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Image Dummy

Dakeelek

DAKEELEK

Middle Aged Adult Aarakocra
Chaotic Good
Level 3 Druid Circle Of Dreams

Pronouns - she/her
Occupations - herbalist
Armor Class - 12
Hit Points - 32 (TODO Hitdice)
Speed - 25 walking, 50 flying.

STR	DEX	CON	INT	WIS	CHA
9 (0)	13 (+2)	11 (+1)	17 (+4)	19 (+5)	14 (+2)

Saving Throws - Skills -

{ "Aarakocra Traits" => [{ "Flight" => "Flying speed is 50 feet", "Talons" => "Proficiency in Unarmed Strikes, doing 1d4 slashing damage" }, { "Druid Abilities" => [{ "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.", "Spellcasting" => [{ "Description" => "DC", "Cantrips" => "Guidance, Resistance", "1st Level" => "Cure Wound, Goodberry, Healing Word, Purify Food and Water", "2nd Level" => "Heat Metal, Lesser Restoration" }], "Wild Shape" => "you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or Long Rest. Your druid level determines the Beasts you can transform into, as shown in the Beast Shapes table. At 2nd Level, for example, you can transform into any beast that has a Challenge Rating of 1/4 or lower that doesn't have flying or Swimming speed. You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a Bonus Action on Your Turn. You automatically revert if you fall Unconscious, drop to 0 Hit Points, or die" }, { "Circle of Dreams Abilities" => [{ "Balm of the Summer Court" => "you become imbued with the blessings of the Summer Court. You are a font of energy that offers respite from injuries. You have a pool of fey energy represented by a number of d6s equal to your druid level. As a bonus action, you can choose an ally you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice to determine the ally's healing. Each die spent represents 1d6 of healing. The ally's hit points are restored by that amount, but the ally can't be brought back to more than 0 hit points. The ally must be a creature you can see. This feature can't be used on a creature that is already at full hit points. You can't use this feature on yourself. You can't use this feature if you are currently benefiting from the Blessing of the Summer Court. You can't use this feature if you are currently benefiting from the Blessing of the Summer Court. You can't use this feature if you are currently benefiting from the Blessing of the Summer Court." }] }] }

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ROLEPLAYING

Introduction

Running a large roofless stall in an open air market selling herbal remedies and potions

Appearance

Tall and Thin with ruffled brown and gray feathers

Expressions

You Like buy?

What me get for you?

I show you how

Mannerisms

Often stands with her wings spread and

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Often stands with her wings spread and

Motivations

Shiny things helping people

Passions

Teaching

Secrets

How to use various

and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent"]}]}

Proficiencies -

Proficiency Mod - +2

Languages - Common Auran

Adjectives - Fragile,

Special Abilities

Special Equipment -

Combat Tactics	N/A
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Actions

Factions

Often stands with her wings spread and crest puffed out, overly proud.

Motivations

Shiny bobbles and helping people

Passions

Teaching. Herbalism

Secrets

How to make potions of various kinds

[{"Balm of the Summer Court"}>=>"you become imbued with the blessings of the Summer Court. You are a font of energy that offers respite from injuries. You have a pool of fey energy represented by a number of d6s equal to your druid level. As a bonus action, you can choose an ally you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent"}]}

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Special Abilities

1

Special Equipment

—

Combat Tactics

N/A

Actions

Factions