

CHARACTER NAME

2 Druid (Circle of the Land)

LEVEL & CLASS

PLAYER NAME

Hermit

BACKGROUND

Dwarf, Hill

RACE

300

EXPERIENCE

900

Next Level

STRENGTH

0

10

DEXTERITY

+1

13

CONSTITUTION

+3

16

INTELLIGENCE

+1

12

WISDOM

+3

16

CHARISMA

-1

8

RESISTANCES

Poison

Adv. vs. Poison

SAVING THROWS

SKILLS

+1 Acrobatics (Dex)

+5 Animal Handling (Wis)

+1 Arcana (Int)

0 Athletics (Str)

-1 Deception (Cha)

+1 History (Int)

+3 Insight (Wis)

-1 Intimidation (Cha)

+1 Investigation (Int)

+5 Medicine (Wis)

+1 Nature (Int)

+3 Perception (Wis)

-1 Performance (Cha)

-1 Persuasion (Cha)

+3 Religion (Int)

+1 Sleight of Hand (Dex)

+1 Stealth (Dex)

+5 Survival (Wis)

Tool

MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

14 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+1 INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL 2 DIE d8+3 USED

HIT DICE

ENCUMBERED 25 ft

25 ft

SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Natural Recovery (1 level spell slots)	1	LR	
Wild Shape (CR 1/4, no fly/swim; 1 hour)	2	SR	

AC

11 Armor **Leather**

2 Shield **Wooden**

1 Dex ☐ Medium Armor ☐ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

13 ABILITY SAVE DC WISDOM

ARMOR

☒ Light ☒ Medium ☐ Heavy ☒ Shields

WEAPONS

☐ Simple ☐ Martial ☒ Other Weapons:

Battleaxe, Club, Dagger, Dart, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff

LANGUAGES

Common

Druidic

+1 from Hermit

Dwarvish

TOOLS & OTHERS

Herbalism kit

smith, brewer, or mason tools

PROFICIENCIES

13 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME

TOTAL

AMMUNITION

NAME

TOTAL

AMMUNITION

ACTIONS

Wild Shape (start)

BONUS ACTIONS

Wild Shape (end)

REACTIONS

ACTIONS

ATTACK NAME

Scimitar

PROF ABILITY

✓ Dex

RANGE

Melee

TO HIT

+3

DAMAGE

1d6+1

DAMAGE TYPE

Slashing

DESCRIPTION

Finesse, light

ATTACKS: WEAPONS & CANTRIPS

Druid (Circle of the Land), level 2:

◆ 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

◆ Bonus Cantrip (Circle of the Land 2, PHB 68)

I know one additional druid cantrip of my choice

◆ Natural Recovery (Circle of the Land 2, PHB 68) [1 level spell slots, 1× per long rest]

After a short rest, I can recover a number of 5th-level or lower spell slots

◆ Wild Shape (Druid 2, PHB 66) [CR 1/4, no fly/swim; 1 hour, 2× per short rest]

As an action, I assume the shape of a beast I have seen before with the following rules:

- I gain all its game statistics except Intelligence, Wisdom, or Charisma
- I get its skill/saving throw prof. while keeping my own, using whichever is higher
- I assume the beast's HP and HD; I get mine back when I revert back
- I can't cast spells in beast form, but transforming doesn't break concentration
- I retain features from class, race, etc., but I don't retain special senses
- I can choose whether equipment falls to the ground, merges, or stays worn
- I revert if out of time or unconscious; if KO'd by damage, excess damage carries over

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: **Discovery**

The quiet seclusion of my extended hermitage gave me access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of my seclusion. It might be a great truth, a hidden site, a long forgotten fact, or unearthed some relic of the past that could rewrite history.

BACKGROUND FEATURE

Hill Dwarf (+2 Constitution, +1 Wisdom)

Stonecunning: Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

Dwarven Toughness: My hit point maximum increases by 1 for every level I have.

RACIAL TRAITS

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

SUBTOTAL

SUBTOTAL
EQUIPMENT

ATTUNED MAGICAL ITEMS

SUBTOTAL

	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED

ENCUMBERED

51 - 100 lb

HEAVILY ENCUMBERED

101 - 150 lb

PUSH/DRAW/LIFT

151 - 300 lb



1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

○

○

○

SPELL SLOTS

CHARACTER NAME

DRUID SPELLS

Wisdom

SPELLCASTING ABILITY

5

TO PREPARE

+5

ATTACK MODIFIER

DC 13

SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Druidcraft	Small nature effect; predict weather, expedite small plant growth, snuff light, harmless sensory effect	—	Trans	1 a	30 ft	V,S	Instantaneous	P	236
Shillelagh	Club/quarterstaff you hold does 1d8 dmg and you use your spellcasting ability modifier instead of Str	—	Trans	1 bns	Touch	V,S,M	1 min	P	275
Thorn Whip	Melee spell attack for 1d6 Piercing dmg and pull crea 10 ft to you; +1d6 at CL 5, 11, and 17	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	282

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
☐ Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	E	15
☒ Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration	Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
☐ Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea you can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	E	15
☐ Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
☐ Create or Destroy Water	Create/destroy 10+2/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
☐ Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
☐ Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
☐ Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
☐ Earth Tremor	All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
☒ Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Str	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
☒ Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
☐ Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
☐ Goodberry	Create 10 berries; 1 a to eat 1 berry for 1 hp and nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
☒ Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
☐ Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	E	19
☐ Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
☐ Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
☐ Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
☐ Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277
☐ Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282