting time 1 action, or use a magical item or feature.
- **Ready:** Plan to take action as a reaction when a trigger occurs.
- **Search:** Make a Wisdom (Insight, Medicine, Perception, or Survival) check.
- **Shove:** Special melee attack.
- **Study:** Make an Intelligence (Arcana, History, Investigation, Nature, or Religion) check.
- **Utilize:** Use a nonmagical item (pick a lock, cover a hooded lantern, equip or drop a shield, etc).

**BONUS ACTIONS (up to 1 per turn)**

- **Consume Potion:** Drink for yourself or administer to another within 5 feet.
- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Magic (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 equals 10 or half damage, whichever greater. Each hit needs a separate saving throw check.