| Rell | Folk Hero | | 0 300 | Jody Fletcher |
|--|--|-------|--|---|
| CHARACTER NAME Druid 1 | BACKGROUND | | EXPERIENCE NEXT LEVI Neutral Good | EL PLAYER NAME V2.00 Mielikki (NG) |
| CLASS | SUBCLASS | 76 16 | ALIGNMENT | RELIGION / PATRON / DEITY |
| 1FirbolgMediurLEVELRACESIZE | | 76 lb | | |
| 🤊 ABILITIES 💎 | PROFICIENCIES | | | HEALTH & ARMOR |
| | PROFICIENCY BONUS | +2) | | S CURRENT HIT DICE DEATH SAVES HIT POINTS TOTAL USED DC 10 |
| • +1 Athletics 107 lb Weight Carried | | 2 | | |
| 360 lb Max. Carry Weight | WEAPONS Unarmed strike | | (14) Dex +1 10 | |
| STRENGTH Push, Drag, Lift ³ | Club Dagger | | Other | |
| | Mace Quarterstaff | | | ce after a Short Rest. Regain 1 spent Hit Dice after a Long Rest |
| 12 · +1 SAVING THROWS · +1 Acrobatics | Sickle | | ARMOR | ARMOR TYPE DEX MOD STRENGTH STEALTH |
| +1 $\circ \frac{+1}{+1}$ Sleight of Hand $\circ \frac{+1}{+1}$ Stealth | Spear Dart | | Leather armor | 11 light +1 |
| DEXTERITY | Javelin ARMOR Sling Light | | proficient, Don: 1min, Doff: 1min | |
| | Scimitar Medium Shields | | SHIELD | ARMOR PROPERTIES |
| □ <u>+2</u> SAVING THROWS 3 mins Hold Breath | | | Shield OTHER | +2 proficient |
| 1 2 | | | UTHER | ARMOR PROPERTIES |
| | Cook's utensils Common Herbalism kit Druidic | | DAMAGE RES | SISTANCE (Half Damage) DAMAGE REDUCTION |
| constitution | Vehicles (land) Elvish Sylvan | | | |
| | | | CONDITIONS | |
| \circ +1 Arcana \circ +1 History | | | | |
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| | | | | |
| • <u>+5</u> Animal Handling | | | | xhaustion Level by 1, provided you have also ingested some food and drink |
| +3 • +3 • +5 • Perception | ABILITY FEATURES | ٦ | | ACTIONS |
| WISDOM | | | | and take one Action, a possible Bonus Action and one Reaction per turn |
| 8 -1 SAVING THROWS | | | VISION & SENSES | ACTION BONUS ACTION Dash [move 30ft] Overrun [Athletics] move |
| ○ <u>−1</u> Deception | | | | II [see spell] Disengage [no OAs] Tumble [Acrobatics] ^{move} Dodge [attackers disadv] Hidden Step |
| ──1 ○ ──1 Intimidation ○ ──1 Performance | | | | Help [target gains adv] |
| CHARISMA | | | | Hide [Stealth] Overrun [Athletics] |
| | | 2 | SPEED 20 ft | Ready [use Reaction] Search [Investigation] |
| PASSIVE PERCEPTION (15) | | ~ | SPEED 30 ft | Tumble [Acrobatics] Use an Object [object(s)] |
| PASSIVE INVESTIGATION (11) | HERO POINTS | | Fly Swim 15 ft | AS 1 ATTACK REACTION |
| ACTIVE F | EATURES | | Long Jump ^{ro} <u>12 ft</u> High Jump ¹⁰ <u>4 ft</u> | Disarm [Attack] Opportunity Attack (OA) Grapple [Athletics] |
| NAME USA | GE DURATION RECOVERY USES U | SED | Crawl 15 ft Climb 15 ft | Mark [Melee Attack] Shove [Athletics] |
| Hidden Step (magically turn invisible) Bonus Cast Detect Magic (30ft rad) Acti | ion 10 min con Short Rest 1 | | | |
| Cast Disguise Self (up to 3ft shorter) Acti | ion 1 hr Short Rest 1 | | | |
| | | | ATTACK 1 | BONUS DAMAGE TYPE |
| | | | Scimitar RANGE | +3 1d6+1 slashing PROPERTIES |
| | | | - proficient, finesse, lig | nt |
| | | | AMMUNITION ATTACK 2 | |
| | | | Dagger | +3 1d4+1 piercing |
| | | | 20/60 proficient, finesse, lig | PROPERTIES ht, thrown, underwater |
| | | | | |
| | | | ATTACK 3 | BONUS DAMAGE TYPE |
| | | _ | Attack Spell (Wis) | +5 See spell see spell PROPERTIES |
| EQUIPME | | | see spell proficient | |
| HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY | HANDS GLOVES OR GAUNTLETS | | ATTACK 4 | |
| EYES | ARMS / WRISTS | | Quarterstaff | +3 1d6+1 bludgeoning |
| EYE LENSES OR GOGGLES | BRACERS OR BRACELETS | | - proficient, versatile (1 | PROPERTIES d8) |
| NECK | BODY | | | |
| AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB | ROBE OR SUIT OF ARMOR | | ATTACK 5 | BONUS DAMAGE TYPE |
| SHOULDERS CLOAK, CAPE OR MANTLE | TORSO VEST, VESTMENT, OR SHIRT | | RANGE | PROPERTIES |
| | | | AMMUNITION | |
