THE ANVIL
ForgedAnvil
CHARACTER GENERATOR
VERSION 1.64
USED WITH DUNGEONS & DRAGONS 5th EDITION
CLICK THE ANVIL TO DOWNLOAD THE LATEST VERSION

OPTIONS

VARIANT ENCUMBRANCE	●	COLOUR CODE	●	LANGUAGE	EN
HERO POINTS	●	FACTIONS	●		
VARIANT HUMAN	●	VARIANT ABILITY SCORES	●		
PROFICIENCY DICE	●	RESET CUSTOM			

RESET ALL: CTRL+SHIFT+S (REQUIRES EXCEL 2010-2016) CHECK RESET CUSTOM TO CLEAR CUSTOM WORKSHEET

ALL DETAILS ● SHOW / HIDE ● RACE ● BACKGROUND ● CLASS ● FEATS ●

1. ABILITY SCORES

	ABILITY SCORE	ABILITY MODIFIER	RACIAL MODIFIER	CLASS MODIFIER	FEAT & LEVEL GAINS	MAGIC MODIFIER	FINAL SCORE	ABILITY MODIFIER	SAVING THROWS PROFICIENCY	OVERRIDE	ADJUSTMENT
STRENGTH	10	+0					10	+0			
DEXTERITY	12	+1					12	+1			
CONSTITUTION	13	+1					13	+1			
INTELLIGENCE	13	+1	+1				14	+2	INT		
WISDOM	15	+2	+1				16	+3	WIS		
CHARISMA	10	+0					10	+0			

FEAT & LEVEL GAINS columns: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 A1 A2

HUMAN ABILITY 1 — INT
POINTS REMAINING 0 — ABILITY 2 — WIS

PROFICIENCY BONUS ADJUSTMENT
INITIATIVE ADJUSTMENT

2. CLASS & LEVEL

LEVEL	EXPERIENCE	NEXT LEVEL
2	300	900

LEVEL	CLASS	HIT DICE	DICE ROLL
1	Druid	d8	8
2	Druid	d8	8
3	Select...		
4	Select...		
5	Select...		
6	Select...		
7	Select...		
8	Select...		
9	Select...		
10	Select...		
11	Select...		
12	Select...		
13	Select...		
14	Select...		
15	Select...		
16	Select...		
17	Select...		
18	Select...		
19	Select...		
20	Select...		

ADDITIONAL HIT POINTS

CLASS	LEVEL	HP	RENAME
Druid	2	18	
CLASS 2			
CLASS 3			
TOTAL	2	18	

SUBCLASS

SUBCLASS	
Druid Circle	Moon
SUBCLASS 2	Select...
SUBCLASS 3	Select...
Druid Land Origin	Select...
Draconic Ancestry	Select...
Warlock Pact Boon	Select...

FIGHTING STYLES

STYLE 1	Select...
STYLE 2	Select...
STYLE 3	Select...
STYLE 4	Select...

EXPERTISE

EXPERTISE 1	Select...	Select...
EXPERTISE 2	Select...	Select...
EXPERTISE 3	Select...	Select...
EXPERTISE 4	Select...	Select...

BARBARIAN TOTEM SPIRITS

TOTEM SPIRIT 1	Select...
TOTEM SPIRIT 2	Select...
TOTEM SPIRIT 3	Select...

CLERIC KNOWLEDGE DOMAIN SKILLS

SKILL 1	Select...
SKILL 2	Select...

FIGHTER BATTLE MASTER MANEUVERS

MANEUVER 1	Select...
MANEUVER 2	Select...
MANEUVER 3	Select...
MANEUVER 4	Select...
MANEUVER 5	Select...
MANEUVER 6	Select...
MANEUVER 7	Select...
MANEUVER 8	Select...
MANEUVER 9	Select...
MANEUVER 10	Select...
MANEUVER 11	Select...

MONK ELEMENTAL DISCIPLINES

DISCIPLINE 1	Select...
DISCIPLINE 2	Select...
DISCIPLINE 3	Select...
DISCIPLINE 4	Select...

RANGER FAVORED ENEMIES

ENEMY 1	Select...
ENEMY 2	Select...
ENEMY 3	Select...

RANGER NATURAL EXPLORER

TERRAIN 1	Select...
TERRAIN 2	Select...
TERRAIN 3	Select...

RANGER HUNTER FEATURES

FEATURE 1	Select...
FEATURE 2	Select...
FEATURE 3	Select...
FEATURE 4	Select...

WARLOCK ELDRITCH INVOCATIONS

INVOCATION 1	Select...
INVOCATION 2	Select...
INVOCATION 3	Select...
INVOCATION 4	Select...
INVOCATION 5	Select...
INVOCATION 6	Select...
INVOCATION 7	Select...
INVOCATION 8	Select...

WIZARD TRANSMUTER STONE — EQUIP
STONE BENEFIT — Select...

WIZARD BLADESINGER
1-H MELEE WEAPON — Select...

3. CHARACTER DETAILS

PLAYER NAME	Jeff D. Hanson
CAMPAIGN	Keep In The Borderlands
REGION	Borderlands
CHARACTER NAME	Irnntural (Irn)
RACE	Human — RENAME
SUBRACE	Select... — RENAME
SIZE	Medium — OVERRIDE
SPEED	30 ft — ADJUSTMENT
VISION	Normal — OVERRIDE
BACKGROUND	Outlander — RENAME
FEATURE	Wanderer
ORIGIN	Exile or outcast
PERSONALITY TRAITS	[SELECT OR TYPE YOUR OWN]

1 I'm driven by a wanderlust that led me away from scholarly life.

2 I feel far more comfortable around animals than people and their politics.

IDEAL	[SELECT OR TYPE YOUR OWN]

The natural world is more important than civilization but the latter can't be ignored.

BOND	[SELECT OR TYPE YOUR OWN]

An injury to the unspoiled wilderness of my home is an injury to me.

FLAW	[SELECT OR TYPE YOUR OWN]

I'll help those who are oppressed by circumstances beyond their control, even if it causes problems for me later, but fools are on their own.

GENDER	Male
AGE	23

Humans reach adulthood in their late teens and live less than a century

HEIGHT	4'8" – 2d10	5'2"
WEIGHT	110 lb – 2d10 × 2d4	123 lb
SKIN	Tanned	
EYES	Brown	
HAIR	Brown	
ALIGNMENT	Neutral	

Neutral is the alignment of those that prefer to steer clear of moral questions and don't take sides, doing what seems best at the time. Lizardfolk, most druids, and many humans are neutral.

RELIGION / PATRON / DEITY	Silvanus (N)	[SELECT OR TYPE YOUR OWN]

God of wild nature; Alignment: Neutral; Domains: Nature
Symbol: Oak leaf

FACTION	[SELECT OR TYPE YOUR OWN]
RENOWN	RANK

4. SKILLS

	ADJUST	PROF		ADJUST	PROF
ACROBATICS (DEX)	+1		MEDICINE (WIS)	+3	
ANIMAL HANDLING (WIS)	+3		NATURE (INT)	+2	
ARCANA (INT)	+4	●	PERCEPTION (WIS)	+5	●
ATHLETICS (STR)	+2	●	PERFORMANCE (CHA)	+0	
DECEPTION (CHA)	+0		PERSUASION (CHA)	+0	
HISTORY (INT)	+2		RELIGION (INT)	+2	
INSIGHT (WIS)	+3		SLEIGHT OF HAND (DEX)	+1	
INTIMIDATION (CHA)	+0		STEALTH (DEX)	+3	●
INVESTIGATION (INT)	+2		SURVIVAL (WIS)	+5	●

RACE (1) SELECTED 5 OF 5
One of your choice

BACKGROUND (2)
Athletics, Survival

CLASS (2)
Druid
• Choose 2 from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion and Survival

SUBCLASS (0)
none

FEATS
none

6. LANGUAGES

		SCRIPT
1	Common	Common
2	Undercommon	
3	Elvish	Elvish
4	Druidic	Druidic
5	Select...	
6	Select...	
7	Select...	
8	Select...	
9	Select...	
10	Select...	
11	Select...	
12	Select...	
13	Select...	
14	Select...	
15	Select...	

