

Druid2

CHARACTER NAME

Druid 10

CLASS & LEVEL

Human

RACE

Guild Artisan

BACKGROUND

Chaotic good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

-1

9

CONSTITUTION

+1

13

INTELLIGENCE

+2

14

WISDOM

+2

15

CHARISMA

+3

16

0

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ -1 Dexterity
- ☐ +1 Constitution
- ☒ +6 Intelligence
- ☒ +6 Wisdom
- ☐ +3 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ +2 History (Int)
- ☒ +6 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☒ +6 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +7 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

10

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Spear

+4

1d6/p

Sling

+3

1d4-1/b

Armor: Leather armor

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields (druids will not wear armor or use shields made of metal), clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears.

Languages:

[choose one], [choose one], Common, [choose one]

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)
 --Balm Of The Summer Court (10x d6)
 --Guild Membership
 --Hearth of Moonlight and Shadow
 --Hidden Paths
 --Wild Shape (2x/SR, 5 hours)

TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



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SPELLCASTING CLASS

WIS

14

+6

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Druidcraft (V,S)

Poison Spray (V,S)

Shillelagh (V,S,M)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☒ Create or Destroy Water (V,S,M)
- ☒ Cure Wounds (V,S)
- ☒ Entangle (V,S) (C)
- ☒ Speak with Animals (V,S) (R)

2

3

3

3

4

3

4

3

5

2

6

0

7

0

8

0

9

0

SPELLS KNOWN

Features and Magic Items

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Subclasses

Subclass: Circle of Dreams

Druids who are members of the Circle of Dreams hail from regions that have strong ties to the Feywild and its dream-like realms. The druids guardianship of the natural world makes for a natural alliance between them and good-aligned fey. These druids seek to fill the world with dreamy wonder. Their magic mends wounds and brings joy to downcast hearts, and the realms they protect are gleaming, fruitful places, where dream and reality blur together and where the weary can find rest.

Features

Balm Of The Summer Court (10x d6)

Source: Druid (Circle of Dreams)

At 2nd level, 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 C168 equal to your druid level. As a bonus action, you can choose one creature 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. You regain all expended dice when you finish a long rest.

Guild Membership

Source: Background (Guild Artisan)

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guilds coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guilds good graces.

Hearth of Moonlight and Shadow

Source: Druid (Circle of the Moon)

At 6th level, home can be wherever you are. During a short or long rest, you can invoke the shadowy power of the Gleaming Court to help guard your respite. At the start of the rest, you touch a point in space, and an invisible, 30-foot radius sphere of magic appears, centered on that point. Total cover blocks the sphere.

While within the sphere, you and your allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the sphere (a campfire, torches, or the like) isn't visible outside it. The sphere vanishes at the end of the rest or when you leave the sphere.

Hidden Paths

Source: Druid (Circle of the Moon)

Starting at 10th level, you can use the hidden, magical pathways that some fey use to traverse space in the blink of an eye. As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied space you can see.

Alternatively, you can use your action to teleport one willing creature you touch up to 30 feet to an unoccupied space you can see. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Wild Shape (2x/SR, 5 hours)

Source: Druid

Starting at 2nd level, 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 a flying or swimming speed.

2nd Level: Max CR 1/4, No Flying/Swimming (ex: Wolf)

4th Level: Max CR 1/2, No Flying (ex: Crocodile)

8th Level: Max CR 1 (ex: Giant Eagle)

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.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creatures bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beasts hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creatures shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Magic Items

Spell Descriptions

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Druidcraft

Transmutation Cantrip

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: instantaneous

You create one of the following effects within range:

- You create a harmless sensory effect that predicts what the weather will be for the next 24 hours. This effect persists for 1 round.
- You make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create a harmless nature-related sensory effect. The effect must fit in a 5-foot cube.
- You light or put out a small flame.

Poison Spray

Conjuration Cantrip

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Shillelagh

Transmutation Cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)

Duration: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

Create or Destroy Water

Transmutation Level 1

Casting Time: 1 action

Range: 30 ft (30 ft cube)

Components: V, S, M (a drop of water if creating water or a few grains of sand if destroying it)

Duration: instantaneous

You either create or destroy water.

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cure Wounds

Evocation Level 1

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Entangle

Conjuration Level 1 (concentration)

Casting Time: 1 action

Range: 90 ft (20 ft area)

Components: V, S

Duration: Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

Speak with Animals

Divination Level 1 (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Wild Shapes

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Known Beasts

Ankylosaurus, Ape, Crocodile, Giant eagle, Wolf

Wolf

Medium beast, unaligned

Armor Class	Hit Points	Speed
13	(2d8+2)	40

STR	DEX	CON
12 (+1)	15 (+2)	12 (+1)

Skills: Perception +3, Stealth +4

Senses: Passive Perception 13

Languages:

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated. Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone

Crocodile

Large beast, unaligned

Armor Class	Hit Points	Speed
12	(3d10+3)	30 30 swim

STR	DEX	CON
15 (+2)	10 (+0)	13 (+1)

Skills: Stealth +2

Senses: Passive perception 10

Languages:

Hold Breath: The crocodile can hold its breath for 15 minutes.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage, and the target is Grappled (escape DC 12). Until this grapple ends, the target is Restrained, and the crocodile can't bite another target.

Ape

Medium beast, unaligned

Armor Class	Hit Points	Speed
12	(3d8+6)	30

STR	DEX	CON
16 (+3)	14 (+2)	14 (+2)

Skills: Athletics +5, Perception +3

Senses: Passive perception 13

Languages:

Multiattack: The ape makes two fist attacks.

Fist: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Rock: *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Giant eagle

Large beast, neutral good

Armor Class	Hit Points	Speed
13	(4d10+4)	10 80 fly

STR	DEX	CON
16 (+3)	17 (+3)	13 (+1)

Skills: Perception +4

Senses: Passive perception 14

Languages: Giant Eagle, understands common and Auran but can't speak.

A giant eagle is a noble creature that speaks its own language and understands Speech in the Common tongue. A mated pair of giant eagles typically has up to four eggs or young in their nest (treat the young as normal eagles).

Keen Sight: The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Multiattack: The eagle makes two attacks: one with its beak and one with its talons.

Beak: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Ankylosaurus

Huge beast, unaligned

Armor Class	Hit Points	Speed
15	(8d12+16)	30

STR	DEX	CON
19 (+4)	11 (+0)	15 (+2)

Skills:

Senses: Passive perception 11

Languages:

Thick armor plating covers the body of the plant-eating dinosaur ankylosaurus, which defends itself against predators with a knobbed tail that delivers a devastating strike.

Tail: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.