



Emerald in the Gray (Em)

CHARACTER NAME

Druid 1

CLASS & LEVEL

Tabaxi

RACE

Sage

BACKGROUND

Chaotic Neutral 0

ALIGNMENT

Skye

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

16

+3

CONSTITUTION

13

+1

INTELLIGENCE

14

+2

WISDOM

15

+2

CHARISMA

7

-2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +3 Dexterity
- ☐ +1 Constitution
- ☒ +4 Intelligence
- ☒ +4 Wisdom
- ☐ +1 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

0

INITIATIVE

30ft

SPEED

Hit Point Maximum 9

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK BONUS

DAMAGE/TYPE

Scin +5

1d6 + 3 s

Dart +5 (range 20/60)

1d4 +5 p

Druidic Focus:

A wand made from a branch of a small tree Emerald in the Gray (Em)nurtured since childhood.

ATTACKS & SPELLCASTING

- Shy due to not spending much time with others, but easily excited by topics she is interested (primarily animals and nature).
- Despite her interest in sea life, she's terrified of water and will not get near it.

PERSONALITY TRAITS

She believes nature is incredibly precious, and seeks to understand how best she and humanity in general can fit into it.

IDEALS

- She had an Elven friend in college named Shara, who seemed to be on the verge of some understanding, before she mysteriously disappeared.

BONDS

- Likely to prioritize her own interests over what might be better for those around her.
- Not well socialized, and often will speak out or ignore politeness.

FLAWS

Tabaxi

- Darkvision
- Feline Agility
- Cat's Claws

Druid

- Spell Casting
- Ritual Casting

Sage

- Researcher

17

PASSIVE WISDOM (PERCEPTION)

Languages:

Common, Druidic, Sylvan

Armor:

Light Armor, Medium Armor

Weapons:

Clubs, Daggers, Darts, Javelins, Maces, Quarterstaff, Scimitars, Sickles, Slings, Spears

Tools:

Herbalism tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Leather Armor, Explorer's Pack, Darts, Druidic Focus, A bottle of black ink, A quill, A small knife, Letter from a dead colleague, Common Clothes

EQUIPMENT

FEATURES & TRAITS



Druid

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

Druidcraft (V, S)

Thorn Whip (V, S, M)

3

6

1

2

- ☐ *Animal Friendship*
- ☐ *Cure Wounds*
- ☐ *Goodberry*

4

7

2

5

8

9

FEATURES, MAGIC ITEMS AND SPELLS

TABAXI

DARKVISION

You have a cat's keen senses, especially in the dark. 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.

FELINE AGILITY

Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

CAT'S CLAWS

Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

CAT'S TALENT

You have proficiency in the Perception and Stealth skills.

DRUID

DRUIDIC

You know Druidic, the secret language of druids. You can speak the language and 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 Wisdom (Perception) check but can't decipher it without magic.

RITUAL CASTING

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

BACKGROUND

SAGE

You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields significant political influence.

You come from an established family in another land to the north, and have been outcast as you are the only member of your

family to display sorcerous trait, and seek adventure to discover more about this element of your being.

Skill Proficiencies. Arcana, History

Languages. Two of your choice

Equipment. A bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a pouch containing 10 gp

RESEARCHER

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

SPELLS

CANTRIPS

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.

THORN WHIP

Transmutation Cantrip

Casting Time: 1 Action

Range: 3 feet

Components: V, S, M (the stem of a plant with thorns)

Duration: Instantaneous

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).