

**DUNGEONS & DRAGONS®**

Tethir

CHARACTER NAME

## 2 Druid (Circle of the Moon)

LEVEL &amp; CLASS

Phil

[illegible]

Hermit

## Firbolg

**BACKGROUND** Worked on my art, literature, music, o **RACE**

300

900

## EXPERIENCE

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Next Level

Seven stat cards arranged vertically. Each card has a black border and a white background. The top half of each card contains the stat name in bold black capital letters, followed by a large black number representing the modifier. The bottom half of each card contains a smaller black number representing the base value.

Stat	Modifier	Base Value
STRENGTH	+1	12
DEXTERITY	+1	12
CONSTITUTION	+1	13
INTELLIGENCE	0	10
WISDOM	+3	17
CHARISMA	+1	12

**SPECIAL**

<input type="radio"/> +1 STR	<input checked="" type="radio"/> +2 INT
<input type="radio"/> +1 DEX	<input checked="" type="radio"/> +5 WIS
<input type="radio"/> +1 CON	<input type="radio"/> +1 CHA

**RESISTANCES**

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

**SAVING THROWS**

PRO	F	FO		
			+1	Acrobatics (Dex)
●			+5	Animal Handling (Wis)
○			0	Arcana (Int)
○			+1	Athletics (Str)
○			+1	Deception (Cha)
○			0	History (Int)
○			+3	Insight (Wis)
○			+1	Intimidation (Cha)
○			0	Investigation (Int)
●			+5	Medicine (Wis)
○			0	Nature (Int)
○			+3	Perception (Wis)
○			+1	Performance (Cha)
○			+1	Persuasion (Cha)
●			+2	Religion (Int)
○			+1	Sleight of Hand (Dex)
○			+1	Stealth (Dex)
●			+5	Survival (Wis)
○				Tool

**SKILLS**

 <p><b>18</b> MAXIMUM HIT POINTS</p>	 <p><b>+2</b> PROFICIENCY BONUS</p>	 <p><b>12</b> ARMOR CLASS</p>
<p>Temporary Hit Points: <input type="text"/></p> <p><b>CURRENT HIT POINTS</b></p>	<p><b>+1</b> <b>INITIATIVE</b></p>	
<p>SUCCESSSES</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>FAILURES</p> <p><b>DEATH SAVES</b></p>	<p>LEVEL    DIE    USED</p> <p><b>2</b>    <b>d8+1</b>    <input type="text"/></p> <p><input type="text"/>    <input type="text"/>    <input type="text"/></p> <p><input type="text"/>    <input type="text"/>    <input type="text"/></p> <p><b>HIT DICE</b></p>	<p>ENCUMBERED</p> <p><input type="text"/> <b>20 ft</b></p> <p><b>30 ft</b></p> <p><b>SPEED</b></p>

FEATURE	MAX	RECOVER	USED
Firbolg Magic (Detect Magic)	1	SR	
Firbolg Magic (Disguise Self)	1	SR	
Hidden Step	1	SR	
Wild Shape (CR 1, no fly/swim; 1 hour)	2	SR	

**LIMITED FEATURES**

ACTIONS	BONUS ACTIONS	REACTIONS
Firbolg Magic (Detect Magic)	Hidden Step	
Firbolg Magic (Disguise Self)	Combat Wild Shape (heal)	
	Wild Shape (start/stop)	

**ACTIONS**

AC	DESCRIPTION
11	Armor <b>Leather</b>
	Shield
1	<input type="radio"/> Dex <input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
	Magic
	Misc
	Misc


**ARMOR**

INSPIRATION

### 13 ABILITY SAVE DC WISDOM

RACE	ARMOR			
	<input checked="" type="radio"/> Light	<input type="radio"/> Medium	<input type="radio"/> Heavy	<input type="radio"/> Shields
CLASS	WEAPONS			
	<input type="radio"/> Simple	<input type="radio"/> Martial	<input checked="" type="radio"/> Other Weapons:	
Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear				
SKILL	LANGUAGES		TOOLS & OTHERS	
	<input type="radio"/> Common	<input type="radio"/> Dwarvish	<input type="radio"/> Herbalism kit	<input type="radio"/> Thieves' tools
FEAT	<input type="radio"/> Druidic	<input type="radio"/> Elvish	<input type="radio"/> Gnomish	<input type="radio"/> Halfling
	<input type="radio"/> Undercommon	<input type="radio"/> Human	<input type="radio"/> Orcish	<input type="radio"/> Sylvan
FEAT	<input type="radio"/> Elvish	<input type="radio"/> Giant	<input type="radio"/> Gnomish	<input type="radio"/> Halfling
	<input type="radio"/> Giant	<input type="radio"/> Gnomish	<input type="radio"/> Halfling	<input type="radio"/> Human
PROFICIENCIES				

