

Finnan Brushgather

CHARACTER NAME

Druid 1

CLASS & LEVEL

Lightfoot Halfling

RACE

Sailor

BACKGROUND

Chaotic Neutral

ALIGNMENT

Your name

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

10

0

CONSTITUTION

14

+2

INTELLIGENCE

10

0

WISDOM

13

+1

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ 0 Dexterity
- ☐ +2 Constitution
- ☒ +2 Intelligence
- ☒ +3 Wisdom
- ☐ +3 Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

0

INITIATIVE

25

SPEED

Hit Point Maximum 10

10

CURRENT HIT POINTS

Druid(72): 12, 8, 14, 14, 10, 15

TEMPORARY HIT POINTS

Total 1

1d8+2

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

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

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+3

1d6/10+1 B

ATTACKS & SPELLCASTING

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

CP

SP

EP

CP

PP

Club

50 feet of silk rope

Set of common clothes

Belt Pouch

Leather armor

Explorer's pack

Wooden shield

Quarterstaff

Petrified bear heart - Focus

10

EQUIPMENT

FEATURES & TRAITS



Finnan Brushgather

CHARACTER NAME

80

AGE

Brown

EYES

3'2

HEIGHT

Pale & Ruddy

SKIN

43

WEIGHT

Auburn

HAIR

CHARACTER APPEARANCE

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

NAME

SYMBOL

ALLIES & ORGANIZATIONS

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?

CHARACTER BACKSTORY

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

Glass orb filled with moving smoke

TREASURE



Druid

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK
BONUS

0

CANTRIPS

Guidance
Resistance

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- ☐ Purify Food and Drink
- ☐ Speak with Animals

4

7

2

5

8

9

SPELLS KNOWN