SELECTED 4 OF 4

RACE (2)
Common, one additional language

BACKGROUND (1)
One of your choice

CLASS (1)
Druidic

SUBCLASS (0)
none

TRAINING

FEATS (0)
none

7. TOOLS

	[SELECT OR TYPE YOUR OWN]
1	Herbalism kit
2	Flute
3	Select...
4	Select...
5	Select...
6	Select...
7	Select...
8	Select...
9	Select...
10	Select...
11	Select...
12	Select...
13	Select...
14	Select...
15	Select...

SELECTED 2 OF 2

RACE (0)
none

BACKGROUND (1)
One type of musical instrument

CLASS (1)
Herbalism kit

SUBCLASS (0)
none

TRAINING

FEATS
none

8. COINAGE

	CARRIED	TOTAL	EXCHANGE
Platinum (PP)			1 PP = 10 GP
Gold (GP)	10		1 GP = 2 EP
Electrum (EP)			1 EP = 5 SP
Silver (SP)			1 SP = 10 CP
Copper (CP)			

CARRYING 10 COINS (0.2 lb)

5. ABILITY SCORE IMPROVEMENT & FEATS

		ELEMENTAL ADEPT	WEAPON MASTER	MAGIC INITIATE	
Human 1	Magic Initiate	1 Select...	1 Select...	Class	Wizard
FEAT 2	Select...	2 Select...	2 Select...	Cantrip	Fire Bolt
FEAT 3	Select...	3 Select...	3 Select...	Cantrip	Blade Ward
FEAT 4	Select...	4 Select...	4 Select...	Level 1	Mage Armor
FEAT 5	Select...	5 Select...	5 Select...		
FEAT 6	Select...			RITUAL CASTER	
FEAT 7	Select...			Class	Select...
FEAT 8	Select...				
Additional 1	Select...			Select...	
Additional 2	Select...			Class	Select...
	ADDITIONAL			Cantrip	Select...

FEAT LOOKUP Select... PREREQUISITE:

RACE: Human
• Two different ability scores of your choice increase by 1
• Gain proficiency in one skill of your choice
• Gain one feat of your choice
• Size: Medium
• Speed: 30ft
• Languages: Common, one additional language

BACKGROUND: Outlander
• Region: Borderlands
• Feature: Wanderer
  You have an excellent memory for maps and geography, always recalling the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five others each day, provided that the land offers berries, small game, water, and so forth.
• Origin: Exile or outcast
• Skills: Athletics, Survival
• Tools: One type of musical instrument
• Languages: One of your choice

CLASS: Druid
• Armor: Light & medium armor, shields (druids will not wear armor or use shields made of metal)
• Weapons: Club, dagger, dart, javelin, mace, quartstaff, 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
• Druid Circle (Moon)
• Wild Shape
  Magically assume the shape of a beast you have seen before:
  1 bonus action, max CR1, no flying or swimming speed, duration 1 hour
  Wild Shape twice, expended uses are regained after a short or long rest (see PHB for Wild Shape rules)
• Druid Circle Feature (Combat Wild Shape)
  Gain the ability to use Wild Shape as a bonus action and while in a beast shape use a bonus action to expend one spell slot and regain 1d8 hit points per level of the spell slot expended
• Druid Circle Feature (Circle Forms)
  Gain the ability to transform into more dangerous animal forms when using Wild Shape

ABILITY SCORE IMPROVEMENT & FEATS
• Magic Initiate - Human 1
  - Class: Wizard
  - Learn two cantrips of your choice from the Wizard spell list
  • Fire Bolt (evoc) cast 1 act, range 120 ft, duration instant, component VS
    ranged, 1d10 fire, unattended flammable objects ignite
  • Blade Ward (abjur) cast 1 act, range self, duration 1 rnd, component VS
    resist bludgeon, pierce & slash dmg from weapon attacks until end of your next turn
  - Learn one 1st-level spell from the Wizard spell list and cast it at its lowest level
  • Mage Armor (abjur) cast 1 act, range touch, duration 8 hr, component VSM
    1 willing creature wearing no armor, AC 13 + dex modifier; ends if dons armor or you dismiss (action)
    Once you cast it, you must finish a long rest before you can cast it again
  - Your spellcasting ability for these spells is Intelligence, DC 12
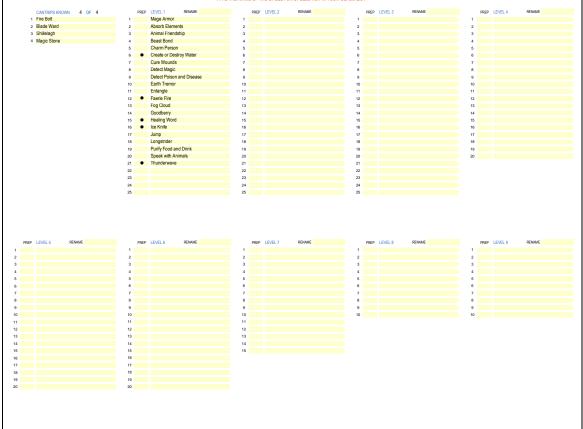
ADDITIONAL DETAILS

9. EQUIPMENT WORN

HEAD
HEADBAND, HAT, HELMET, OR PHYLACTERY

EYES
EYE LENSES OR GOGGLES

NECK
AMULET, BROOCH, MEDALLION, PERIAPT

SHOULDERS
CLOAK, CAPE OR MANTLE

RINGS
RIGHT HAND

RINGS
LEFT HAND

HANDS
GLOVES OR GAUNTLETS

ARMS / WRISTS
BRACERS OR BRACELETS

BODY
ROBE OR SUIT OF ARMOR
Leather armor (w/o Mage Armor)

TORSO
VEST, VESTMENT, OR SHIRT

WAIST
BELT OR GIRDLE

FEET
BOOTS, SHOES, OR SLIPPERS

10. ARMOR & SHIELD

	ARMOR	SHIELD
	Leather armor	Shield
BONUS		
NAME	Leather armor	Shield
GROUP	light	Shield
PROFICIENT	proficient	proficient
ARMOR CLASS	11	+2
DEX MODIFIER	+1	-
STRENGTH	-	-
STEALTH	-	-
WEIGHT	10 lb	6 lb
PROPERTIES	proficient, Don: 1min, Doff: 1min	proficient

OVERRIDES

NAME		
GROUP		
PROFICIENT		
ARMOR CLASS		
DEX MODIFIER		
STRENGTH		
STEALTH		
WEIGHT		
PROPERTIES		

OTHER ARMOR

OVERRIDES

DAMAGE RESISTANCE	
DAMAGE REDUCTION	

11. ATTACKS

	ATTACK 1	ATTACK 2	ATTACK 3	ATTACK 4	ATTACK 5	ATTACK 6
WEAPON	Scimitar	Dart	Quarterstaff	Sling	Attack Spell (Int)	Attack Spell (Wis)
BONUS						
AMMUNITION				Stones		
BONUS						
NAME	Scimitar	Dart	Quarterstaff	Sling	Attack Spell (Int)	Attack Spell (Wis)
GROUP	Martial Melee	Simple Ranged	Simple Melee	Simple Ranged	Spell	Spell
PROFICIENT	proficient	proficient	proficient	proficient	proficient	proficient
ATTACK BONUS	+3	+3	+2	+3	+4	+5
DAMAGE	1d6+1	1d4+1	1d6	1d4+1	see spell	see spell
TYPE	slashing	piercing	bludgeoning	bludgeoning	see spell	see spell
RANGE	-	20/60	-	30/120	see spell	see spell
WEIGHT	3 lb	0 lb	4 lb	0 lb	-	-
PROPERTIES	proficient, finesse, light	proficient, finesse, thrown, underwater	proficient, versatile (1d8)	proficient, ammunition	proficient	proficient