13	PASSIVE WISDOM (PERCEPTION)
<hr/> <hr/> <hr/> <hr/>	
SENSES	

NAME	TOTAL
Bullets	0
	
AMMUNITION	

A sample ammunition card from the game. The card features a header section with "NAME" and "TOTAL" labels above two blank boxes. Below this is a grid of 20 arrows arranged in four rows of five. At the bottom, the word "AMMUNITION" is printed.

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Sling	✓ Dex	30/120 ft	+3	1d4+1	Bludgeoning
Ammunition					
DESCRIPTION					
Quarterstaff	✓ Str	Melee	+3	1d6+1	Bludgeoning
Versatile (1d8)					

**ATTACKS: WEAPONS & CANTRIPS**

- ◆ **Druidic (Druid 1, PHB 66)**
  - I know Druidic; Hidden messages with it can only be understood by who know Druidic
- ◆ **Spellcasting (Druid 1, PHB 66) [2 cantrips known]**
  - I can cast prepared druid cantrips/spells, using Wisdom as my spellcasting ability
  - I can use a druidic focus as a spellcasting focus
  - I can cast my prepared druid spells as rituals if they have the ritual tag
- ◆ **Circle Forms (Circle of the Moon 2, PHB 69)**
  - I am able to transform into more dangerous animal forms when using Wild Shape
- ◆ **Combat Wild Shape (Circle of the Moon 2, PHB 69)**
  - As a bonus action while in Wild Shape, I can expend spell slots to heal myself
  - I regain 1d8 HP per expended spell slot level; I can use Wild Shape as a bonus action
- ◆ **Wild Shape (Druid 2, PHB 66) [CR 1, no fly/swim; 1 hour, 2x per short rest]**
  - As a bonus action, I assume the shape of a beast I have seen before with these rules:
    - I gain all its game statistics except Intelligence, Wisdom, or Charisma
    - I get its skill/saving throw prof. while keeping my own, using whichever is higher
    - I assume the beast's HP and HD; I get mine back when I revert back
    - I can't cast spells in beast form, but transforming doesn't break concentration
    - I retain features from class, race, etc., but I don't retain special senses
    - I can choose whether equipment falls to the ground, merges, or stays worn
    - I revert if out of time or unconscious; if KO'd by damage, excess damage carries over

I'm oblivious to etiquette and social expectations.

## PERSONALITY TRAITS

Self-Knowledge: If you know yourself, there's nothing left to know. (Any)

## IDEALS

Should my discovery come to light, it could bring ruin to the world.

## BONDS

Crippling drug addiction.

## FLAWS

Feature Name: **Discovery**

The quiet seclusion of my extended hermitage gave me access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of my seclusion. It might be a great truth, a hidden site, a long forgotten fact, or unearthed some relic of the past that could rewrite history.

## BACKGROUND FEATURE

Firbolg (+1 Strength, +2 Wisdom)

Hidden Step: Once per short rest, as a bonus action, I turn invisible until the start of my next turn as per the invisibility spell.

Powerful Build: I count as one size larger for the weight I can carry.

Firbolg Magic: I can cast the Detect Magic and Disguise Self spells each once per short rest. With Disguise Self I can seem up to 3 feet shorter. Wisdom is my ability for these spells.

Speech of Beast and Leaf: I can make my words understood, in a limited manner, by beasts and plants. I have advantage on Charisma checks to influence them.

## RACIAL TRAITS

ADVENTURING GEAR	#	LB
Winter blanket	3	3
Herbalism kit	3	3
SUBTOTAL		18

## EQUIPMENT

[illegible]

## EQUIPMENT

[illegible]

CP

SP

EP

GP

PP

WEIGHT CARRIED

63.4 lb

ENCUMBERED

121 - 240 lb

HEAVILY ENCUMBERED

241 - 360 lb

PUSH/DRAW/LIFT

361 - 720 lb





Tethir

CHARACTER NAME

Male	40	Medium	7ft6in	260lbs
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Nature	Brown	Brown	Blue
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

Standing seven and a half feet tall and with a sallow blue pallor, Tethir stands out in almost any crowd, despite wishing otherwise. He has open, good-natured features and frequent wears a nervous smile around others. His eyes are bloodshot and his nose frequently runs from his repeated drug use.

