

Velisha, Shaper of Highbranch

CHARACTER NAME

Druid 4 (Circle of the Land)

CLASS & LEVEL

Merfolk (Green)

RACE

Outlander

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

9

◇ -1 SAVING THROWS  
○ +1 ATHLETICS

-1

STRENGTH

12

◇ +1 SAVING THROWS  
○ +1 ACROBATICS  
○ +1 SLEIGHT OF HAND  
○ +1 STEALTH

+1

DEXTERITY

14

◇ +2 SAVING THROWS

+2

CONSTITUTION

10

◇ +2 SAVING THROWS  
○ +0 ARCANA  
○ +0 HISTORY  
○ +0 INVESTIGATION  
○ +2 NATURE  
○ +0 RELIGION

+0

INTELLIGENCE

18

◇ +6 SAVING THROWS  
○ +6 ANIMAL HANDLING  
○ +6 INSIGHT  
○ +4 MEDICINE  
○ +6 PERCEPTION  
○ +6 SURVIVAL

+4

WISDOM

14

◇ +2 SAVING THROWS  
○ +2 DECEPTION  
○ +2 INTIMIDATION  
○ +2 PERFORMANCE  
○ +2 PERSUASION

+2

CHARISMA

16

PASSIVE WISDOM (PERCEPTION)

13

ARMOR CLASS

+1

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d8

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Jade staff

+1

1d6 - 1 bludgeoning

Sling

+3

1d4 + 1 bludgeoning

Unarmed

-1

1 bludgeoning

Druid spellcasting:  
Spell save DC 14  
Spell attack modifier +6

Cantrips: druidcraft, guidance,  
resistance, shillelagh, thorn  
whip

Spell slots: 4 1st level, 3 2nd  
level

ATTACKS & SPELLCASTING

Merfolk (Green) Features:  
Swim speed 30 ft.  
Amphibious (breathe both air and  
water)  
Bonus druid cantrip

Outlander Features:  
Wanderer (PH page 136)

Druid Features (PH page 65):  
Spellcasting  
Wild shape (max. CR 1/4, no  
swimming or flying)

Circle of the Land Features (PH  
page 68):  
Bonus druid cantrip  
Natural recovery (two levels worth of  
spell slots per short rest)  
Circle spells - barkskin, spider climb

FEATURES & TRAITS

Languages: Common, Druidic, Merfolk, Orc,  
Vampire

Tools: Herbalism kit, pipes (musical instrument)

Armor: Light armor, medium armor, shields (non  
metal only)

Weapons: Clubs, daggers, darts, javelins,  
maces, quarterstaves, scimitars, sickles, slings,  
spears

OTHER PROFICIENCIES & LANGUAGES

Jade armor (studded leather), jade staff (quarterstaff), sling, 20 sling stones, Highbranch tribal amulet (druidic focus), regisaur claw (trophy), hunting trap, pipes (musical instrument), herbalism kit, backpack, bedroll, mess kit, tinderbox, 10 torches, waterskin, 50 feet of hempen rope

Velisha is a shaper, a weaver of nature magic. Her tribe dwells in a forested community known as Highbranch, and she serves as a guide. In this role, she was employed by a Dusk Legion lieutenant under Vona's command to escort a wayward patrol back to Conqueror's Foothold. When she arrived, the lieutenant claimed that some of the soldiers she had been escorting had stolen from them. After attempting to fight off the soldiers and escape, she was captured and sentenced to death. Alante freed her from her fate and told her of what she needed done in exchange. Velisha knows the interior well, and has heard that the Temple of Aclazotz contains a dark unnatural force. She means to expel it.

EQUIPMENT & CHARACTER NOTES