OVERRIDES

NAME						
AMMUNITION						
GROUP						
PROFICIENT						
ATTACK BONUS						
DAMAGE						
TYPE						
RANGE						
WEIGHT						
PROPERTIES						

CLASS FEATURES

THESE SPELLS WILL BE ADDED TO THE SPELL LISTS BELOW

ADDITIONAL CANTRIPS	BARD MAGICAL SECRETS	CLERIC DEATH	SORCERER METAMAGICS	WARLOCK PACT OF THE TOME	WIZARD SPELL MASTERY	ARCANE TRICKSTER SPELLS	ELDRITCH KNIGHT SPELLS
Cantrip 1 Select...	Lore Select...	Cantrip Select...	3rd Select...	Cantrip 1 Select...	1st Select...	3rd Select...	3rd Select...
Cantrip 2 Select...	Lore Select...		3rd Select...	Cantrip 2 Select...	2nd Select...	8th Select...	8th Select...
Cantrip 3 Select...	5th Select...	CLERIC NATURE	10th Select...	Cantrip 3 Select...		14th Select...	14th Select...
Cantrip 4 Select...	5th Select...	Cantrip Select...	17th Select...		WIZARD SIGNATURE SPELLS	20th Select...	20th Select...
Cantrip 5 Select...	7th Select...				3rd Select...		
Cantrip 6 Select...	7th Select...	CLERIC ARCANA			3rd Select...		
	9th Select...	Cantrip 1 Select...					
	9th Select...	Cantrip 2 Select...					
		6th Select...					
		7th Select...					
		8th Select...					
		9th Select...					

SPELLCASTING

SPELLCASTING LEVEL   2   PACT MAGIC LEVEL   -

SPELLS PREPARED / KNOWN

Druid   5   PREPARED

ADDITIONAL

SPELL SAVE DC

Druid   WIS   13

ADJUSTMENT

SPELLS PER DAY

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
3	-	-	-	-	-	-	-	-

SPELL RECOVERY LEVELS   SORCERY POINTS

FAMILIAR OR ANIMAL COMPANION / WILD SHAPE

ANIMAL   Select...   NAME

AC	HP	STR	DEX	CON	INT	WIS	CHA

TYPE   SIZE   SPEED

SKILLS

SENSES

ATTACKS

TRAITS

OVERRIDES   ANIMAL

AC	HP	STR	DEX	CON	INT	WIS	CHA

TYPE

SIZE

SPEED

SKILLS

SENSES

ATTACKS

TRAITS

WILDSHAPE   AC   HP   STR   DEX   CON   SIZE

1 Brown Bear
2 Dire Wolf
3 Tiger
4 Warhorse

SPELLS PREPARED / KNOWN

PREPARED / KNOWN   5   OF   5   TYPE THE NAME OF THE SPELL FOR SPELLS NOT IN YOUR CLASS LIST

CANTRIPS KNOWN   4   OF   4

1 Fire Bolt
2 Blade Ward
3 Shillelagh
4 Magic Stone

PREP	LEVEL 1	RENAME
1	Mage Armor	
2	Absorb Elements	
3	Animal Friendship	
4	Beast Bond	
5	Charm Person	
6 ●	Create or Destroy Water	
7	Cure Wounds	
8	Detect Magic	
9	Detect Poison and Disease	
10	Earth Tremor	
11	Entangle	
12 ●	Faerie Fire	
13	Fog Cloud	
14	Goodberry	
15 ●	Healing Word	
16 ●	Ice Knife	
17	Jump	
18	Longstrider	
19	Purify Food and Drink	
20	Speak with Animals	
21 ●	Thunderwave	
22		
23		
24		
25		

LEVEL 2, LEVEL 3, LEVEL 4 (PREP / RENAME) — empty

LEVEL 5, LEVEL 6, LEVEL 7, LEVEL 8, LEVEL 9 (PREP / RENAME) — empty

SPELL LOOKUP

LOOKUP 1   DESCRIPTION

Acid Splash

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

cantrip

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SCHOOL conjuration

CASTING TIME 1 act

RANGE 60 ft

DURATION instant

COMPONENTS VS

LOOKUP 2   DESCRIPTION

Select...

R   RITUAL

CON   CONCENTRATION

RACE

RACE 1
Name
Size
Speed
Vision
Skills
Tools
Languages
Height   +
Weight   x
Age

Ability Score Adjustment
	STR	DEX	CON	INT	WIS	CHA
Fixed						
Additional						

Trait Description
1
2
3
4
5
6

Armor Class
Base   Bonus

Weapon Proficiency | Armor Proficiency
1   1
2   2
3   3
4   4

Damage Resistance
1
2
3

Spells
1
2
3

RACE 2
Name
Size
Speed
Vision
Skills
Tools
Languages
Height   +
Weight   x
Age

Ability Score Adjustment
	STR	DEX	CON	INT	WIS	CHA
Fixed						
Additional						

Trait Description
1
2
3
4
5
6

Armor Class
Base   Bonus

Weapon Proficiency | Armor Proficiency
1   1
2   2
3   3
4   4

Damage Resistance
1
2
3

Spells
1
2
3

RACE 3
Name
Size
Speed
Vision
Skills
Tools
Languages
Height   +
Weight   x
Age

Ability Score Adjustment
	STR	DEX	CON	INT	WIS	CHA
Fixed						
Additional						

Trait Description
1
2
3
4
5
6

Armor Class
Base   Bonus

Weapon Proficiency | Armor Proficiency
1   1
2   2
3   3
4   4

Damage Resistance
1
2
3

Spells
1
2
3

BACKGROUND

BACKGROUND 1
Name
Feature

Skills
Tools
Languages
Personality

Ideal

Bond

Flaw

Specialty   RENAME

BACKGROUND 2
Name
Feature

Skills
Tools
Languages
Personality

Ideal

Bond

Flaw

Specialty   RENAME

BACKGROUND 3
Name
Feature

Skills
Tools
Languages
Personality

Ideal

Bond

Flaw

Specialty   RENAME

RELIGION / PATRON / DEITY

DEITY 1
Name
Alignment
Domains 1
2
3
Details
Symbol

DEITY 2
Name
Alignment
Domains 1
2
3
Details
Symbol

DEITY 3
Name
Alignment
Domains 1
2
3
Details
Symbol

DEITY 4
Name
Alignment
Domains 1
2
3
Details
Symbol

DEITY 5
Name
Alignment
Domains 1
2
3
Details
Symbol

DEITY 6
Name
Alignment
Domains 1
2
3
Details
Symbol

DEITY 7
Name
Alignment
Domains 1
2
3
Details
Symbol

DEITY 8
Name
Alignment
Domains 1
2
3
Details
Symbol

DEITY 9
Name
Alignment
Domains 1
2
3
Details
Symbol

DEITY 10
Name
Alignment
Domains 1
2
3
Details
Symbol

SPELLS

SPELL 1
Name
Level
School
Casting Time   Concentration   Components
Range   Duration   Cost
Material Components
Description
Short Description
At Higher Levels
Class

SPELL 2
Name
Level
School
Casting Time   Concentration   Components
Range   Duration   Cost
Material Components
Description
Short Description
At Higher Levels
Class

SPELL 3
Name
Level
School
Casting Time   Concentration   Components
Range   Duration   Cost
Material Components
Description
Short Description
At Higher Levels
Class

SPELL 4
Name
Level
School
Casting Time   Concentration   Components
Range   Duration   Cost
Material Components
Description
Short Description
At Higher Levels
Class

SPELL 5
Name
Level
School
Casting Time   Concentration   Components
Range   Duration   Cost
Material Components
Description
Short Description
At Higher Levels
Class

SPELL 6
Name
Level
School
Casting Time   Concentration   Components
Range   Duration   Cost
Material Components
Description
Short Description
At Higher Levels
Class

SPELL 7
Name
Level
School
Casting Time   Concentration   Components
Range   Duration   Cost
Material Components
Description
Short Description
At Higher Levels
Class

