**Temp Effects**

**Num. Spells I Can Prepare Daily: 4**

**Temp Exhaustion Level: 0**

**We have a magic war horse: Urthan gave us called Dehalis (fey understands common and is very intelligent)**

**Character Traits**:

**Age:** **Aarakocra**: of 3 years (birth Jul 1st, 1228), old (adult) Gull like bird

**Background:**  **Saylor**: Proficiency in/with: Navigators tools, Water vehicles, Athletics, and Nature.

**Personality Traits:** I’ll never pass up a friendly wager

**Ideals:** Committed to my crew mates

**Bonds:** Loyal to my captain ***(Bonaparte)*** first

**Flaws:** I’d do anything to avoid extra work

**Background:** I was born on a destroyed island (no name, no parents). I was hatched as an egg on the **Ship**. I can play guitar taught by ***Dave***. The island has no known name. I was picked up by a few sailors that were also charters. I grew up on the ship and grew fond of the captain ***Bonaparte***. We made port in the city of ***Midrian*** (near Thrash).

* **Bonaparte:** Oh captain, my captain. Great friend and father figure. ***My stylish cap (Looks like Links cap the color aged blue) (Third Birthday Gift) came from him; I keep it to inspire me when all feels lost.*** ***(We have a call for safety (Whoooo))***

**Features and Traits Exp**:

**Flight**:Speed 50 ft / no Medium or Heavy armor

**Ranger:**

**Favored Enemy**:(Fiend (I think they burned my island)) +2 on damage rolls / Adv. History and Tracking

**Ships Passage**:Free ship rides for work I get to

**Natural Explorer**: (**Coast/Ocean/Forest**) On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted / Ignore difficult terrain / advantage on initiative rolls / Surprise rolls with adv. 1st turn / Your group can’t become lost except by magical means / Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking) you remain alert to danger / If you are traveling alone, you can move stealthily at a normal pace / When you forage, you find twice as much food as you normally would / While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area / (See Pg.91)

**Fighting Style**:

**Archery**: Gain +2 to ranged attack rolls

**Primeval Awareness:** I understand animals (survival needs) and calm them down / Any favored enemies with in 5-mile radius are found by concentration for 60 seconds /

**Beast Companion**: spend +8 hours with one beast with something to tempt it

**Seagull:** His name is Junior.

**Druid:**

**Circle of Dreams:**

You become imbued with the blessings of the Summer Court. You are a font of energy that offers respite from injuries. You have a pool of fey energy represented by a number of d6s equal to your druid level.

As a bonus action, you can choose one creature you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together for total health gained. The target also gains 1 temporary hit point per die spent.

You regain all expended dice when you finish a long rest.

**Wild Shape:**

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 (Player’s Handbook, p. 66).

At 2nd level, 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. At 4th level, you can transform into any beast that has a challenge rating of 1/2 or lower that doesn’t have a flying speed. At 8th level, you can transform into any beast that has a challenge rating of 1 or lower.

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.

**Keen Mind:**

* You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.
* Increase your Intelligence score by 1, to a maximum of 20.
* You always know which way is north.
* You always know the number of hours left before the next sunrise or sunset.
* You can accurately recall anything you have seen or heard within the past month.

**Items**:

**Equipped:**

**(No Longer Equipped) Nebulin Robes:** I have 3 white capes that the Nebulin wore.

**Description**: Well-made fancy white cape, has an upright collar. It fits whatever the wearers size is. I feel that there is a connection to the same energy as the mask. It was created with the same energy as the mask.

**Mask of the Nebulin (Mask of the Unnatural) Wondrous Item:** it magically regained power. It charged way more after my character trial and now the power has no end in sight. It is from the Void. Transmutation. Has connections to power sources from the void. It is very well made, that reminds him (**Xander**) of a mask similar to the ones rumored to be south of The Capitol City.

**Description**: White (same color as the marbles “pearls”) mask smoothed off oval holes for the eyes that can’t be seen through on the face side. Made of runic like stone. It’s very light in hand but falls fast like it is heavy. It is very rare and Its magic falls outside the normal known range of magic. (look in to unnatural and uncommon magic (comes from the void)) The mask uses open ended enchantment. Meaning it’s hard to find the effects. He uses mage hand to levitate stuff.

