

Taili

CHARACTER NAME

4 Druid (Circle of Dreams)

LEVEL & CLASS

Joeri

PLAYER NAME

Outlander

BACKGROUND Exile or outcast

Elf, Wood

RACE

2,700

EXPERIENCE

6,500

Next Level

STRENGTH

-1

9

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+4

18

CHARISMA

+3

16

STR

-1

INT

+5

DEX

+1

WIS

+6

CON

+2

CHA

+3

RESISTANCES

Magic can't put me to sleep; Adv. on saves vs. charmed

SAVING THROWS

ACROBATICS

+1

Acrobatics (Dex)

ANIMAL HANDLING

+4

Animal Handling (Wis)

ARCANA

+3

Arcana (Int)

ATHLETICS

+1

Athletics (Str)

DECEPTION

+3

Deception (Cha)

HISTORY

+3

History (Int)

INSIGHT

+4

Insight (Wis)

INTIMIDATION

+3

Intimidation (Cha)

INVESTIGATION

+3

Investigation (Int)

MEDICINE

+6

Medicine (Wis)

NATURE

+3

Nature (Int)

PERCEPTION

+6

Perception (Wis)

PERFORMANCE

+3

Performance (Cha)

PERSUASION

+3

Persuasion (Cha)

RELIGION

+3

Religion (Int)

SLEIGHT OF HAND

+1

Sleight of Hand (Dex)

STEALTH

+1

Stealth (Dex)

SURVIVAL

+6

Survival (Wis)

TOOL

SKILLS

25
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

13
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+4

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVED

LEVEL DIE USED

4 d8+2

HIT DICE

ENCUMBERED

25 ft

35 ft

SPEED

FEATURE

Balm of the Summer Court

MAX

4d6

RECOVER

LR

USED

Wild Shape (CR 1/2, no fly; 2 hours)

2

SR

LIMITED FEATURES

ACTIONS

Wild Shape (start)

BONUS ACTIONS

Balm of the Summer Court

REACTIONS

Wild Shape (end)

ACTIONS

16

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME

TOTAL

Arrows

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME

TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

ATTACK NAME

Longbow

PROF ABILITY

✓ Dex

RANGE

150/600 ft

TO HIT

+3

DAMAGE

1d8+1

DAMAGE TYPE

Piercing

Ammunition, heavy, two-handed

DESCRIPTION

Shortsword x2

✓ Dex

Melee

+3

1d6+1

Piercing

Finesse, light

Thorn Whip

✓ Wis

Melee, 30 ft

+6

1d6

Piercing

Melee spell attack, pull target 10 ft closer to me (PHB 282)

Fire Bolt

✓ Cha

240 ft

+5

1d10

Fire

Unattended flammable objects ignite (PHB 241)

Primal Savagery

✓ Wis

Melee (5 ft)

+6

1d10

Acid

(XGtE 163)

ATTACKS: WEAPONS & CANTRIPS

◆ Druidic (Druid 1, PHB 66)

I know Druidic; Hidden messages with it can only be understood by who know Druidic

- Spellcasting (Druid 1, PHB 66) [3 cantrips known]

I can cast prepared druid cantrips/spells, using Wisdom as my spellcasting ability

I can use a druidic focus as a spellcasting focus

I can cast my prepared druid spells as rituals if they have the ritual tag.

- ◆ Balm of the Summer Court (Circle of Dreams 2, XGtE 22) [4d6 per long rest]

I have a pool of fey energy represented by a number of d6s equal to my druid level

As a bonus action, I can spend dice to heal an ally within 120 ft of me that I can see

I can spend up to half my druid level worth of dice from the pool at once

The ally heals an amount equal to the total rolled and gains 1 temp HP per die spent

- ◆ Wild Shape (Circle of Dreams 2, PHB 66) [CR 1/2, no fly; 2 hours, 2× per short rest]

As an action, I assume the shape of a beast I have seen before with the following rules:

- I gain all its game statistics except Intelligence, Wisdom, or Charisma
- I get its skill/saving throw prof. while keeping my own, using whichever is higher
- I assume the beast's HP and HD; I get mine back when I revert back
- I can't cast spells in beast form, but transforming doesn't break concentration
- I retain features from class, race, etc., but I don't retain special senses
- I can choose whether equipment falls to the ground, merges, or stays worn
- I revert if out of time or unconscious; if KO'd by damage, excess damage carries over

I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.

PERSONALITY TRAITS

Nature: The natural world is more important than all the constructs of civilization. (Neutral)

IDEALS

An injury to the unspoiled wilderness of my home is an injury to me.

BONDS

Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

FLAWS

Feature Name: Wanderer

I have an excellent memory for maps and geography, and I can always recall the general layout of terrain, settlements, and other features around me. In addition, I can find food and fresh water for myself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

BACKGROUND FEATURE

Wood Elf (+2 Dexterity, +1 Wisdom)

Trance: Elves don't need to sleep, but meditate semiconsciously, for 4 hours a day. While meditating, I can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, I gain the same benefit that a human does from 8 hours of sleep, but I still need 8 hours for a long rest.

Mask of the Wild: I can attempt to hide even when I am only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

RACIAL TRAITS

ADVENTURING GEAR	#	LB
Longbow		2
Dagger		1
Hide armor		12
Dagger		1
Herbalism Kit		3
SUBTOTAL		19

EQUIPMENT

ADVENTURING GEAR	#	LB
SUBTOTAL		

[illegible]

CP

SP

EP

GP

PP

18

WEIGHT CARRIED

19.3 lb

ENCUMBERED

46 - 90 lb

HEAVILY ENCUMBERED

91 - 135 lb

PUSH/DRAW/LIFT

136 - 270 lb

