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**SPELL SAVE DC**

(+2

| LEVEL 4 | CAST | RANGE | DURATION | COMPONENT | TYPE | DETAILS | REF |
|---------|------|-------|----------|-----------|------|---------|-----|
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CHARACTER PORTRAIT



HONOR

SANITY

PERSONALITY TRAITS

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.

IDEAL

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.

RACE, BACKGROUND, CLASS & FEATS

RACE. Firbolg

- +1 Strength, +2 Wisdom
- Size. Medium
- Speed. 30ft
- 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<sup>R</sup>, range self, duration 10 min<sup>CON</sup>, component VS
- » Disguise Self (illusion) cast 1 act, range self, duration 1 hr, component VS
- alter appearance (1ft short/tall, thin/fat), 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

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
- Spellcasting
- 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.
- Spellcasting focus: druidic focus

CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

FACTION

RANK

RENOWN

Emerald Enclave

0

ENEMIES