SPELL 8
Name
Level
School
Casting Time   Concentration   Components
Range   Duration   Cost
Material Components
Description
Short Description
At Higher Levels
Class

SUBCLASS

SUBCLASS 1
Class
Name
Level Gains
-
-
-
-
-
Level
Skills
Tools
Languages
Vision
Speed
Hit Points
Armor Class
    Base
    Bonus
Armor Proficiency
    1
    2
    3
    4
Extra Attack
Initiative Adjustment
Weapon Proficiency
    1
    2
    3
    4
Damage Resistance
    1
    2
    3
Spells
    1
    2
    3
##
    1st   1   2
    2nd   1   2
    3rd   1   2
    4th   1   2
    5th   1   2
    6th   1   2
    7th   1   2
    8th   1   2
    9th   1   2
Saving Thow Proficiency
    Strength
    Dexterity
    Constitution
    Intelligence
    Wisdom
    Charisma

SUBCLASS 2
Class
Name
Level Gains
-
-
-
-
-
Level
Skills
Tools
Languages
Vision
Speed
Hit Points
Armor Class
    Base
    Bonus
Armor Proficiency
    1
    2
    3
    4
Extra Attack
Initiative Adjustment
Weapon Proficiency
    1
    2
    3
    4
Damage Resistance
    1
    2
    3
Spells
    1
    2
    3
##
    1st   1   2
    2nd   1   2
    3rd   1   2
    4th   1   2
    5th   1   2
    6th   1   2
    7th   1   2
    8th   1   2
    9th   1   2
Saving Thow Proficiency
    Strength
    Dexterity
    Constitution
    Intelligence
    Wisdom
    Charisma

SUBCLASS 3
Class
Name
Level Gains
-
-
-
-
-
Level
Skills
Tools
Languages
Vision
Speed
Hit Points
Armor Class
    Base
    Bonus
Armor Proficiency
    1
    2
    3
    4
Extra Attack
Initiative Adjustment
Weapon Proficiency
    1
    2
    3
    4
Damage Resistance
    1
    2
    3
Spells
    1
    2
    3
##
    1st   1   2
    2nd   1   2
    3rd   1   2
    4th   1   2
    5th   1   2
    6th   1   2
    7th   1   2
    8th   1   2
    9th   1   2
Saving Thow Proficiency
    Strength
    Dexterity
    Constitution
    Intelligence
    Wisdom
    Charisma

Trinfural (Trin)	Outlander	300	900	Jeff D. Hanson	v1.64
CHARACTER NAME	BACKGROUND	EXPERIENCE	NEXT LEVEL	PLAYER NAME	

Druid 2	Moon	Neutral	Silvanus (N)
CLASS	SUBCLASS	ALIGNMENT	RELIGION / PATRON / DEITY

2	Human	Medium	Male	23	5' 2"	123 lb	Tanned	Brown	Brown
LEVEL	RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	SKIN	EYES	HAIR

ABILITIES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	13	+1		
INT INTELLIGENCE	14	+2		
WIS WISDOM	16	+3		
CHA CHARISMA	10	+0		

SAVING THROWS

SAVING THROW		ABILITY MODIFIER		PROFICIENCY BONUS		OTHER MODIFIER
+0	=	0	+		+	
+1	=	1	+		+	
+1	=	1	+		+	
+4	=	2	+	2	+	
+5	=	3	+	2	+	
+0	=	0	+		+	

SKILLS

SKILL NAME	ABILITY	PROFICIENT	SKILL MODIFIER		ABILITY MODIFIER		PROFICIENCY BONUS		OTHER MODIFIER
ACROBATICS	DEX	○	+1	=	1	+		+	
ANIMAL HANDLING	WIS	○	+3	=	3	+		+	
ARCANA	INT	●	+4	=	2	+	2	+	
ATHLETICS	STR	●	+2	=	0	+	2	+	
DECEPTION	CHA	○	+0	=	0	+		+	
HISTORY	INT	○	+2	=	2	+		+	
INSIGHT	WIS	○	+3	=	3	+		+	
INTIMIDATION	CHA	○	+0	=	0	+		+	
INVESTIGATION	INT	○	+2	=	2	+		+	
MEDICINE	WIS	○	+3	=	3	+		+	
NATURE	INT	○	+2	=	2	+		+	
PERCEPTION Normal	WIS	●	+5	=	3	+	2	+	
PERFORMANCE	CHA	○	+0	=	0	+		+	
PERSUASION	CHA	○	+0	=	0	+		+	
RELIGION	INT	○	+2	=	2	+		+	
SLEIGHT OF HAND	DEX	○	+1	=	1	+		+	
STEALTH	DEX	●	+3	=	1	+	2	+	
SURVIVAL	WIS	●	+5	=	3	+	2	+	

HEALTH & ARMOR

HP HIT POINTS	18			HD HIT DICE	2	2d8	PASS			
	MAX	TEMPORARY	REMAINING		TOTAL	USED HIT DICE	FAIL			
							DEATH ROLLS			

AC ARMOR CLASS	14	=	11	+	2	+	1	+			
	TOTAL		ARMOR		SHIELD		DEXTERITY MODIFIER		OTHER	DAMAGE RESISTANCE	DAMAGE REDUCTION

ARMOR

ARMOR	WEIGHT	DEX MOD	STRENGTH	STEALTH
Leather armor	11	10 lb	+1	-	-

TYPE	PROPERTIES
light	proficient, Don: 1min, Doff: 1min

SHIELD

	ARMOR	WEIGHT	PROPERTIES
Shield	+2	6 lb	proficient

ACTIONS

INITIATIVE MODIFIER	+1	=	1	+		SPEED NORMAL	30 ft	INSPIRATION
	TOTAL		DEXTERITY MODIFIER		OTHER	ENCUMBERED -20 ft		

ATTACKS PER ACTION	1	=	1	+		PERCEPTION PASSIVE	15	=	10	+	5	+	
	TOTAL		STANDARD		EXTRA ATTACKS		TOTAL		BASE		PERCEPTION SKILL		OTHER

ATTACK 1

	BONUS	DAMAGE	TYPE
Scimitar	+3	1d6+1	slashing

RANGE	PROPERTIES
-	proficient, finesse, light

AMMUNITION

ATTACK 2

	BONUS	DAMAGE	TYPE
Dart	+3	1d4+1	piercing

RANGE	PROPERTIES
20/60	proficient, finesse, thrown, underwater

AMMUNITION

ATTACK 3

	BONUS	DAMAGE	TYPE
Quarterstaff	+2	1d6	bludgeoning

RANGE	PROPERTIES
-	proficient, versatile (1d8)

AMMUNITION

ATTACK 4

	BONUS	DAMAGE	TYPE
Sling	+3	1d4+1	bludgeoning

RANGE	PROPERTIES
30/120	proficient, ammunition

AMMUNITION Stones

ATTACK 5

	BONUS	DAMAGE	TYPE
Attack Spell (Int)	+4	see spell	see spell

RANGE	PROPERTIES
see spell	proficient

AMMUNITION

ATTACK 6

	BONUS	DAMAGE	TYPE
Attack Spell (Wis)	+5	see spell	see spell

RANGE	PROPERTIES
see spell	proficient

AMMUNITION

PROFICIENCIES

PROFICIENCY BONUS	+2

WEAPONS

Unarmed strike
Club
Dagger
Mace
Quarterstaff
Sickle
Spear
Dart
Javelin
Sling
Scimitar

ARMOR

Light
Medium
Shields

TOOLS

Herbalism kit
Flute

LANGUAGES

Common
Undercommon
Elvish
Druidic

EQUIPMENT WORN

HEAD	HANDS
HEADBAND, HAT, HELMET, OR PHYLACTERY	GLOVES OR GAUNTLETS
EYES	ARMS / WRISTS
EYE LENSES OR GOGGLES	BRACERS OR BRACELETS
NECK	BODY
AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB	ROBE OR SUIT OF ARMOR
	Leather armor (w/o Mage Armor)
SHOULDERS	TORSO
CLOAK, CAPE OR MANTLE	VEST, VESTMENT, OR SHIRT
RINGS	WAIST
RIGHT HAND	BELT OR GIRDLE
RINGS	FEET
LEFT HAND	BOOTS, SHOES, OR SLIPPERS

