

Malfurion Pricklefinger

CHARACTER NAME

Druid, Level 0

CLASS & LEVEL

Wood Gnome

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

10

+0

STRENGTH

These are skills

12

+1

DEXTERITY

Proficient, y/n?

10

+0

CONSTITUTION

10

+0

INTELLIGENCE

12

+1

WISDOM

10

+0

CHARISMA

✗

PASSIVE WISDOM (PERCEPTION)

13

ARMOR CLASS

✗

INITIATIVE

30ft.

SPEED

HIT POINT MAXIMUM 8

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

✗

HIT DICE

SUCCESS

✗

FAILURES

DEATH SAVES

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Wooden Staff	+2	1d8+1
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Attack Bonus (Bonus Chance to hit on attacks):

Druid Weapons gets a Wisdom Bonus (+1)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+2)

Attack Damage against enemy hit points:

Weapon attack damage

Roll one 8 sided die (1d8)

+ Wisdom Bonus (+1)

= Your Attack Damage (1d8 + 1)

(spell) Entangle

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within 90ft of you. For one minute, these plants turn the ground in the area into difficult terrain (move at half-speed).

Languages: Common, Druidic

Proficient with equipment: Wooden Weapons & Shields

Proficient at skills: History, Nature, Animal Handling, Survival

OTHER PROFICIENCIES & LANGUAGES

Armor: Barkskin (13 Armor)

EQUIPMENT & CHARACTER NOTES