**Use**: It is powered by the Void. It has enough power for at least 4 more days. When I wore, it made me feel “free”. The longer I wear it I get additional powers.

**Unnatural Form**: gives me the abilities to shape the form of the unnatural clothes and weapons. Sharpening weapons lasts around a day.

**Stats**: When worn while powered, casting a spell requires roll a d 20 this determines an unpredictable element to the spell. I have advantage against blinding and gagging in the mask. It has another power that is still don’t understand now.

**Mec. Slingshot:** It is a mech. magic weapon (1d4 +1) Has some other use that I can’t figure out yet. I’ve started to fix it pretty well. I’ve got the ideas down just need more time to fix. Its construct like in nature (Mec. creature like automaton)

**Golden Ring Elvin Design**: Normal Ring

**Living Heat Ring:** It has Small Runes on the Inside and Raindrops on the Outside. I found it in the mansion in an old bedroom drawer along with a note book that was scratched out love letters to Nadile.

**Sending Stones:** Two stones that make a pair. They function as Walky talkies and have a very long range even over plains. Given to us from the **King of Thrash. Icarus has my other sending stone.**

**Silver Ring:** (Has a circle with a flat plain in with noise design in between circles): It has a connection to an unnatural power (voidic). Walky talky of the other realm. No direct magical power.

**Decanter of Endless Water: (1 Action)** To use it the Decanter I have to say magic key words, Stream (1 gallon of water) Geyser (30 feet 1-foot wide DC 13) and Fountain (5 gallons). (1 D4 Damage)

**Nebulin Dagger:** It is made from a local metal to the strange island. We used it to break the magic crystal in the Nebulin tower. **Xander** has seen this material in runes before. The Magic is that of the void (kind of like an energy) Abilities are tied to the void directly. To charge it you would have to bring it in to the void or make battery to charge them. When a Crit happens that kills the thing that dies it will disintegrate any one in a 60ft radius has to roll off against a dc 15 Wis. save or you will forget the last hour of that person. (+7 + Wis. mod voidic damage)

**Elvin Bow:** Escribed with place of origin small village south Fhoran Village of the Trees made Bainin. Made of flex bamboo. Damage on all attacks +1 (well crafted).

**Wand of the Wild Wind:** Unstable magic, it cast many different types of spells in it. It has 7 charges that recharges (1 d6 +1 charge) every dawn. It uses a random effect every use and will never repeat the same spell twice. Range 120ft.

**Cloak of Billowing:** Green. Made of nice materials. Found in the abandoned house in **The Capital City.** **Magical** While wearing this cloak you can use a bonus action to billow in the wind

**Bag of holding (Large):**

**9 loaves of bread:**

**Cloak:** From Olia

**Circlet:** From Olia

**Her Passport and Photo of Olia:** From Olia

**Johanna’s Flute:** It’s a memento to a time where we all together as a party.

**Maps with Thieves Cant on it, and Burned Picture Piece:**

**Bag of Icarus’s Stuff:** contains a plus one dagger. Burglars pack, Thieves tools, and Hand Crossbow.

**Extra Items:**

(X) **Small coin:** a small coin material similar to the marbles of the Nebulin (it has a strange green tint to it):

(X) **Drawing:** a small set of drawings of all us in the party (law wanted pictures):

(X) **Obelisk:** They are portal stones that link one place to another. They have connections to many planes. They are vaguely connected to each other.

**Obelisks in Courtyard:** Void and Conjuration magic there is a thing about an inch beneath the ground in the center of the triangle of Obelisks focused in the school of Evocation.

**Gems:** These came out of my wand and hit the ghost.

**Tool Kits:**

**Cartographers Tools:** Quill, Ink, Water Resistant Parchment, Pair of Compasses, Calipers, Ruler.

**Medical Kit:** Bandages, Salves, and Splints. The kit has 9 uses left.

**Magic Potions:** very powerful and mystical but you have to apply it to a person. Will give that person an unknown spell effect.