CARRYING CAPACITY

CURRENT	117.9 lb

MAXIMUM CAPACITY ENCUMBERED, SPEED 10 FT
DISADVANTAGE ON STR, DEX, CON CHECKS, ATTACKS & S

ENCUMBERED	51 - 100 lb

SPEED -10 FT

ENCUMBERED HEAVILY	101 - 150 lb

SPEED -20 FT
DISADV. ON STR, DEX, CON CHECKS, ATTACKS & SAVES

PUSH, DRAG, LIFT	0 - 300 lb

PUSH OR DRAG ABOVE 150 LB SPEED DROPS TO 5 FT

COINAGE

	CARRYING	TOTAL
PLATINUM (PP) 1 PLATINUM = 10 GOLD		
GOLD (GP) 1 GOLD = 2 ELECTRUM	10	
ELECTRUM (EP) 1 ELECTRUM = 5 SILVER		
SILVER (SP) 1 SILVER = 10 COPPER		
COPPER (CP)		

POSSESSION ON PERSON

ITEM	QTY	LOCATION	WEIGHT
Quarterstaff		Back	4.0 lb
Hunting Trap		Backpack	25.0 lb
Clothes, Traveler's		Body	4.0 lb
Pouch		Belt	1.0 lb
Shield		Arm (Left)	6.0 lb
Scimitar		Hand (Right)	3.0 lb
Leather armor		Body	10.0 lb
Druidic Focus: Sprig of mistletoe		Neck	0.0 lb
Backpack		Back	5.0 lb
Bedroll		Backpack	7.0 lb
Mess Kit		Backpack	1.0 lb
Tinderbox	0	Backpack	0.0 lb
Torch	9	Backpack	9.0 lb
Rations (1 day)	5	Backpack	10.0 lb
Waterskin		Backpack	5.0 lb
Rope, Hempen (50ft)		Backpack	10.0 lb
Trinket: Iron holy symbol devoted to an unknown god		Backpack	0.2 lb
Sling		Belt	0.1 lb
Sling Bullet	20	Belt Pouch	2.0 lb
Hammock		Backpack	3.0 lb
Component Pouch		Belt	2.0 lb
Mirror, Steel		Backpack	0.5 lb
Flute		Backpack	1.0 lb
Chalk (1 pc)	3	Sack	0.0 lb
Piton	2	Backpack	0.5 lb
Sack		Belt	0.5 lb
Signal whistle		Sack	0.0 lb
Soap		Backpack	0.0 lb
Clothes, Common		Backpack	3.0 lb
Torch		Belt	1.0 lb
Dart	4	Belt	1.0 lb
Canvas (sq yd)	4	Backpack	2.8 lb

ATTUNED MAGICAL ITEMS

	QTY	LOCATION	WEIGHT

TOTAL WEIGHT CARRIED **117.9 lb**
CARRYING 10 COINS (0.2 lb)

POSSESSION NOT ON PERSON

ITEM	QTY	LOCATION	WEIGHT

TOTAL WEIGHT

HERO POINTS 6 **REMAINING**

HONOR: SANITY:

GEMSTONES

ART OBJECTS

I'm driven by a wanderlust that led me away from scholarly life.

I feel far more comfortable around animals than people and their politics.

IDEAL

The natural world is more important than civilization but the latter can't be ignored.

BOND

An injury to the unspoiled wilderness of my home is an injury to me.

FLAW

I'll help those who are oppressed by circumstances beyond their control, even if it causes problems for me later, but fools are on their own.

RACE: Human
• Two different ability scores of your choice increase by 1
• Gain proficiency in one skill of your choice
• Gain one feat of your choice
• Size: Medium
• Speed: 30ft
• Languages: Common, one additional language

BACKGROUND: Outlander
• Region: Borderlands
• Feature: Wanderer
  You have an excellent memory for maps and geography, always recalling the general layout of
  terrain, settlements, and other features around you. In addition, you can find food and fresh
  water for yourself and up to five others each day, provided that the land offers berries, small
  game, water, and so forth.
• Origin: Exile or outcast
• Skills: Athletics, Survival
• Tools: One type of musical instrument
• Languages: One of your choice

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
• Druid Circle (Moon)
• Wild Shape
  Magically assume the shape of a beast you have seen before:
  1 bonus action, max CR1, no flying or swimming speed, duration 1 hour
  Wild Shape twice, expended uses are regained after a short or long rest (see PHB for Wild Shape rules)
• Druid Circle Feature (Combat Wild Shape)
  Gain the ability to use Wild Shape as a bonus action and while in a beast shape use a bonus
  action to expend one spell slot and regain 1d8 hit points per level of the spell slot expended
• Druid Circle Feature (Circle Forms)
  Gain the ability to transform into more dangerous animal forms when using Wild Shape

ABILITY SCORE IMPROVEMENT & FEATS
• Magic Initiate - Human 1
  - Class: Wizard
  - Learn two cantrips of your choice from the Wizard spell list
    • Fire Bolt (evoc) cast 1 act, range 120 ft, duration instant, component VS
      ranged, 1d10 fire, unattended flammable objects ignite
    • Blade Ward (abjur) cast 1 act, range self, duration 1 rnd, component VS
      resist bludgeon, pierce & slash dmg from weapon attacks until end of your next turn
  - Learn one 1st-level spell from the Wizard spell list and cast it at its lowest level
    • Mage Armor (abjur) cast 1 act, range touch, duration 8 hr, component VSM
      1 willing creature wearing no armor, AC 13 + dex modifier; ends if dons armor or you dismiss (action)
      Once you cast it, you must finish a long rest before you can cast it again
  - Your spellcasting ability for these spells is Intelligence, DC 12

SPELLCASTING

v1.64

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
SPELL SLOTS	3	-	-	-	-	-	-	-	-
SPELLS USED									

Druid 2
CLASS

2
LEVEL

WIS
ABILITY

+3
ABILITY MODIFIER

Moon
SUBCLASS

5
PREPARED/KNOWN

13
SPELL SAVE DC

SPELL LIST

■ PREPARED ☐ NOT PREPARED R RITUAL CON CONCENTRATION H HIGHER LEVEL d DOMAIN o OATH c CIRCLE m MASTERY s SIGNATURE

CANTRIPS

	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
Fire Bolt	1 act	120 ft	instant	VS	evoc	ranged, 1d10 fire, unattended flammable objects ignite	PH 241
Blade Ward	1 act	self	1 rnd	VS	abjur	resist bludgeon, pierce & slash dmg from weapon attacks until end of your next turn	PH 218
Shillelagh	1 bon	touch	1 min	VSM	trans	club or quarterstaff held becomes magical, 1d8 bludgeon, use spell ability for attack and dmg	PH 275
Magic Stone	1 bon	touch	1 min	VS	trans	1-3 stones, you or another use your ranged spell attack (60ft), 1d6+spell ability modifier bludgeon	EE 020

