

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

SUCCESSES

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

Finesse, light

DESCRIPTION

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

