



druid 1
CLASS & LEVEL
variant human
RACE

Outlander
BACKGROUND
NG
ALIGNMENT

Matt
PLAYER NAME
EXPERIENCE POINTS

STRENGTH 13 1

DEXTERITY 15 2

CONSTITUTION 16 3

INTELLIGENCE 12 1

WISDOM 18 4

CHARISMA 16 3

INSPIRATION

PROFICIENCY BONUS 2

SAVING THROWS

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

SKILLS

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

ARMOR CLASS 16

INITIATIVE 2

SPEED 30

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Driven by wanderlust

PERSONALITY TRAITS

Greater good: it is each persons responibilty to make the most happienes for them and those around them

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it

BONDS

like to drink... A lot

FLAWS

14 PASSIVE WISDOM (PERCEPTION)

Common, Druidic, Goblin, Sylvan

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK BONUS	DAMAGE/TYPE
1/4 staff	+3	1d6+1

ATTACKS & SPELLCASTING

CP

SP 5

CP

CP 5

PP

studded leather armor
wooden shield
quarter staff
backpack, bedroll,
hooded lantern, 2 Ink
well, ink pen, 10 pages of
parchment,
herbalisim kit
hunting trap, lucky rabbits
foot, travelser clothes
tinder box rope 50 feet

EQUIPMENT

Lucky wanderer

FEATURES & TRAITS



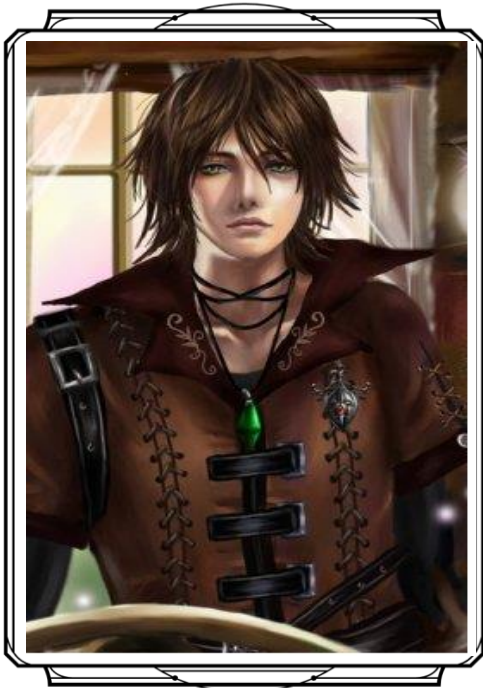
Kal Maplefoot

CHARACTER NAME

22
AGE
Blue
EYES

5'11
HEIGHT
White
SKIN

198
WEIGHT
Brown
HAIR



A homesteader who is driven by wonderlust hearing stories about taverns from traveling adventurers i have set off to open an tavern for myself but i need money so i guess ill go adventuring for now

CHARACTER BACKSTORY

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

Wis

SPELLCASTING
ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK
BONUS

0

CANTRIPS

poison spray
guidance

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

Prepared

SPELL NAME

- ☒ thunder wave
- ☒ speak with animals
- ☒ Curewounds
- ☒ detect magic
- ☒ Iceknife

2

3

6

7

4

8

5

9

SPELLS KNOWN