| RINGS RIGHT HAND | WAIST BELT OR GIRDLE | | ATTACK 6 | |
| | | | | |
| | | | RANGE | PROPERTIES |
| RINGS LEFT HAND | FEET BOOTS, SHOES, OR SLIPPERS | | | PROPERTIES |

| 🌮 GEAR | | | (| 1 | | CAR | RYING | CAPACIT | Y | | v2.00 🏹 |
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| POSSESSION ON PERSON | | | | 107.2 lb | 121 | - 240 lb | - | 241 - 360 | | 0 - 7 | 20 lb |
| Item | QTY | Location | Weight | Current | | umbered ¹ | | eavily Encumb | | Push, E | Drag, Lift ³ |
| Backpack Bedroll | | Back Backpack | | ¹ Speed -10ft ² Speed -20ft, disa | advantage or | n Str. Dex. Co | n checks. | attacks and sa | aving throws | | |
| Herbalism kit | | Backpack | 3.0 lb | 3 Speed drops to | | | | | 5 | | |
| Scimitar Mess Kit | | Glove (Right) Backpack | 3.0 lb 1.0 lb | C | OINAGE | | <u> </u> | GEMS, JE | NELRY, AR | T OBJE | CTS |
| Tinderbox | | Belt Pouch | 1.0 lb | | Carrying | Total | Item | | | QTY | Value |
| Torch Rations (1 day) | 10 | Backpack Backpack | 10.0 lb 20.0 lb | Platinum | | | | | | · | |
| Waterskin | | Back | 5.0 lb | 1 Platinum = 10 G Gold | 50ld 10 | | | | | | |
| Rope, Hempen (50ft) Leather armor | | Backpack Body | 10.0 lb 10.0 lb | 1 Gold = 2 Electru | | - | | | | | |
| Dagger | | Waist | 1.0 lb | Electrum | | | - | | | | |
| Quarterstaff Cook's utensils | | Glove (Left) Backpack | | 1 Electrum = 5 Sil Silver | lver | | | | | | |
| Shovel | | Back | 5.0 lb | 1 Silver = 10 Cop | per | | | | | : | |
| Clothes, Common Pot, Iron | | Body Backpack | 3.0 lb 10.0 lb | Copper | r - | | | | | | |
| Pouch | | Waist | 1.0 lb | Coins | 10 | | - | | | | |
| | | | | | 0.2 lb | | | | | · | |
| | _ | | | Weight | | | | | | : | |
| | | | | Wealth | 10 gp | gp | | | | | 700.3 |
| | | · | | | | | FAMI | LIAR TYPE | | | PROFICIENCY |
| | | | | ARMOR CLASS | | | | | | | BONUS |
| | | · | | HIT POINTS | | | | Remaining | | | |
| | | | | ABILITY SCORE | s | STR | DEX | CON | ÍNT | WIS | CHA |
| | | | | SAVING THROW | | | | | | | |
| | | | | Resistances | | | | | | | |
| | _ | | | Immunity Vulnerability | | | | | | | |
| | | | | Senses | | | | | | | |
| | _ | | | Languages Carrying | | Max. (| Carry Weig | ht | Pus | h, Drag, L | ift ³ |
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| | | | | Acrobatics Animal Hand | | ⊖ Insi | ght | | Performed | mance | |
| | _ | | | Animal Hand Arcana | lling _ | | midation estigation | | Persua Religio | | |
| | | · | | Athletics | | o Me | dicine | | Sleight | t of Hand | _ |
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| | | | | ARMOR CLASS | | | | ТҮРЕ | | | PROFICIENCY BONUS |
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| Dropped Backpack | 0 | Ground | 0.0 lb | | | STR | DEX | CON | ÍNT | WIS | CHA |
| Attuned Magical Items | QTY | Location | Weight | ABILITY SCORES SAVING THROW | s _ | | | | | | |
| | | | | Resistances | - | | | | | | |
| | _ | | | Immunity | | | | | | | |
| | тот | AL WEIGHT CARRIED | 107.2 lb | Vulnerability Senses | | | | | | | |
| POSSESSION NOT ON PERSON | | | | Languages | | Maria | N = == . \A/ = : = | h 4 | Due | h Dran I | :612 |
| Item | QTY | Location | Weight | Carrying SKILLS | | iviax. C | Carry Weig | nt | Pus | h, Drag, L | .1113 |
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| VEL ABILITY | +3 ABILITY MODIFIER | + | 5 | 13 | | | ᅴ는 |
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| | Prepared | R Ritual, con C | Concentration, H H | ligher Level, d Dorr | nain, ∘ Oath, | ° Circle, ^m Mastery, ^s Signature | |
| CANTRIPS Thorn Whip | CAST 1 act | RANGE 30 ft | DURATION instant | COMPONENT VSM | TYPE trans | DETAILS melee, 1d6 pierce and pull target 10ft closer to you | Pi |
| Poison Spray | 1 act | 10 ft | instant | VS | conjur | 1 creature, 1d12 poison, con save, no damage | Pl |