LEVEL 1

	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
☐ Mage Armor	1 act	touch	8 hr	VSM	abjur	1 willing creature wearing no armor, AC 13 + dex modifier; ends if dons armor or you dismiss (action)	PH 256
☐ Absorb Elements H	1 react	self	1 rnd	S	abjur	resist (acd, cld, fir, lgt or thd) dmg type, on first melee hit next rnd deal +1d6 (same dmg type) H +1d6	EE 015
☐ Animal Friendship H	1 act	30 ft	24 hr	VSM	ench	1 beast with Intelligence less than 4, wis save or charmed for duration H +1 beast	PH 212
☐ Beast Bond	1 act	touch	10 min CON	VSM	divin	telepathic link with 1 beast (Int 4 or less) while in sight, gains adv on attacks against creatures within 5ft	EE 015
☐ Charm Person H	1 act	30 ft	1 hr	VS	ench	charm a humanoid, wis save (adv if you or companions are attacking it) H +1 humanoid	PH 221
■ Create or Destroy Water H	1 act	30 ft	instant	VSM	trans	create / destroy 10 gallons of water or create rain / destroy fog in 30ft cube H +10 gallons or +5ft	PH 229
☐ Cure Wounds H	1 act	touch	instant	VS	evoc	1 creature is healed 1d8+spell ability modifier H +1d8	PH 230
☐ Detect Magic	1 act R	self	10 min CON	VS	divin	30ft rad, sense presence of magic, action to see aura of object or creature and learn school of magic	PH 231
☐ Detect Poison and Disease	1 act R	self	10 min CON	VSM	divin	30ft rad, sense presence and location of poisons, poisonous creatures and diseases	PH 231
☐ Earth Tremor H	1 act	self	instant	VS	evoc	10ft rad, 1d6 bludgeon, dex save (excludes you), on fail knocked prone H +1d6	EE 017
☐ Entangle	1 act	90 ft	1 min CON	VS	conjur	20ft square, area becomes difficult terrain, str save or restrained, action for str check (freed)	PH 238
■ Faerie Fire	1 act	60 ft	1 min CON	V	evoc	20ft cube, creatures/objects dex save or outlined in 10ft rad dim light, attack against them have adv	PH 239
☐ Fog Cloud H	1 act	120 ft	1 hr CON	VS	conjur	20ft rad sphere of fog, heavily obscured, 10 mph wind disperses it H +20ft rad	PH 243
☐ Goodberry	1 act	touch	instant	VSM	trans	create 10 berries (lasts 24hr), action to eat 1 berry, heals 1 HP and provides nourishment for 1 day	PH 246
■ Healing Word H	1 bon	60 ft	instant	V	evoc	1 creature (not undead/construct), heals 1d4+spell ability modifier HP H +1d4 HP	PH 250
■ Ice Knife H	1 act	60 ft	instant	SM	conjur	ranged, 1d10 pierce, hit or miss explodes 5ft rad, 2d6 cold, dex save H +1d6 cold	EE 019
☐ Jump	1 act	touch	1 min	VSM	trans	1 creature, jump distance is tripled for the duration	PH 254
☐ Longstrider H	1 act	touch	1 hr	VSM	trans	1 creature, +10ft movement speed for duration H +1 creature	PH 256
☐ Purify Food and Drink	1 act R	10 ft	instant	VS	trans	5ft rad of food and drink purified and rendered free of poison and disease	PH 270
☐ Speak with Animals	1 act R	self	10 min	VS	divin	comprehend and verbally communicate with beasts (limited by their Intelligence) for the duration	PH 277
■ Thunderwave H	1 act	self	instant	VS	evoc	15ft cube, 2d8 thunder, con save ½, on fail pushed 10ft; audible 300ft H +1d8	PH 282
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LEVEL 2

	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF

LEVEL 3

	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF

LEVEL 4	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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LEVEL 5	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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LEVEL 6	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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LEVEL 7	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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LEVEL 8	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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LEVEL 9	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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CHARACTER PORTRAIT

TO CHANGE THIS IMAGE
SELECT IT, GO TO THE
FORMAT MENU AND
CHOOSE CHANGE PICTURE

FAMILIAR OR ANIMAL COMPANION

NAME   TYPE

HP   AC
                        SPEED   SIZE
STR
DEX   SENSES
CON   SKILLS
INT
WIS
CHA   ATTACKS

TRAITS

CHARACTER BACKSTORY

Mage academy drop-out. In spite of parental pressure Trinfural decided that living in libraries and labs, and the politics of the mageocracy, weren't for him. He learned a few spells but after spending a summer out in the woods with a druid relative he found druidic life was more to his liking. He wasn't experienced enough to be completely independent of civilization so he looked for a job. A recruiter talked him into joining the security forces. While a government job would mean more politics there were positions in remote areas where outdoor skills would be useful. Being assigned to prisoner escort duty wasn't what he had in mind but the Keep and mining operation would be far away from city politics and his parents.

One memento from that summer was an iron religious symbol for an unknown deity. He found it while exploring some ruins only about 3-4 days from his future security post. It was amongst the bodies of a group of dead humans. Concerned about the paranoia of the overbearing government he was afraid to ask anyone in the city about it lest he be accused of promoting an unapproved religion. While his beliefs generally lay with Silvanus, worship of any other than Azuth was restricted.

EXHAUSTION

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

CURRENT LEVEL

Finishing a long rest reduces your exhaustion level by 1, provided that you have also ingested some food and drink.

ALLIES & ORGANIZATIONS

FACTION: RANK: 0   RENOWN:

CONDITIONS

BLINDED
• You can't see and automatically fails any ability check that requires sight.
• Attack rolls against you have advantage, and your attack rolls have disadvantage.

CHARMED
• The charmer has advantage on any ability check to interact socially with you.
• You can't attack the charmer or target the charmer with harmful abilities or magical effects.

DEAFENED
• You can't hear and automatically fail any ability check that requires hearing.

FRIGHTENED
• You have disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
• You can't willingly move closer to the source of its fear.

GRAPPLED
• Your speed becomes 0, and you can't benefit from any bonus to your speed.
• The condition ends if the grappler is *incapacitated*.
• The condition ends if an effect removes you from the reach of the grappler or grappling effect, such as if you are hurled away by the thunderwave spell.

INCAPACITATED
• You can't take actions or reactions.

INVISIBLE
• You are impossible to see without the aid of magic or a special sense. For the purpose of hiding, you are heavily obscured. Your location can be detected by any noise you make or any tracks you leave.
• Attack rolls against you have disadvantage, and your attack rolls have advantage.

PARALYZED
• You are *incapacitated* and can't move or speak.
• You automatically fail Strength & Dexterity saving throws.
• Attack rolls against you have advantage.
• Any attack that hits you is a critical hit if the attacker is within 5ft of you.

PETRIFIED
• You are transformed, along with any nonmagical objects you are wearing or carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease to age.
• You are *incapacitated*, unaware of your surroundings and can't move or speak.
• Attack rolls against you have advantage.
• You automatically fail Strength & Dexterity saving throws.
• You have resistance to all damage.
• You are immune to poison and disease, although a poison or disease already in your system is suspended, not neutralized.

POISONED
• You have disadvantage on attack rolls and ability checks.

PRONE
• Your only movement is to crawl, unless you stand up and thus end the condition.
• You have disadvantage on attack rolls.
• Attack rolls against you have advantage if the attacker is within 5ft of you. Otherwise, the attack roll has disadvantage.

RESTRAINED
• Your speed becomes 0, and you can't benefit from any bonus to your speed.
• Attack rolls against you have advantage, and your attack rolls have disadvantage.
• You have disadvantage on Dexterity saving throws.

STUNNED
• You are *incapacitated*, can't move, and can speak only falteringly.
• You automatically fail Strength and Dexterity saving throws.
• Attack rolls against you have advantage.

UNCONSCIOUS
• You are incapacitated, unaware of your surroundings and can't move or speak.
• You drop whatever you are holding and fall prone.
• You automatically fail Strength and Dexterity saving throws.
• Attack rolls against you have advantage.
• Any attack that hits you is a critical hit if the attacker is within 5ft of you.

ADVENTURE NOTES

Tactics: Use Mage Armor or leather armor w/shield and sling/spells.
Use Mage Armor with Wild Shape for AC improvement.
Blade Ward for running through opponents to reach primary target.