**Potion of Animal Friendship**: 1 left

**Philter of Love**: 1 left

**Potion of Healing:** 3 left

**Random Potion (that looks like the ocean):** 1 left

It lets you breathe under water for an hour +/- 30 minutes, but you can’t breathe air.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_Spells\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Current Spell DC = 14**

**Current Atta. MOD = 6**

**(plus to hit)**

**1st Level Spell Slots Total: 4**

**2nd Level Spell Slots Total: 3**

**Spell Save DC = 8 + Spell Attack Mod = 14**

**Spell Attack Mod = Proficiency + Wisdom**

**Wisdom mod + Druid level = how many spell slots**

**I CAN PREPAIR 5 SPELLS PER REST**

**\_\_\_\_\_\_\_\_\_\_\_\_\_Spell List\_\_\_\_\_\_\_\_\_\_\_\_\_**

* **Cantrip**
  + **Gust-** **(Casting Time of 1 Action / Range 30Ft / Voice Sign / Instantaneous)** You seize the air and compel it to create one of the following effects at a point you can see within range.

• One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.

• You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.

• You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

* + **Thunderclap-** **(Casting Time of 1 Action / Range Self 5 Ft Radius / Sign / Instantaneous)** You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.
  + **Create Bonfire- (Casting Time of 1 Action / Range 60 Ft /Voice Sign / Concentration 1 min)** You create a bonfire on ground that you can see within range. Until the spells ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire’s space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire’s space for the first time on a turn or ends its turn there.
  + **Druidcraft- (Casting Time of 1 Action / Range 30 Ft /Voice Sign / 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, torch, or a small campfire.
* **First Level** 
  + **Cure Wounds – (Casting Time of 1 Action / Range: Touch / Voice Sign / Instantaneous)** 1D 8 + S.C.A.M
  + **Speak with Animals – (Casting Time of 1 Action / Range Self / Voice Sign / 10 Min.)** talk to animals
  + **Hunters Mark – (Casting Time of 1 Bonus Action / Range 90 Ft / Voice / 1 Hr. Con.)** Extra 1D 6 damage and tracking
  + **Beast Bond – (Casting Time 1 Action / Range Touch / Voice Sign Material (animal shedding and cloth) / 10 Min)** I can link to a friendly creature and telepathically talk. If someone attacked within 5 ft the creature gets advantage on attack rolls. Line of sight is required.
  + **Guiding Hand -** **(Casting Time 1 Min / 5ft / Voice Sign / 8 hours of con.)** creates a tiny hand that points to one known mapped landmark. If you don’t follow every 1d4 minutes, it beacons you.
* **Daily Prep:**
  + **Animal Friendship**
  + **Charm Person**
  + **Create or Destroy Water**
  + **Detect Magic**
  + **Detect Poison and Disease**
  + **Entangle**
  + **Faerie Fire**
  + **Fog Cloud**
  + **Goodberry**
  + **Healing Word**
  + **Jump**
  + **Longstrider**
* **Second Level** 
  + **Skywrite – (Casting Time 1 Action / Range sight / Voice Sign / 1 hours Con.)** can cause up to 10 words to be drawn in the sky. Can be affected by wind.
* **Daily Prep:**
  + **Darkvision**
  + **Enhance Ability**
  + **Find Traps**
  + **Flame Blade**
  + **Flaming Sphere**
  + **Gust of Wind**
  + **Heat Metal**
  + **Hold Person**
  + **Lesser Restoration**
  + **Locate Animals or Plants**
  + **Locate Object**
  + **Pass Without Trace**
  + [**Protection from Poison**](https://roll20.net/compendium/dnd5e/Spells:Protection%20from%20Poison#h-Protection%20from%20Poison)
  + **Spike Growth**

Ask for a doctor that can help with anybody Named Nola Ilirya.

Have contact that can smuggle us out.

As a guard, my name is Kalen

Shri Purple Rolling pad

Hudson Red/Maroon Rolling pad