

Dain Torunn

CHARACTER NAME

Druid 2

CLASS & LEVEL

Hill Dwarf

RACE

Sailor

BACKGROUND

Neutral good

ALIGNMENT

Emily

PLAYER NAME

1176

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

0

11

WISDOM

+3

16

CHARISMA

+1

13

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +2 Intelligence
- ☒ +5 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +2 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +5 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☒ +2 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I am a leaf on the wind, watch how I...

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Armor: None

Shield: None

TODO: Describe specifics for how your Druid attacks.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Spears, throwing hammers, sickles, slings, medium armor, darts, quarterstaves, shields (druids will not wear armor or use shields made of metal), Light armor, javelins, scimitars, clubs, handaxes, daggers, maces, warhammers, battleaxes.

Languages:

Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

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EP

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GP

0

PP

0

TODO: Describe your equipment from your Druid class and Sailor background.

EQUIPMENT

(See Features and Traits Page)

--Darkvision (60')

--Dwarven Resilience

--Stonecunning

--Dwarven Toughness**

--Ship's Passage

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FEATURES & TRAITS



Druid 2

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Poison Spray (V,S)
- Druidcraft (V,S)
- Shillelagh (V,S,M)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

- PREPARED

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

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SPELLS KNOWN

Features and Subclass

Dain Torunn

Darkvision (60')

Source: Race

you and your companions are expected to assist the crew during the voyage

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience

Source: Race (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage

Stonecunning

Source: Race (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Languages.

Dwarven Toughness

Source: Race (Hill Dwarf)

****Not included in stats on Character Sheet**

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Ship's Passage

Source: Background (Sailor)

When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage,

Spells and Incantations

Dain Torunn

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.

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 spells damage increases by $1d12$ when you reach 5th level ($2d12$), 11th level ($3d12$), and 17th level ($4d12$).

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.

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.

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.

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

Dain Torunn

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.