Trinket (non-slot): Silver wire-wrapped sprig of holly (druid focus/compass)

Assigned to distant keep about 15 days away from the coastal capital. Will be escorting about 100 slave laborers, mostly convicts. The Keep is located at the end of a large gorge that contains an iron mine.   Met a few other guards along the way - a cleric (Riggs), a warlock of few words (Bodamian), and a wizard. Assigned to night watch (new recruits get the worst jobs) but no incidents. Next morning, assigned to escort a wagonfull of prisoners along with Riggs, Bodamian, and the mage. It's about a 12 hour shift for an ore load but many workers and a few guards have been killed there. Late in the afternoon the group is attacked by a bunch of mud elementals. The "dark one" wouldn't save his pet warlock, and mages aren't good for melee, so they joined the several dead workers. Riggs saved himself with superior defenses and healing while I picked off a few with the sling. Together we finished them off. I then retrieved the fleeing workers and had them finish the load and haul the bodies out. The temple cleric seemed excessively pleased upon their delivery while Riggs and I were penalized with half rations for the rest of theday for the loss of life (the ore load out helped). Thought about using the meal credits from the dead guards and bluffing for a full meal but instead gave them to the surviving workers as a reward.

Assigned night watch again near the stockyards. Two new guards, a very green/ass-kissing paladin (Charles) and a goliath fighter (Kuth) joined us. I plant some unlit torches out in the yard for remote lighting via Fire Bolt. Two orcs attack the horses with javelins but are killed. Unfortunately a few were lost (Trin is a horrible vet). Got the day off. Riggs spends the day in the tavern and hears a story about a former guard that went AWOL and became a hermit on the far end of the gorge.

Charles asks Trin about the iron symbol he carries. Charles says the temple clerics are very interested in other religions and would like to make a mold of it. Trin gives it to an excessively gleeful Charles and tells him the temple can keep it since he follows Silvanus (he is also less worried about government paranoia in this remote area). Later, Trin also heads to the temple to check out its library. It's small and mostly religious texts but he finds one book on local sources of spell components.

The next day the group is assigned to escort a geologist and surveyor into the wooded gorge. It's swampy on th mine end and foggy on the other end 5 miles away. While stopping for lunch they are attacked by a spider and a spider swarm. Trin nearly kills Riggs with a Thunderwave but everyone survives and they return.

Again they are assigned to escort the geologist and surveyor, this time on ledge that lies along the left-side of the gorge about 100ft from the bottom. It is a rock-strewn mess and difficult terrain. The come upon a 12ft wide collapsed section of the ledge with a narrow plateau 15ft below. While Charles is tying a rope he is hit by an arrow from a gnoll on the other side. Riggs attempts to negotiate passage but the gnoll reneges and attacks him Another climbs up and over Charles and tries to drop on him. After some wrestling both gnolls go over the edge with one falling to his death. The other surrenders but then flees when Trin attempts to tie him up. The gnoll makes a spectacular descent, reaches the bottom safely, and disappears into the swamp.

The gnolls were hidden in a small cave. We find a silver-wrapped sprig of holly (druid focus and compass) and a key along with some onyx and gold. There is a small opening in the back of the cave but it's too small for us to enter. The geologist thinks a copper deposit is near and Trin prepares to head back for workers to expand the opening for further investigation.

Druid 2	Moon	2 times	1	1 hr	no flying or swimming speed
CLASS	SUBCLASS	WILD SHAPE	CR MAX	DURATION	LIMITATIONS
		USED			

WILD SHAPE 1 Brown Bear
Large beast CR 1, neutral

ARMOR CLASS 11 **HIT POINTS** 34 (4d10+12) **REMAINING** ____

ABILITY SCORES

	STR	DEX	CON	INT	WIS	CHA
	19 (+4)	10 (+0)	16 (+3)	14 (+2)	16 (+3)	10 (+0)
SAVING THROWS	+4	+0	+3	+2	+3	+0

RESISTANT
IMMUNE
VULNERABLE
SENSES passive Perception 15
LANGUAGES Common, Undercommon, Elvish, Druidic

ACTIONS INITIATIVE +0 SPEED 40 OTHER climb 30ft

1 Multiattack. 1 bite attack, 1 claw attack
2 Bite melee +5, 5ft, 1d8+4 piercing
3 Claws melee +5, 5ft, 2d6+4 slashing

SKILLS

ACROBATICS	+0	INSIGHT	+3	PERFORMANCE	+0
ANIMAL HANDLING	+3	INTIMIDATION	+0	PERSUASION	+0
• ARCANA	+4	INVESTIGATION	+2	RELIGION	+2
• ATHLETICS	+4	MEDICINE	+3	SLEIGHT OF HAND	+0
DECEPTION	+0	NATURE	+2	• STEALTH	+0
HISTORY	+2	• PERCEPTION	+5	• SURVIVAL	+5

TRAITS
• Keen Smell. Advantage on Wisdom (Perception) checks that rely on smell

WILD SHAPE 2 Dire Wolf
Large beast CR 1, neutral

ARMOR CLASS 14 **HIT POINTS** 37 (5d10+10) **REMAINING** ____

ABILITY SCORES

	STR	DEX	CON	INT	WIS	CHA
	17 (+3)	15 (+2)	15 (+2)	14 (+2)	16 (+3)	10 (+0)
SAVING THROWS	+3	+2	+2	+2	+3	+0

RESISTANT
IMMUNE
VULNERABLE
SENSES passive Perception 15
LANGUAGES Common, Undercommon, Elvish, Druidic

ACTIONS INITIATIVE +2 SPEED 50 OTHER

1 Bite melee +5, 5ft, 2d6+3 piercing; DC 13 Strength or knocked prone
2
3

SKILLS

ACROBATICS	+2	INSIGHT	+3	PERFORMANCE	+0
ANIMAL HANDLING	+3	INTIMIDATION	+0	PERSUASION	+0
• ARCANA	+4	INVESTIGATION	+2	RELIGION	+2
• ATHLETICS	+3	MEDICINE	+3	SLEIGHT OF HAND	+2
DECEPTION	+0	NATURE	+2	• STEALTH	+4
HISTORY	+2	• PERCEPTION	+5	• SURVIVAL	+5

TRAITS
• Keen Hearing and Smell. Advantage on Wisdom (Perception) checks that rely on hearing or smell.
• Pack Tactics. Advantage on an attack roll against a creature if at least one ally is within 5ft and isn't incapacitated

WILD SHAPE 3 Tiger
Large beast CR 1, neutral

ARMOR CLASS 12 **HIT POINTS** 37 (5d10+10) **REMAINING** ____

ABILITY SCORES

	STR	DEX	CON	INT	WIS	CHA
	17 (+3)	15 (+2)	14 (+2)	14 (+2)	16 (+3)	10 (+0)
SAVING THROWS	+3	+2	+2	+2	+3	+0

RESISTANT
IMMUNE
VULNERABLE
SENSES passive Perception 15
LANGUAGES Common, Undercommon, Elvish, Druidic

ACTIONS INITIATIVE +2 SPEED 40 OTHER

1 Bite melee +5, 5ft, 1d10+3 piercing
2 Claw melee +5, 5ft, 1d8+3 slashing
3

SKILLS

ACROBATICS	+2	INSIGHT	+3	PERFORMANCE	+0
ANIMAL HANDLING	+3	INTIMIDATION	+0	PERSUASION	+0
• ARCANA	+4	INVESTIGATION	+2	RELIGION	+2
• ATHLETICS	+3	MEDICINE	+3	SLEIGHT OF HAND	+2
DECEPTION	+0	NATURE	+2	• STEALTH	+6
HISTORY	+2	• PERCEPTION	+5	• SURVIVAL	+5

TRAITS
• Keen Smell. Advantage on Wisdom (Perception) checks that rely on smell
• Pounce. Move at least 20ft straight and hit it with a claw attack on the same turn, target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, make one bite attack as a bonus action

WILD SHAPE 4 Warhorse
Large beast CR ½, neutral

ARMOR CLASS 11 **HIT POINTS** 19 (3d10+3) **REMAINING** ____

ABILITY SCORES

	STR	DEX	CON	INT	WIS	CHA
	18 (+4)	12 (+1)	13 (+1)	14 (+2)	16 (+3)	10 (+0)
SAVING THROWS	+4	+1	+1	+2	+3	+0

RESISTANT
IMMUNE
VULNERABLE
SENSES passive Perception 15
LANGUAGES Common, Undercommon, Elvish, Druidic

