

Druid 1 Sailor Your name

CLASS & LEVEL BACKGROUND PLAYER NAME

Lightfoot Halfling Chaotic Neutral 0

RACE ALIGNMENT EXPERIENCE POINTS



INTELLIGENCE

0

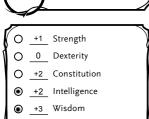
WISDOM

CHARISMA

16



PROFICIENCY BONUS



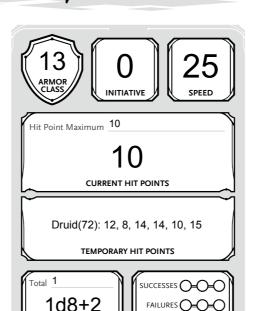
+3 Charisma

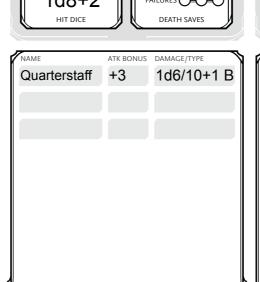


SAVING THROWS



SKILLS





I was beaten when I was younger, so I act tough to hide that I'm hurting.

PERSONALITY TRAITS

The only way to overcome adversity is to be powerful.

IDEALS

A powerful person killed someone I love. Some day soon, I'll have my revenge.

BONDS

I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.

FLAWS

Brave: You have advantage on saving throws against being frightened.
Naturally Stealthy: You can attempt to hide even when you are obscured only by a

even when you are obscured only by a creature that is at least one size larger than you.

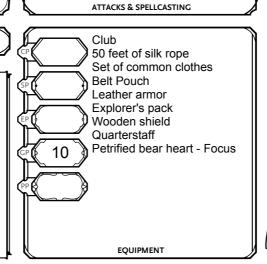
(All armor and shields must be nonmetal)
Ship's Passage: You can secure free passage
on a sailing ship for yourself and your
adventuring companions. You might sail on the
ship you served on, or another ship you have
good relations with. In return for your free
passage, you and your companions are
expected to assist the crew during the voyage.
Druidic: You know the language Druidic, you
can see hidden messages of druids and speak
the language. Those who don't know Druidic
can see the message with a succesful DC 15
Wisdom check, but cannot decipher it.

(13)

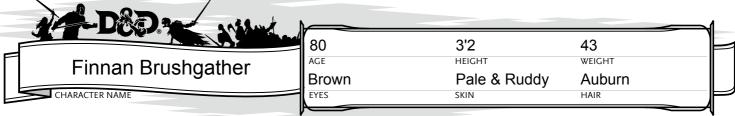
PASSIVE WISDOM (PERCEPTION)

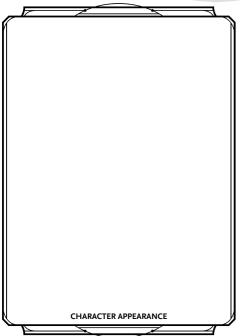
Languages: Common, Halfling, Druidic Weapon Proficiencies: club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear Armor Proficiencies: light armor, medium armor, shield Tool Proficiencies: navigator's tools, water vehicles, herbalism kit

OTHER PROFICIENCIES & LANGUAGES

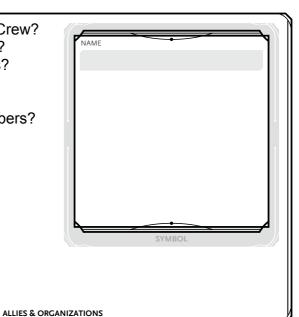


FEATURES & TRAITS





Friends? Family? Guild? Crew? Brothers in arms? Priests? Orphans? Good monsters? Lovers? Deities? Rivals? Enemies? Complicated relationships? Party members?



What made you start

adventuring?

What were the circumstances of your birth?

How did you become a sailor? Did you have a seaport that was your home?

Do you still keep in contact with your shipmates?
Why are you a druid?

How did you go from sailor to druid?

What does being a Lightfoot Halfling mean to you?

Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours.

Lucky: When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

ADDITIONAL FEATURES & TRAITS

TREASURE

Glass orb filled with moving smoke

CHARACTER BACKSTORY