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| LEVEL 1 Goodberry | CAST 1 act | RANGE touch | DURATION instant | COMPONENT VSM | TYPE trans | DETAILS create 10 berries (lasts 24hr), action to eat 1 berry, heals 1 HP and provides nourishment for 1 day | Р |
| Healing Word ^H Faerie Fire | 1 bon 1 act | 60 ft 60 ft | instant 1 min con | V V | evoc | 1 creature (not undead/construct), heals 1d4+spell ability modifier HP ++1d4 HP 20ft cube, creatures/objects dex save or outlined in 10ft rad dim light, adv to attacks against them | P P |
| Thunderwave ^H | 1 act | self | instant | VS | evoc | 15ft cube, 2d8 thunder, con save ½, on fail pushed 10ft; audible 300ft ^H +1d8 | P |
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| 1 | CHARACTER PORTRAIT | 🍼 🛛 PERSONALITY TRAITS | | RACE, BACKGROUND, CLASS & FEATS | v2.00 🎽 |
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| H ^C | | I'm confident in my own abilities and do what I can to instill confidence in others. I judge people by their actions, not their words. I DEAL Fairness. No one should get preferential treatment before the law, and no one is above the law. (Lawful) BOND I worked the land, I love the land, and I will protect the land. FLAW The tyrant who rules my land will stop at nothing to see me killed. ACKSTORY | | RACE. Firbolg +1 Strength, +2 Wisdom • Size. Medium • Speed. 30tt + Hidden Step. magically turn invisible (bonus action) until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Regain ability after a short or long rest. • Powerful Build, one size larger when determining carrying capacity and push, drag or lift weight • Speech of Beast and Leaf. communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them • Firbolg Magic. cast Detect Magic and Disguise Self once, regain ability after a short or long rest. • Detect Magic (divination) cast 1 act ^R , range self, duration 1 min ^{cone} , component VS 30ft rad, sense presence of magic, action to see aura of object or creature & learn school of magic • Disguise Self (illusion) cast 1 act, range self, duration 1 min ^{cone} , component VS 30ft rad, sense presence of magic, action to see aura of object or creature & learn school of magic • Disguise Self (illusion) cast 1 act, range self, duration 1 min ^{cone} , component VS 30ft rad, sense presence of magic, action to see aura of object or creature & learn school of magic • Disguise Self (illusion) cast 1 act, range self, duration 1 hr, component VS 30ft rad, sense presence of the tort/tall, Iniv/fall, Investigation check □* spell DC to discern (3ft shorter) • Spell Ability (Wis) Save DC 13 • Language. Common, Elvish, Giant BACKGROUND. Folk Hero • Feature. Rustic Hospitality Since you come from the ranks of the common folk, you fit in among them with ease. • Defining Event. I stood alone against a terrible monster. • Skills. Animal Handling, Survival • Tools. One type of artisan's tools, vehicles (land) • Lifestyle. Modest, 1 gp per day • Languages. none | |
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| | | | | CLASS. Druid Armor. Light & medium armor, shields (druids will not wear armor or use shields made of metal) Weapons. Club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear Tools. Herbalism kit Saves. Intelligence, Wisdom Skills. Choose 2 from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion and Survival Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know Druidic automatically spot such a message. Others can spot the message with a successful DC15 Wisdom (Perception) check but can't decipher it without magic Spellasting Spell slots: finishing a long rest restores any expended spell slots. You can cast a druid spell as a ritual if that spell has the ritual tag and the spell is prepared. Spelcasting focus: druids plane. | |
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