

## Gunnloda Wavesplitter

CHARACTER NAME

Druid 3

CLASS & LEVEL

Hill Dwarf

RACE

Sailor

BACKGROUND

Lawful good

ALIGNMENT

Mark

PLAYER NAME

900

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

14

CONSTITUTION

+3

17

INTELLIGENCE

+0

11

WISDOM

+3

17

CHARISMA

+1

13

No

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +3 Constitution
- ☒ +2 Intelligence
- ☒ +5 Wisdom
- ☐ +1 Charisma

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 30

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I am quick to accept new friends, but quick to judge and will easily punish transgressions. My true friends know they can rely on my no matter what. You will not struggle to know which category you fall into.

PERSONALITY TRAITS

I am driven to restore the life to my home city of Ironforge. A rift formed near my town while I was delivering ore, and an undead army was unleashed on my town, killing all my kin. I heard rumors of a magic relic that can banish the rift and allow me to restore Ironforge to its former glory. Once restored, I will buy my own ship, find a crew, and sail the ocean under my own terms.

IDEALS

I am especially eager to commune with animals. I often find humanoid's fickle and boring, though will always be polite. I mistrust those that seek to employ me, due to a series of trade deals that went south when the other side failed to uphold their end.

BONDS

I am impatient with those that are slow to understand. I am also quick to judge the strong dullard as not worthy of my acquaintance. Despite my calculating nature, I cannot resist a tempting gamble, even if the odds are not in my favor.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

+4

1d6+2/s

Quarterstaff

+2

1d6/b

Armor: Leather Armor  
Shield: Wooden shield

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields (druids will not wear armor or use shields made of metal), clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears, battleaxes, handaxes, throwing hammers, warhammers.

Languages:

Common, Dwarvish, Druidic

OTHER PROFICIENCIES & LANGUAGES

CP 0  
SP 0  
EP 0  
GP 75  
PP 0

ash quarterstaff (druidic focus), backpack, bedroll, mess kit (2), tinderbox, rations (9 days), waterskin, 50 feet of hemp rope, rolling pin, a belying pin (club), 50 feet of silk rope, a book that tells the story of a hero ridding the world of undead evil with the help of a magic relic (the last chapter is missing), a set of common clothes, a belt pouch, cloak of protection, potion of healing, chain shirt, flask of alchemist fire, lantern, thieves tools, spellbook, gold ring, blank book, moss agate (2), a black cloth, candles (2).

EQUIPMENT

(See Features Page)

--Darkvision (60')  
--Dwarven Resilience  
--Dwarven Toughness\*\*  
--Ship's Passage  
--Stonecunning  
--Wild Shape (2x/SR, 1 hours)

4'0" 140 lbs. 55 years old

\*\*Darkvision.\*\*

\*\*Dwarven Resilience.\*\* You have advantage on saving throws against poison, and you have resistance against poison damage.

\*\*Stonecunning.\*\* Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

\*\*Dwarven Toughness.\*\* Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

\*\*Ship's Passage.\*\* When you need to, 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 (perhaps one captained by former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

FEATURES & TRAITS



## SPELLCASTING CLASS

WIS

## SPELLCASTING ABILITY

13

SPELL SAVE DC

**+5**

### SPELL ATTACK BONUS

0

## CANTRIPS

Druidcraft (V,S)

Poison Spray (V,S)

Shillelagh (V,S,M)

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

⊙ Charm Person (V,S)

© Faerie Fire (V) (C)

Ⓒ Thunderwave (V,S)

2

2

☒ Flaming Sphere (V,S,M) (C)

☒ Locate Animals Or Plants (V,S,M) (R)

3

0

6

0

7

0

4

0

8

0

5

0

9

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## SPELLS KNOWN

# FEATURES, MAGICAL ITEMS AND SPELLS

## FEATURES

### DARKVISION (60')

*Source: Race*

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.

### DWARVEN RESILIENCE

*Source: Race (Dwarf)*

You have advantage on saving throws against poison, and you have resistance against poison damage.

### DWARVEN TOUGHNESS

*Source: Race (Hill Dwarf)*

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

### SHIP'S PASSAGE

*Source: Background (Sailor)*

When you need to, 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 (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

### STONECUNNING

*Source: Race (Dwarf)*

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Languages.

### WILD SHAPE (2X/SR, 1 HOURS)

*Source: Druid*

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you

finish a short or long rest. Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

Level	Max CR	Limitations	Example
2nd	1/4	No Flying/Swimming	Wolf
4th	1/2	No flying	Crocodile
8th	1	--	Giant eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

## SPELLS

### DRUIDCRAFT

#### *Transmutation Cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

### POISON SPRAY

#### *Conjuration Cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

**At Higher Levels:** This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), 17th level (4d12).

### SHILLELAGH

#### *Transmutation Cantrip*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (Mistletoe, a shamrock leaf, and a club or quarterstaff)

**Duration:** 1 minute

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.

### CHARM PERSON

#### *1st-level Enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

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.

### FAERIE FIRE

#### *1st-level Evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it,

and the affected creature or object can't benefit from being invisible.

**THUNDERWAVE**  
*1st-level Evocation*

**Casting Time:** 1 action  
**Range:** Self (15-foot cube)  
**Components:** V, S  
**Duration:** Instantaneous

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.

**FLAMING SPHERE**  
*2nd-level Conjuration*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (A bit of tallow, a pinch of brimstone, and a dusting of powdered iron)  
**Duration:** Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

**LOCATE ANIMALS OR PLANTS**  
*2nd-level Divination (ritual)*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (A bit of fur from a bloodhound)  
**Duration:** Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

**KNOWN BEASTS**

**RAT**

*Tiny beast, unaligned*

**Armor Class** 10  
**Hit Points** 1 (1d4-2)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	11 (+0)	17 (+3)	13 (+1)

**Senses** Darkvision 30 Ft., passive Perception 10  
**Languages** —  
**Challenge** 0 (0 XP)

**Keen Smell:** The rat has advantage on Wisdom (Perception) checks that rely on smell.  
**Bite:** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

**SPIDER**

*Tiny beast, unaligned*

**Armor Class** 12  
**Hit Points** 1 (1d4-1)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	11 (+0)	17 (+3)	13 (+1)

**Skills** Stealth +4  
**Senses** Darkvision 30 Ft., passive Perception 12  
**Languages** —  
**Challenge** 0 (0 XP)

**Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.  
**Web Sense:** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.  
**Web Walker:** The spider ignores Movement restrictions caused by webbing.  
**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.



## SWARM OF RATS

Medium swarm of tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8-7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	11 (+0)	17 (+3)	13 (+1)

**Damage Resistances** Bludgeoning, Piercing, Slashing

**Condition Immunities** Charmed, Frightened, Grappled,

Paralyzed, Petrified, Prone, Restrained, Stunned

**Senses** Darkvision 30 Ft., passive Perception 10

**Languages** —

**Challenge** 0.25

**Keen Smell:** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

**Swarm:** The swarm can occupy another creature's space and vice

versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain Hit Points or gain Temporary Hit Points.

**Bites:** **Melee Weapon Attack:** +2 to hit, reach 0 ft., one target

in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its Hit Points or fewer.

## WOLF

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	11 (+0)	17 (+3)	13 (+1)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 0.25

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

**Bite.** **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone