

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

SAVING THROWS

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

SKILLS

PASSIVE PERCEPTION

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

**Firbolg Magic (1/Short Rest).** You can cast detect magic and disguise self with this trait, using Wisdom as your spell casting ability for them. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

**Hidden Step (Bonus Action—1/Short Rest).** You can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Speech of Beast and Leaf.** You can communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

RACIAL TRAITS

**Druidic.** You can 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 Perception check but can't decipher it without magic.

**Spellcasting.** You can cast druid spells as rituals. You can prepare 5 spells from the druid spell list. You can use a druidic focus as your spellcasting focus.

**Wildshape (Action—2/Short Rest).** You can magically assume the shape of a beast that you have seen before. You can stay in a beast shape for 1 hours. 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.

**Halo of Spores.** When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution save against your spell save DC.

**Symbiotic Entity (Action).** You can expend a use of your Wild Shape and you gain 8 temporary hit points. While this feature is active, you gain the following benefits:

When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.

Your melee weapon attacks deal an extra 1d6 poison damage to any target they hit.

These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

FEATURES & TRAITS

**Armor Proficiencies.** Light Armor, Medium Armor, Shields

**Weapon Proficiencies.** Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

**Tool Proficiencies.** Herbalism kit

**Languages.** Common, Elvish, Giant, Sylvan, Druidic

PROFICIENCIES & LANGUAGES

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I connect everything that happens to me to a grand, cosmic plan. I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.

PERSONALITY TRAITS

Live and Let Live. Meddling in the affairs of others only causes trouble. (Neutral)

IDEAL

My isolation gave me great insight into a great evil that only I can destroy.

BOND

I'd risk too much to uncover a lost bit of knowledge.

FLAW

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society.

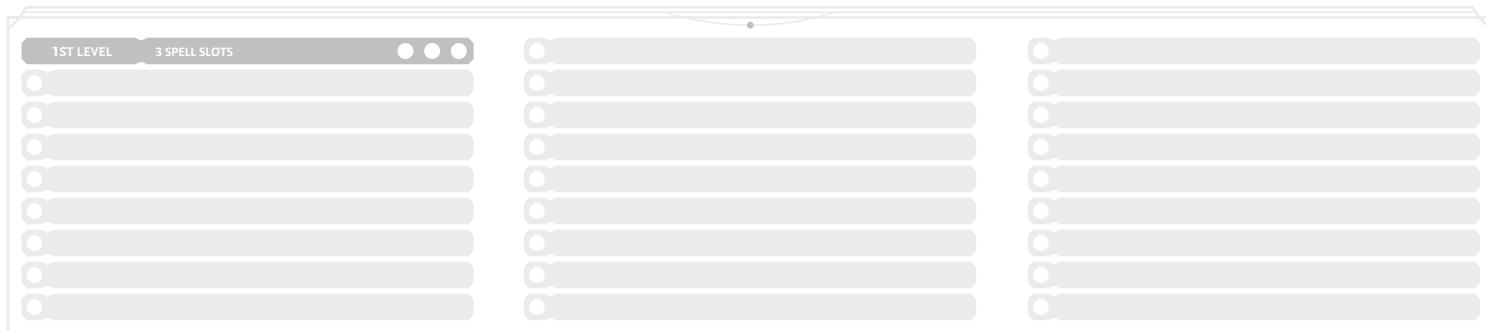
BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

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## Chill Touch

### Necromancy Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	1 round
COMPONENTS	V, S

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Circle Spells (Druid)

Player's Handbook

## Infestation

### Conjuration Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a living flea)

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1., north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Spellcasting (Druid)

Xanathar's Guide to Everything

## Thorn Whip

### Transmutation Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (the stem of a plant with thorns)

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Spellcasting (Druid)

Player's Handbook

## Detect Poison and Disease

### 1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a yew leaf)

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Druid)

Player's Handbook

## Earth Tremor

### 1st-level evocation

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

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

Prepared (Druid)

Xanathar's Guide to Everything

## Goodberry

### 1st-level transmutation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (a sprig of mistletoe)

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Prepared (Druid)

Player's Handbook

## Ice Knife

### 1st-level conjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	S, M (a drop of water or piece of ice)

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

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

Prepared (Druid)

Xanathar's Guide to Everything

## Purify Food and Drink

### 1st-level transmutation (ritual)

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Prepared (Druid)

Player's Handbook

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus.

This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Proficiency with an herbalism kit allows you to identify plants and safely collect their useful elements.

**Components.** An herbalism kit includes pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and several glass jars.

**Arcana.** Your knowledge of the nature and uses of herbs can add insight to your magical studies that deal with plants and your attempts to identify potions.

**Investigation.** When you inspect an area overgrown with plants, your proficiency can help you pick out details and clues that others might miss.

**Medicine.** Your mastery of herbalism improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

**Nature and Survival.** When you travel in the wild, your skill in herbalism makes it easier to identify plants and spot sources of food that others might overlook.

**Identify Plants.** You can identify most plants with a quick inspection of their appearance and smell.

HERBALISM KIT

**Activity** DC

Find plants 15

Identify poison 20