

16

WISDOM

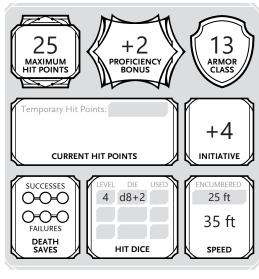
+4

18

CHARISMA

+3

16



LIMITED FEATURES

Balm of the Summer Court 4d6

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



ARMOR

INSPIRATION

12 Armor Hide

Medium Armor O Heavy Armor

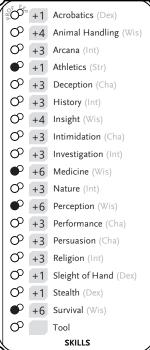
Shield

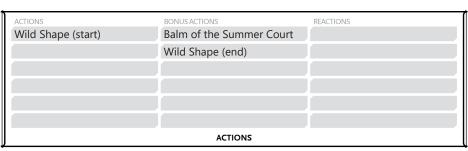
Dex

Misc

Misc

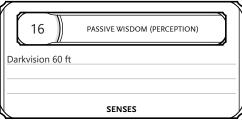
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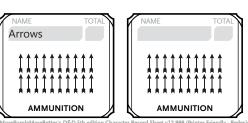




RECOVER USED

LR





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ATTACK NAME	PROF ABILITY	RANGE	TO HIT DAMA	GE	DAMAGE TYPE
Longbow	√ Dex	150/600 ft	+3 10	d8+1	Piercing
Ammunition, heavy, two-handed DESCRIPTION					
Shortsword x2	√ Dex	Melee	+3 10	d6+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 1	d10	Fire
Unattended flammable objects ignite (PHB 241)					
Primal Savagery	√ Wis	Melee (5 ft)	+6 1	d10	Acid
(XGtE 163)					
ATTACKS: WEAPONS & CANTRIPS					

• Spellcasting (Druid 1, PHB 66) [3 cantrips known] I can cast prepared druid cantrips/spells, using Wisdom as my spellcasting ability PERSONALITY TRAITS 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] Nature: The natural world is more important than all the I have a pool of fey energy represented by a number of d6s equal to my druid level constructs of civilization. (Neutral) 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 **IDEALS** 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] An injury to the unspoiled wilderness of my home is an injury to 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 BONDS - 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 Don't expect me to save those who can't save themselves. It is - I retain features from class, race, etc., but I don't retain special senses nature's way that the strong thrive and the weak perish. - I can choose whether equipment falls to the ground, merges, or stays worn - I revert if out of time or unconscious; if KOd by damage, excess damage carries over 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 **CLASS FEATURES RACIAL TRAITS** ADVENTURING GEAR LB ADVENTURING GEAR LB ADVENTURING GEAR LB Longbow 2 Dagger Hide armor 12 1 Dagger Herbalism Kit 18 WEIGHT CARRIED 19.3 lb ENCUMBERED ATTUNED MAGICAL ITEMS 46 - 90 lb HEAVILY ENCUMBERED 91 - 135 lb PUSH/DRAG/LIFT 136 - 270 lb SUBTOTAL SLIBTOTAL **EQUIPMENT**

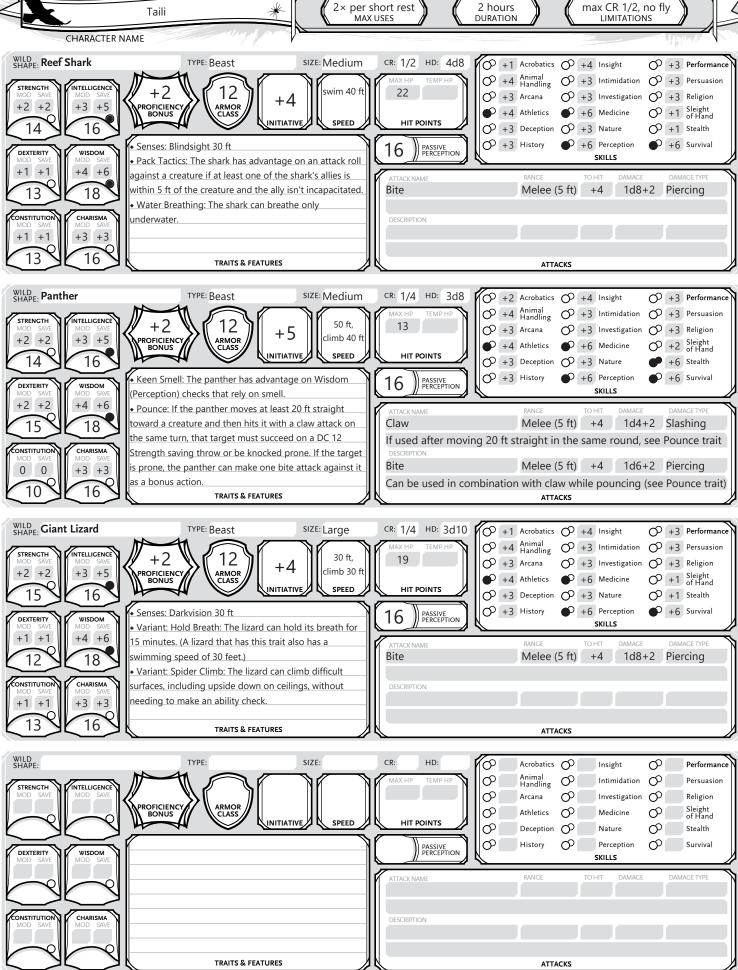
I place no stock in wealthy or well-mannered folk. Money and

manners won't save you from a hungry owlbear.

Druid (Circle of Dreams), level 4:

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

Druidic (Druid 1, PHB 66)



WILD SHAPES