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 11 19 14 9 (0) (+2)(+1)(+4)(+5)(+2)

Saving Throws -Skills -

Traits"=>[{"Flight"=>"Flying {"Aarakocra speed is 50 feet", "Talons"=>"Proficiency in Unarmed Strikes, doing 1d4 slashing "Druid damage"}], 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", 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

2500 x 323 Image Dun

ROLEPLAYING

Introduction

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

Appearance

Tall and Thin with ruffled brown and gray feathers

Expressions

You Like buy?

What me get for you?

I show you how

Mannerisms

DAKEELEK

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CHA 14 (+2)

> Saving Throws -Saving Throws -

Skills -{"Aarakocra Traits"=> [{"Flight"=>"Flying speed 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", Level"=>"Cure Wound. Goodberry, Healing Word,

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example,

Your

Lesser

roofless s Purify Food and Water", air marke "2nd Level"=>"Heat Metal, remedies Restoration"}], "Wild Shape"=>"you can **Appeara** use your action to Tall magically assume the ruffled b shape of a beast that you feathers have seen before. You can **Express** use this feature twice. You

ROLEF

Introduc

Runni

You I Wha you?

I sho

Manner

Often wings sp puffed out

Motivat Shinv helping pe

Passion Teach

Secrets

How t of various

500 x 3235 ige Dummy

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"}]}

N/A

Proficiencies - Proficiency Mod - +2

Languages - Common Auran Adjectives - Fragile,

Special Abilities

Special Equipment
Combat Tactics

Actions

Factions

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 Equipment

Combat TacticsN/A

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Factions