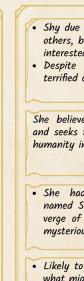


Skye Sage Druid 1 BACKGROUND PLAYER NAME Chaotic Neutral 0 Tabaxi EXPERIENCE POINTS









- 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.
- · 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.

#### Scin +5 1d6 + 3 sDart +5 (range 20/60) 1d4 +5 p

#### Druidic Focus:

A wand made from a branch of a small tree nurtured since childhood.

· Cat's Claws

#### Druid

Tabaxi

· Darkvision

· Feline Agility

- · Spell Casting
- · Ritual Casting

#### Sage

· Researcher

ATTACKS & SPELLCASTING

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** 

Leather Armor, Explorer's Pack, Darts, Druidic Focus, A bottle of black ink, A guill, A small knife, Letter from a dead colleague, Common Clothes 10

**FEATURES & TRAITS** 



WIS

SPELLCASTING
ABILITY

12
SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0 CANTRIPS	3	6
Druidcraft (V, S)		
Thorn Whip (V, S, M)	0	0
	0	0
	0	0
		0
	0	0
	0	0
	0	0
· 文字表示 [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]	0	0
SLOTS TOTAL SLOTS EXPENDED	0	•
1 2	0	
	0	7
O_Animal Friendship	0	0
O Cure Wounds	_	0
O Goodberry	4	0
0		0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	
0	0	8
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0	0	0
	0	0
2	0	0
	0	0
0	0	0
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0	5	0
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# 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 tum in combat, you can double your speed until the end of the tum. Once you use this trait, you can't use it again until you move O 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.