

Tethir

CHARACTER NAME

1 Druid
LEVEL & CLASS

Phil
PLAYER NAME

Hermit
BACKGROUND *Worked on my art, literature, music, or* Firbolg
RACE

300
EXPERIENCE Next Level

STRENGTH

+1

12

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

+4

18

CHARISMA

+1

12

STR +1 ● INT +2
DEX +1 ● WIS +6
CON +1 ○ CHA +1

RESISTANCES

SAVING THROWS

ACROBATICS (Dex) +1
ANIMAL HANDLING (Wis) +6
ARCANA (Int) 0
ATHLETICS (Str) +1
DECEPTION (Cha) +1
HISTORY (Int) 0
INSIGHT (Wis) +4
INTIMIDATION (Cha) +1
INVESTIGATION (Int) 0
MEDICINE (Wis) +6
NATURE (Int) 0
PERCEPTION (Wis) +4
PERFORMANCE (Cha) +1
PERSUASION (Cha) +1
RELIGION (Int) +2
SLEIGHT OF HAND (Dex) +1
STEALTH (Dex) +1
SURVIVAL (Wis) +6
TOOL

SKILLS

9
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

12
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+1

INITIATIVE

SUCCESSSES

FAILURES

DEATH
SAVES

LEVEL DIE USED

1 d8+1

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE	MAX	RECOVER	USED
Firbolg Magic (Detect Magic)	1	SR	
Firbolg Magic (Disguise Self)	1	SR	
Hidden Step	1	SR	

LIMITED FEATURES

ACTIONS	BONUS ACTIONS	REACTIONS
Firbolg Magic (Detect Magic)	Hidden Step	
Firbolg Magic (Disguise Self)		

ACTIONS

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

ARMOR

INSPIRATION

14 ABILITY SAVE DC WISDOM

ARMOR
● Light ● Medium ○ Heavy ● Shields
WEAPONS
○ Simple ○ Martial ● Other Weapons:
Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

LANGUAGES	TOOLS & OTHERS
Common	Herbalism kit
Druidic	
Undercommon	
Elvish	
Giant	

PROFICIENCIES

14

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME TOTAL
Bullets 0



AMMUNITION

NAME TOTAL



AMMUNITION

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Sling	✓ Dex	30/120 ft	+3	1d4+1	Bludgeoning
Ammunition					
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

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND FEATURE

RACIAL TRAITS

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

[illegible][illegible]

	CP
	SP
	EP
20	GP
	PP

WEIGHT CARRIED
63.2 lb

ENCUMBERED
121 - 240 lb

HEAVILY ENCUMBERED
241 - 360 lb

PUSH/DRAW/LIFT
361 - 720 lb

[illegible][illegible]

OTHER HOLDINGS

[illegible]

<p>MAGIC ITEM: <input type="text"/></p> <p><input type="radio"/> Attuned</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	
<p>MAGIC ITEM: <input type="text"/></p> <p><input type="radio"/> Attuned</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	
<p>MAGIC ITEM: <input type="text"/></p> <p><input type="radio"/> Attuned</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	
<p>MAGIC ITEM: <input type="text"/></p> <p><input type="radio"/> Attuned</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	
<p>MAGIC ITEM: <input type="text"/></p> <p><input type="radio"/> Attuned</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	

MAGIC ITEMS



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

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

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. Tehrir is a high-functioning dependent, so appears normal (for a firbolg) to others.

ENEMIES

CHARACTER HISTORY



COMPANION
NAME

RACE	SIZE	HEIGHT	WEIGHT
TYPE	AGE	GENDER	ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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

SAVING THROWS

ARMOR
CLASS

PROFICIENCY
BONUS

MAXIMUM
HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSSES

FAILURES

DEATH SAVES

INITIATIVE

SPEED

LEVEL USED

DIE

HIT DICE

ATTACKS
PER ACTION

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

DESCRIPTION

ATTACKS

<input type="radio"/>	Acrobatics (Dex)
<input type="radio"/>	Animal Handling (Wis)
<input type="radio"/>	Arcana (Int)
<input type="radio"/>	Athletics (Str)
<input type="radio"/>	Deception (Cha)
<input type="radio"/>	History (Int)
<input type="radio"/>	Insight (Wis)
<input type="radio"/>	Intimidation (Cha)
<input type="radio"/>	Investigation (Int)
<input type="radio"/>	Medicine (Wis)
<input type="radio"/>	Nature (Int)
<input type="radio"/>	Perception (Wis)
<input type="radio"/>	Performance (Cha)
<input type="radio"/>	Persuasion (Cha)
<input type="radio"/>	Religion (Int)
<input type="radio"/>	Sleight of Hand (Dex)
<input type="radio"/>	Stealth (Dex)
<input type="radio"/>	Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

SENSES

COMPANION'S APPEARANCE

FEATURES

TRAITS

NOTES

PLAYER REFERENCE



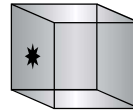
LINE



Point of Origin



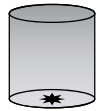
CONE



CUBE



SPHERE



CYLINDER

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)				