ACTIONS INITIATIVE +1 SPEED 60 OTHER

1 Hooves melee +6, 5ft, 2d6+4 bludgeoning
2
3

SKILLS

ACROBATICS	+1	INSIGHT	+3	PERFORMANCE	+0
ANIMAL HANDLING	+3	INTIMIDATION	+0	PERSUASION	+0
• ARCANA	+4	INVESTIGATION	+2	RELIGION	+2
• ATHLETICS	+4	MEDICINE	+3	SLEIGHT OF HAND	+1
DECEPTION	+0	NATURE	+2	• STEALTH	+1
HISTORY	+2	• PERCEPTION	+5	• SURVIVAL	+5

TRAITS
• Trampling Charge. Move at least 20ft straight toward a creature and hit with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action

CHARACTER NAME	CLASS	FACTION	
Trinfural (Trin)	Druid 2		

LEVEL	RACE	PLAYER NAME	DCI #	SHEET #
2	Human	Jeff D. Hanson		

Record each session of play below. Express downtime totals in daily increments.
Record certified and non-certified permanent magic items
(all magic items except for potions, scrolls, and some wondrous items)

DATE	SESSION #	XP	GOLD	STARTING DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	EARNED OR +/- DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	TOTAL DOWNTIME	RENOWN	MAGIC ITEMS
ADVENTURE NAME		ADVENTURE NOTES / DOWNTIME ACTIVITY														
DM NAME & DCI #																

DATE	SESSION #	XP	GOLD	STARTING DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	EARNED OR +/- DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	TOTAL DOWNTIME	RENOWN	MAGIC ITEMS
ADVENTURE NAME		ADVENTURE NOTES / DOWNTIME ACTIVITY														
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ADVENTURE NAME		ADVENTURE NOTES / DOWNTIME ACTIVITY														
DM NAME & DCI #																

Trinfural (Trin), Druid 2 (Moon)
Medium humanoid (human), neutral

ARMOR CLASS 14   **HIT POINTS** 18   REMAINING

ABILITY SCORES	STR	DEX	CON	INT	WIS	CHA
	10 (+0)	12 (+1)	13 (+1)	14 (+2)	16 (+3)	10 (+0)
SAVING THROWS	+0	+1	+1	+4	+5	+0

SKILLS

ACROBATICS	+1	INSIGHT	+3	PERFORMANCE	+0
ANIMAL HANDLING	+3	INTIMIDATION	+0	PERSUASION	+0
• ARCANA	+4	INVESTIGATION	+2	RELIGION	+2
• ATHLETICS	+2	MEDICINE	+3	SLEIGHT OF HAND	+1
DECEPTION	+0	NATURE	+2	• STEALTH	+3
HISTORY	+2	• PERCEPTION	+5	• SURVIVAL	+5

RESISTANCES

SENSES   passive Perception 15

LANGUAGES   Common, Undercommon, Elvish, Druidic

ACTIONS
ATTACKS 1   INITIATIVE +1   SPEED 30 ft   ENCUMBERED -20

Scimitar
Martial Melee: +3 to hit, range -. Hit: 1d6+1 slashing
Properties: proficient, finesse, light

Dart
Simple Ranged: +3 to hit, range 20/60. Hit: 1d4+1 piercing
Properties: proficient, finesse, thrown, underwater

Quarterstaff
Simple Melee: +2 to hit, range -. Hit: 1d6 bludgeoning
Properties: proficient, versatile (1d8)

Sling
Simple Ranged: +3 to hit, range 30/120. Hit: 1d4+1 bludgeoning
Properties: proficient, ammunition

Attack Spell (Int)
Spell: +4 to hit, range see spell. Hit: see spell see spell
Properties: proficient

Attack Spell (Wis)
Spell: +5 to hit, range see spell. Hit: see spell see spell
Properties: proficient

SPELLCASTING
DC 13

SPELL SLOTS **3**   2 -   3 -   4 -   5 -   6 -   7 -   8 -   9 -

SPELLS USED

SPELLS PREPARED/KNOWN

L	NAME	CAST	RANGE	DURATION	COMPONENT	TYPE
c	**Fire Bolt**	1 act	120 ft	instant	VS	evoc
	ranged, 1d10 fire, unattended flammable objects ignite					
c	**Blade Ward**	1 act	self	1 rnd	VS	abjur
	resist bludgeon, pierce & slash dmg from weapon attacks until end of your next turn					
c	**Shillelagh**	1 bon	touch	1 min	VSM	trans
	club or quarterstaff held becomes magical, 1d8 bludgeon, use spell ability for attack and dmg					
c	**Magic Stone**	1 bon	touch	1 min	VS	trans
	1-3 stones, you or another use your ranged spell attack (60ft), 1d6+spell ability modifier bludgeon					
1	**Create or Destroy Water** ᴴ	1 act	30 ft	instant	VSM	trans
	create / destroy 10 gallons of water or create rain / destroy fog in 30ft cube ᴴ +10 gallons or +5ft					
1	**Faerie Fire**	1 act	60 ft	1 min ᶜᴼᴺ	V	evoc
	20ft cube, creatures/objects dex save or outlined in 10ft rad dim light, attack against them have adv					
1	**Healing Word** ᴴ	1 bon	60 ft	instant	V	evoc
	1 creature (not undead/construct), heals 1d4+spell ability modifier HP ᴴ +1d4 HP					
1	**Ice Knife** ᴴ	1 act	60 ft	instant	SM	conjur
	ranged, 1d10 pierce, hit or miss explodes 5ft rad, 2d6 cold, dex save ᴴ +1d6 cold					
1	**Thunderwave** ᴴ	1 act	self	instant	VS	evoc
	15ft cube, 2d8 thunder, con save ½, on fail pushed 10ft; audible 300ft ᴴ +1d8					

RACE: Human
• Two different ability scores of your choice increase by 1
• Gain proficiency in one skill of your choice
• Gain one feat of your choice
• Size: Medium
• Speed: 30ft
• Languages: Common, one additional language

BACKGROUND: Outlander
• Region: Borderlands
• Feature: Wanderer
You have an excellent memory for maps and geography, always recalling the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five others each day, provided that the land offers berries, small game, water, and so forth.
• Origin: Exile or outcast
• Skills: Athletics, Survival
• Tools: One type of musical instrument
• Languages: One of your choice

CLASS: Druid
• Armor: Light & medium armor, shields (druids will not wear armor or use shields made of metal)
• Weapons: Club, dagger, dart, javelin, mace, quartstaff, 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
• Druid Circle (Moon)
• Wild Shape
Magically assume the shape of a beast you have seen before:
1 bonus action, max CR1, no flying or swimming speed, duration 1 hour
Wild Shape twice, expended uses are regained after a short or long rest (see PHB for Wild Shape rules)
• Druid Circle Feature (Combat Wild Shape)
Gain the ability to use Wild Shape as a bonus action and while in a beast shape use a bonus action to expend one spell slot and regain 1d8 hit points per level of the spell slot expended
• Druid Circle Feature (Circle Forms)
Gain the ability to transform into more dangerous animal forms when using Wild Shape

ABILITY SCORE IMPROVEMENT & FEATS
• Magic Initiate - Human 1
 - Class: Wizard
 - Learn two cantrips of your choice from the Wizard spell list
 • Fire Bolt (evoc) cast 1 act, range 120 ft, duration instant, component VS
 ranged, 1d10 fire, unattended flammable objects ignite
 • Blade Ward (abjur) cast 1 act, range self, duration 1 rnd, component VS
 resist bludgeon, pierce & slash dmg from weapon attacks until end of your next turn
 - Learn one 1st-level spell from the Wizard spell list and cast it at its lowest level
 • Mage Armor (abjur) cast 1 act, range touch, duration 8 hr, component VSM
 1 willing creature wearing no armor, AC 13 + dex modifier; ends if dons armor or you dismiss (action)
 Once you cast it, you must finish a long rest before you can cast it again
 - Your spellcasting ability for these spells is Intelligence, DC 12