Tethir wears simple clothes and has all of his worldly possessions stowed in pockets and pouches on his person.

APPEARANCE

Squalid

LIFESTYLE

DAILY PRICE

1 sp

ENEMIES

Tethir the druid is a simple firbolg hailing from the Forest of Tethir, a sprawling mass of trees covering most of Feyrûn. Like almost all firbolgs (and indeed, druids) he is inclined not to interfere with the world around him, save to protect nature (and particularly his own forest) from harm.

Normally insular creatures, Tethir was compelled to leave his forest by a vision which came to him whilst sampling Styggian Lepidella, a potent psychoactive drug he discovered in his home forest. The depth of his vision and the sleep that followed means that unfortunately Tethir cannot remember the majority of what he saw, but what he is certain of is that it was a premonition. A deadly premonition, affecting not just him and his kind, but the balance of life across the Old World. He awoke with an impending sense of dread, and an unshakeable knowledge that he must head south, in order to prevent the tragedy he foresaw from coming to pass.

Since then, Tethir has taken ever-increasing quantities of Styggian Lepidella in an attempt to trigger the vision again. So far, he has been unsuccessful, and the damaging side effects of the drug are becoming more pronounced, resulting in a crippling addiction. Tethir is a high-functioning dependent, so appears normal (for a firbolg) to others.

CHARACTER HISTORY



RACE	SIZE	HEIGHT	WEIGHT
TYPE	AGE	GENDER	ALIGNMENT

## STRENGTH

PROF	<input type="radio"/>	<input type="checkbox"/>	STR	<input type="radio"/>	<input type="checkbox"/>	INT
	<input type="radio"/>	<input type="checkbox"/>	DEX	<input type="radio"/>	<input type="checkbox"/>	WIS
	<input type="radio"/>	<input type="checkbox"/>	CON	<input type="radio"/>	<input type="checkbox"/>	CHA

## SAVING THROWS



ARMOR CLASS



**PROFICIENCY  
BONUS**

**MAXIMUM  
HIT POINTS**

Temporary HP:  

## CURRENT HIT POINTS

SUCCESSES

○=○=○

○=○=○

FAILURES

DEATH SAVES

## DEXTERITY

## INITIATIVE

## SPEED

LEVEL	USED
-------	------

DIE

DIE

## ATTACKS

## PER ACTION

# CONSTITUTION

INTELLIGENCEWISDOM

## CHARISMA

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 WISDOM (PERCEPTION)

## SENSES

### COMPANION'S APPEARANCE

## ATTACKS

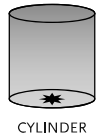
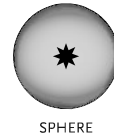
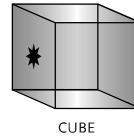
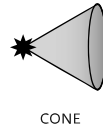
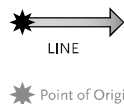
## FEATURES

## TRAITS

## NOTES

[illegible][illegible]

# PLAYER REFERENCE



AREA OF EFFECT

## ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

## CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

## DASH (ACTION)

Gain your speed as extra movement for this turn.

## DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

## DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

## ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

## HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

## HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

## OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

## READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

## SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

## TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

## USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

## COMBAT ACTIONS

(PHB 192)

## MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

## RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on attack if target is within 5 ft or up to long range away (second number).

## TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

## DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

## GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

## MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

## SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

## ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

## BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

## CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

## DEAFENED

Fail checks involving hearing.

## FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

## GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

## INCAPACITATED

Can't take actions or reactions.

## INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

## PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

## PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

## POISONED

Disadvantage on attack rolls and ability checks.

## PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

## RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

## STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

## UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

## CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

## LIGHT & VISION

(PHB 183)

## MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

## CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

## CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

## DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

## JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

## STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

## MOVEMENT

(PHB 182)

## FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

## FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

## WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

## FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

## SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

## SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

## LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

## ENVIRONMENT

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth
TRAVEL PACE (PHB 182)				