

toledo rounds

CHARACTER NAME

Circle of the Land Druid 2
CLASS & LEVEL

Acolyte
BACKGROUND

PLAYER NAME

Rock Gnome
RACE

Neutral Good
ALIGNMENT

10
EXPERIENCE POINTS

STRENGTH

4

19

DEXTERITY

0

11

CONSTITUTION

3

17

INTELLIGENCE

3

16

WISDOM

2

14

CHARISMA

1

13

INSPIRATION

2

PROFICIENCY BONUS

- ☐ 4 Strength
- ☐ 0 Dexterity
- ☐ 3 Constitution
- ☒ 5 Intelligence
- ☒ 4 Wisdom
- ☐ 1 Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

0

INITIATIVE

25

SPEED

Hit Point Maximum 19

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Produce Flame

+4

1d8 Fire

Thunderwave

DC12

2d8 Thunder

Cure Wounds

1d8+2 Healing

Greatclub

+6

1d8+4 Bludgeon...

Healing Word

1d4+2 Healing

ATTACKS & SPELLCASTING

10

CP

10

SP

10

EP

15

GP

10

PP

1 Prayer Book

1 Wooden Shield

1 Greatclub

1 Leather Armor

1 Explorer's Pack

1 Druidic Focus

1 Holy Symbol

EQUIPMENT

I can find common ground between the fiercest enemies, empathizing with them and always working towards peace.

I see omens in every event and action. The gods try to speak to us, we just need to listen

PERSONALITY TRAITS

Faith. I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful)

IDEALS

Everything I do is for the common people.

BONDS

I am inflexible in my thinking.

FLAWS

Armor Proficiency

Druidic

Ritual Casting

Gnome Cunning

Darkvision

Artificer's Lore

Tinker

Shelter of the Faithful

Natural Recovery

FEATURES & TRAITS

12

PASSIVE WISDOM (PERCEPTION)


TOOL: Herbalism Kit, Tinker's Tools

LANGUAGE: Common, Druidic, Elvish, Gnomish, Undercommon

ARMOR: Light Armor, Medium Armor, Shields

WEAPON: Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

OTHER PROFICIENCIES & LANGUAGES



WISDOM

12

4

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Produce Flame

Shillelagh

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

3

☐ Thunderwave

☐ Speak with Animals

☐ Cure Wounds

☐ Create or Destroy Water

☐ Charm Person

☐ Animal Friendship

☐ Healing Word

2

0

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Armor Proficiency

Druids will not wear armor or use shields that are made of metal.

Druidic

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Darkvision

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Artificer's Lore

Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker

You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

Clockwork Toy: This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter: The device produces a miniature flame, which you can use to light a Candle, torch, or campfire. Using the device requires your action.

Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Natural Recovery

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest. For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

SPELLS

Produce Flame

conjuration cantrip

Casting Time: 1 action

Range: Self

Target: Self or a creature within 30 feet of you

Components: V S

Duration: 10 minutes

Description:

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.
You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

Shillelagh

transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Target: The wood of a club or quarterstaff you are holding

Components: V S M

Duration: 1 minute

Description:

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

Thunderwave

evocation 1

Casting Time: 1 action

Range: Self (15-foot cube)

Target: Self (15-foot cube)

Components: V S

Duration: Instantaneous

Description:

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Speak with Animals

divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: 10 minutes

Description:

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Cure Wounds

evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

Duration: Instantaneous

Description:

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

Create or Destroy Water

transmutation 1

Casting Time: 1 action

Range: 30 feet

Target: See text

Components: V S M

Duration: Instantaneous

Description:

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Charm Person

enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A humanoid you can see within range

Components: V S

Duration: 1 hour

Description:

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Animal Friendship

enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A beast that you can see within range

Components: V S M

Duration: 24 hours

Description:

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Healing Word

evocation 1

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice that you can see within range

Components: V

Duration: Instantaneous

Description:

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.