

CHARACTER NAME

Druid Circle of the Moon 11

CLASS & LEVEL

Wood Elf

RACE

Folk Hero

BACKGROUND

NG

ALIGNMENT

PLAYER NAME

85000

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+5

20

CHARISMA

-1

8

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +3 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☒ +9 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☒ +9 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +5 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +5 Medicine (Wis)
- ☒ +5 Nature (Int)
- ☒ +9 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☒ +9 Survival (Wis)

SKILLS

17

ARMOR CLASS

+3

INITIATIVE

35

SPEED

Hit Point Maximum 80

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11d8

11

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Defining Event - I saved people during a natural disaster. Trait - If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

People deserve to be treated with dignity and respect.

IDEALS

I protect those who cannot protect themselves.

BONDS

Secretly, I believe things would be better if I were a tyrant ruling over the land.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Scimitar +7 1d6+3Pier

P.Spray C17 3d12Poiso

P.Flame +9 3d8Fire

Poison Spray - 10' 1 target takes 3d12 Poison damage or makes a Constitution save to negate.

Produce Flame - 30' 1 target ranged spell attack for 3d8 Fire damage.

Wild Shape(2/day - 5 hours - CR3) Brown Bear, Lion, Tiger, Dire Wolf, Allosaurus, Giant Constrictor Snake, Hunter Shark, Polar Bear, Rhinoceros, Giant Eagle, Giant Octopus, Giant Spider, Ankylosaurus, Giant Scorpion, Killer Whale, Winter Wolf

ATTACKS & SPELLCASTING

====Racial====

Race - Elf

*Darkvision 60' - Dim=Bright, Dark=Dim(no color in Dark)

*Fey Ancestry - Advantage vs. Charm Effects and Immunity vs. Sleep

*Trance - 4 hours = 8 hours rest

*Mask of the Wild - you may attempt to Hide when lightly obscured by foliage or other natural phenomena (ex. snow, rain, etc).

====Class====

Class - Druid

*Ritual Casting - you may cast any Prepared Spell with the "Ritual" tag as a Ritual without expending a Spell Slot, an additional 10 minutes are required to do so.

*Wild Shape(2/day - 5 hours - CR1) - you may transform into a Beast as an Action for 1/2 Druid level hours(rounded down), reverting to normal is a Bonus Action, you automatically revert if you are Unconscious, at 0 Hit Points or Dead. (2nd level = CR1/4 beast no flying or swimming speed, 4th level = CR1/2 no flying speed and 8th level = CR1 when in Beast Form your stats are replaced by the Beast's Stats except for Intelligence, Wisdom and Charisma, you retain your Saving Throws and also gain those of the Beast, if your bonus for a skill is higher than the Beast's you may use your own. you gain the Beasts Hit Points and Hit Dice, when you revert you return to the Hit Points you had before Wild Shaping unless you are reduced past 0 Hit Points in which case you subtract damage below 0 from your characters Hit Points, you cannot cast spells, speak or do any action that requires hands while in Beast Form, you may continue to Concentrate on a spell you already have casted, you retain any benefits of your Race and Class if your new form is capable of using it, but special senses such as Darkvision may not be used in Beast Form unless the Beast is capable of such senses, you may choose if your equipment falls to the ground or is merged into your new form, you gain no benefit from the equipment if the new form is incapable of using it.

====Archetype====

Archetype - Circle of the Moon

*Combat Wild Shape - you may use Wild Shape as a Bonus Action, and you may expend a Spell Slot to regain 1d8 Hit Points per Spell Level.

*Circle Forms(2/day - 5 hours - CR3) - you may Wild Shape into Beast ignoring the Max CR limits but still abiding by the other limits (ex. no flying speed)

*Primal Strike - your Beast Form attacks count as Magical for the purposes of overcoming Resistance and Immunity to nonmagical attacks.

*Elemental Wild Shape - you may spend 2 uses of Wild Shape to transform into either a Water, Earth, Air or Fire Elemental.

FEATURES & TRAITS

19

PASSIVE WISDOM (PERCEPTION)

Languages - Common, Elven

Armor - Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

Weapons - Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools - Herbalist's Kit, Painter's supplies
Others - Vehicle (land)

OTHER PROFICIENCIES & LANGUAGES

CF

SF

EP

GF

PF

Body - Leather Armor (AC11 + Dex Mod)
RH - Free/Scimitar
LH - Wooden Shield (+2 AC)

Misc

*Druidic Focus

*Leather Armor +1

*2x Potion of Superior Healing (8d4 +8)

EQUIPMENT



Druid

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK
BONUS

0

CANTRIPS

Poison Spray 266
Produce Flame 269
Guidance 248
Druidcraft 236

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☐ Goodberry 246
☐ Healing Word 250
☐ Detect Magic (Ritual) 231

2

3

☐ Barkskin 217
☐ Protection from Poison 270
☐ Heat Metal 250

3

3

☐ Protection from Energy 270
☐ Call Lightning 220
☐ Dispel Magic 234

4

3

☐ Grasping Vine 246
☐ Stoneskin 278
☐ Wall of Fire 285

5

2

☐ Mass Cure Wounds 258
☐ Conjure Elemental 225

6

1

☐ Sunbeam 279
☐ Heal 250

7

8

9

SPILLS KNOWN

ANKYLOSAURUS

Huge beast

Armor Class 15 (natural armor)

Hit Points 68

Speed 30 ft.

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

Senses passive Perception 11 Languages -

ACTIONS

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.

POLARBEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42

Speed 40 ft., swim 30 ft.

STR 20 (+5) DEX 10 (+0) CON 16 (+3)

Senses passive Perception 13 Languages -

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

KILLER WHALE

Huge beast

Armor Class 12 (natural armor) Hit Points 90

Speed 0 ft., swim 60 ft.

STR 19 (+4) DEX 10 (+0) CON 13 (+1)

Senses blindsight 120 ft., passive Perception 13, Languages-Echo/location. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes. Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 21 (5d6 + 4) piercing damage.

GIANT SCORPION

Large beast

Armor Class 15 (natural armor)

Hit Points 52

Speed 40 ft.

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

Senses blindsight 60 ft., passive Perception 9 Languages-

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature.

Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

GIANT EAGLE

Large beast

Armor Class 13

Hit Points 26

Speed 10 ft., fly 80 ft.

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

Senses passive Perception 14 Languages Giant Eagle, understands Common and Auran but can't speak them Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

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.

WATER ELEMENTAL

Large elemental

Armor Class 14 (natural armor) Hit Points 114

Speed 30 ft., swim 90 ft.

STR 18 (+4) DEX 14 (+2) CON 18 (+4)

Damage Resistances: acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10 Languages Aquan

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failed save, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

AIR ELEMENTAL

Large elemental

Armor Class 15

Hit Points 90

Speed 0 ft., fly 90 ft. (hover)

STR 14 (+2) DEX 20 (+5) CON 14 (+2)

Damage Resistances: lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10 Languages Auran

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

FIRE ELEMENTAL

Large elemental

Armor Class 13

Hit Points 102

Speed 50 ft.

STR 10 (+0) DEX 17 (+3) CON 16 (+3)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: fire, poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft., passive Perception 10 Languages Ignan

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

EARTH ELEMENTAL

Large elemental

Armor Class 17 (natural armor)

Hit Points 126

Speed 30ft., burrow 30ft.

STR 20 (+5) DEX 8 (-1) CON 20 (+5)

Damage Vulnerabilities: thunder

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: poison

Condition Immunities: exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60ft., tremorsense 60ft., passive Perception 10 Languages Terran

Earth Glide. The elemental can burrow through non magical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage.