



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

1. ABILITY SCORES

ABILITY	SCORE	MODIFIER	RACIAL MODIFIER	CLASS MODIFIER	FEAT & LEVEL GAINS																	MAGIC MODIFIER	FINAL SCORE	ABILITY MODIFIER	SAVING THROWS				
					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				18	19	20	A1	A2
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			

POINTS REMAINING 0

HUMAN ABILITY 1 INT ABILITY 2 WIS

PROFICIENCY BONUS ADJUSTMENT INITIATIVE ADJUSTMENT

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

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	###	
CLASS 2			
CLASS 3			
TOTAL	2	###	

#NAME?

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

3. CHARACTER DETAILS

PLAYER NAME: Jeff D. Hanson

CAMPAIGN: Keep In The Borderlands

REGION: Borderlands

CHARACTER NAME: Trinfural (Trin)

RACE: Human RENAME

SUBRACE: Select... RENAME

SIZE: Medium OVERRIDE

SPEED: 30 ft #NAME? ADJUSTMENT

VISION: Normal OVERRIDE

BACKGROUND: Outlander RENAME

FEATURE: Wanderer

ORIGIN: [SELECT OR TYPE YOUR OWN]

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] x 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]

6. LANGUAGES

[SELECT OR TYPE YOUR OWN]	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 ###

RACE (2)
Common, one additional language

BACKGROUND (1)
One of your choice

CLASS (1)
Druidic

SUBCLASS (0)
none

TRAINING

FEATS (0)
none

7. TOOLS

- STYLE 1
- STYLE 2
- STYLE 3
- STYLE 4

EXPERTISE

- EXPERTISE 1
- EXPERTISE 2
- EXPERTISE 3
- EXPERTISE 4

BARBARIAN TOTEM SPIRITS

- TOTEM SPIRIT 1
- TOTEM SPIRIT 2
- TOTEM SPIRIT 3

CLERIC KNOWLEDGE DOMAIN SKILLS

- SKILL 1
- SKILL 2

FIGHTER BATTLE MASTER MANEUVERS

- MANEUVER 1
- MANEUVER 2
- #NAME?
- #NAME?
- #NAME?
- #NAME?
- #NAME?
- #NAME?
- #NAME?
- #NAME?
- #NAME?

MONK ELEMENTAL DISCIPLINES

- DISCIPLINE 1
- DISCIPLINE 2
- DISCIPLINE 3
- DISCIPLINE 4

RANGER FAVORED ENEMIES

- ENEMY 1
- ENEMY 2
- ENEMY 3

RANGER NATURAL EXPLORER

- TERRAIN 1
- TERRAIN 2
- TERRAIN 3

RANGER HUNTER FEATURES

- FEATURE 1
- FEATURE 2
- FEATURE 3
- FEATURE 4

WARLOCK ELDRITCH INVOCATIONS

- INVOCATION 1
- INVOCATION 2
- INVOCATION 3
- INVOCATION 4
- INVOCATION 5
- INVOCATION 6
- INVOCATION 7

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

FACTION [SELECT OR TYPE YOUR OWN]
REOWN RANK [SELECT OR TYPE YOUR OWN]

4. SKILLS

	ADJUST	PROF		ADJUST	PROF
ACROBATICS (DEX)	+1	<input type="text"/>	MEDICINE (WIS)	+3	<input type="text"/>
ANIMAL HANDLING (WIS)	+3	<input type="text"/>	NATURE (INT)	+2	<input type="text"/>
ARCANA (INT)	+4	<input checked="" type="text"/>	PERCEPTION (WIS)	+5	<input checked="" type="text"/>
ATHLETICS (STR)	+2	<input checked="" type="text"/>	PERFORMANCE (CHA)	+0	<input type="text"/>
DECEPTION (CHA)	+0	<input type="text"/>	PERSUASION (CHA)	+0	<input type="text"/>
HISTORY (INT)	+2	<input type="text"/>	RELIGION (INT)	+2	<input type="text"/>
INSIGHT (WIS)	+3	<input type="text"/>	SLEIGHT OF HAND (DEX)	+1	<input type="text"/>
INTIMIDATION (CHA)	+0	<input type="text"/>	STEALTH (DEX)	+3	<input checked="" type="text"/>
INVESTIGATION (INT)	+2	<input type="text"/>	SURVIVAL (WIS)	+5	<input checked="" type="text"/>

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

[SELECT OR TYPE YOUR OWN]

- 1 Herbalism kit
- 2 Flute
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15

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)	<input type="text"/>	<input type="text"/>	1 PP = 10 GP
Gold (GP)	10	<input type="text"/>	1 GP = 2 EP
Electrum (EP)	<input type="text"/>	<input type="text"/>	1 EP = 5 SP
Silver (SP)	<input type="text"/>	<input type="text"/>	1 SP = 10 CP
Copper (CP)	<input type="text"/>	<input type="text"/>	

CARRYING 10 COINS (0.2 lb)

5. ABILITY SCORE IMPROVEMENT & FEATS

		ELEMENTALADEPT	WEAPON MASTER	MAGIC INITIATE
Human 1	Magic Initiate	1 <input type="text"/>	1 <input type="text"/>	Class Wizard
FEAT 2	<input type="text"/>	2 <input type="text"/>	2 <input type="text"/>	Cantrip Fire Bolt
FEAT 3	<input type="text"/>	3 <input type="text"/>	3 <input type="text"/>	Cantrip Blade Ward
FEAT 4	<input type="text"/>	4 <input type="text"/>	4 <input type="text"/>	Level 1 Mage Armor
FEAT 5	<input type="text"/>	5 <input type="text"/>		
FEAT 6	<input type="text"/>			RITUAL CASTER
FEAT 7	<input type="text"/>			Class <input type="text"/>
FEAT 8	<input type="text"/>			
Additional 1	<input type="text"/>			Select...

ADDITIONAL DETAILS

INVOCATION 8 Select...

WIZARD TRANSMUTER STONE EQUIP

STONE BENEFIT Select...

WIZARD BLADESINGER

1-H MELEE WEAPON Select...

Additional 2 Select...

ADDITIONAL

FEAT LOOKUP Select...

PREREQUISITE:

Class Select...

Cantrip Select...



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	[]	
DAMAGE RESISTANCE		OVERRIDES
DAMAGE REDUCTION	#NAME?	[]

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

SPELLCASTING

SPELLCASTING LEVEL 2 PACT MAGIC LEVEL -

SPELLS PREPARED / KNOWN
Druid Err:502 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

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

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

PREP LEVEL 5 RENAME			PREP LEVEL 6 RENAME			PREP LEVEL 7 RENAME			PREP LEVEL 8 RENAME			PREP LEVEL 9 RENAME		
1			1			1			1			1		
2			2			2			2			2		
3			3			3			3			3		
4			4			4			4			4		
5			5			5			5			5		
6			6			6			6			6		
7			7			7			7			7		
8			8			8			8			8		
9			9			9			9			9		
10			10			10			10			10		
11			11			11			11			11		
12			12			12			12			12		
13			13			13			13			13		
14			14			14			14			14		
15			15			15			15			15		
16			16			16			16			16		
17			17			17			17			17		
18			18			18			18			18		
19			19			19			19			19		
20			20			20			20			20		

FAMILIAR OR ANIMAL COMPANION / WILD SHAPE

ANIMAL Select... NAME

AC HP STR DEX CON INT WIS CHA
###

TYPE #NAME? SIZE #NAME? SPEED #NAME?

SKILLS #NAME?

SENSES #NAME?

ATTACKS #NAME?

TRAITS #NAME?

OVERRIDES ANIMAL

AC HP STR DEX CON INT WIS CHA

TYPE

SIZE

SPEED

SKILLS

SENSES

ATTACKS

TRAITS

WILD SHAPE AC HP STR DEX CON SIZE

1 Brown Bear

2 Dire Wolf

3 Tiger

4 Warhorse

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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Additional	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Trait Description

1

2

3

4

5

6

Armor Class

Base Bonus

Weapon Proficiency	Armor Proficiency
1 <input type="text"/>	1 <input type="text"/>
2 <input type="text"/>	2 <input type="text"/>
3 <input type="text"/>	3 <input type="text"/>
4 <input type="text"/>	4 <input type="text"/>

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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Additional	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Trait Description

1

2

3

4

5

6

Armor Class

Base Bonus

Weapon Proficiency	Armor Proficiency
1 <input type="text"/>	1 <input type="text"/>
2 <input type="text"/>	2 <input type="text"/>
3 <input type="text"/>	3 <input type="text"/>
4 <input type="text"/>	4 <input type="text"/>

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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Additional	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Trait Description

1

2

3

4

5

6

Armor Class

Base Bonus

Weapon Proficiency	Armor Proficiency
1 <input type="text"/>	1 <input type="text"/>
2 <input type="text"/>	2 <input type="text"/>
3 <input type="text"/>	3 <input type="text"/>
4 <input type="text"/>	4 <input type="text"/>

Damage Resistance

1

2

3

Spells

1

2

3

BACKGROUND

BACKGROUND 1

Name [Redacted]
Feature [Redacted]

[Redacted]

Skills [Redacted]
Tools [Redacted]
Languages [Redacted]
Personality [Redacted]

[Redacted]

Ideal [Redacted]

Bond [Redacted]

Flaw [Redacted]

Specialty RENAME [Redacted]
[Redacted]

BACKGROUND 2

Name [Redacted]
Feature [Redacted]

[Redacted]

Skills [Redacted]
Tools [Redacted]
Languages [Redacted]
Personality [Redacted]

[Redacted]

Ideal [Redacted]

Bond [Redacted]

Flaw [Redacted]

Specialty RENAME [Redacted]
[Redacted]

BACKGROUND 3

Name [Redacted]
Feature [Redacted]

[Redacted]

Skills [Redacted]
Tools [Redacted]
Languages [Redacted]
Personality [Redacted]

[Redacted]

Ideal [Redacted]

Bond [Redacted]

Flaw [Redacted]

Specialty RENAME [Redacted]
[Redacted]



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 [] Ritual []
Casting Time [] Concentration [] Components []
Range [] Duration [] Cost []
Material Components []
Description []
Short Description []
At Higher Levels []
Class []

SPELL 2

Name []
Level []
School [] Ritual []
Casting Time [] Concentration [] Components []
Range [] Duration [] Cost []
Material Components []
Description []
Short Description []
At Higher Levels []
Class []

SPELL 3

Name []
Level []
School [] Ritual []
Casting Time [] Concentration [] Components []
Range [] Duration [] Cost []
Material Components []
Description []
Short Description []
At Higher Levels []
Class []

SPELL 4

Name []
Level []
School [] Ritual []
Casting Time [] Concentration [] Components []
Range [] Duration [] Cost []
Material Components []
Description []
Short Description []
At Higher Levels []
Class []

SPELL 5

Name []
Level []
School [] Ritual []
Casting Time [] Concentration [] Components []
Range [] Duration [] Cost []
Material Components []

SPELL 6

Name []
Level []
School [] Ritual []
Casting Time [] Concentration [] Components []
Range [] Duration [] Cost []
Material Components []

SPELL 7

Name []
Level []
School [] Ritual []
Casting Time [] Concentration [] Components []
Range [] Duration [] Cost []
Material Components []

SPELL 8

Name []
Level []
School [] Ritual []
Casting Time [] Concentration [] Components []
Range [] Duration [] Cost []
Material Components []

<p>Description</p> <p>Short Description</p> <p>At Higher Levels</p> <p>Class</p>	<p>Description</p> <p>Short Description</p> <p>At Higher Levels</p> <p>Class</p>	<p>Description</p> <p>Short Description</p> <p>At Higher Levels</p> <p>Class</p>	<p>Description</p> <p>Short Description</p> <p>At Higher Levels</p> <p>Class</p>
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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

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

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	
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1st	1
2nd	1
3rd	1
4th	1
5th	1
6th	1
7th	1
8th	1
9th	1
Saving Thow Proficiency	
Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	

Weapon Proficiency	
1	
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Damage Resistance	
1	
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Spells	
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1st	1
2nd	1
3rd	1
4th	1
5th	1
6th	1
7th	1
8th	1
9th	1
Saving Thow Proficiency	
Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	

Weapon Proficiency	
1	
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Damage Resistance	
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Spells	
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1st	1
2nd	1
3rd	1
4th	1
5th	1
6th	1
7th	1
8th	1
9th	1
Saving Thow Proficiency	
Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	

Trinfural (Trin)
CHARACTER NAME

Outlander
BACKGROUND

300
EXPERIENCE

900
NEXT LEVEL

Jeff D. Hanson
PLAYER NAME

v1.64



Druid 2
CLASS

Moon
SUBCLASS

Neutral
ALIGNMENT

Silvanus (N)
RELIGION / PATRON / DEITY

2 Human
LEVEL RACE

Medium
SIZE

Male
GENDER

23
AGE

5' 2"
HEIGHT

123 lb
WEIGHT

Tanned
SKIN

Brown
EYES

Brown
HAIR

ELEMENTAL
EVIL

ABILITIES SAVING THROWS SKILLS

Table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER, SAVING THROW, ABILITY MODIFIER, PROFICIENCY BONUS, OTHER MODIFIER. Rows include STR, DEX, CON, INT, WIS, and CHA.

Table with columns: SKILL NAME, ABILITY PROFICIENT, SKILL MODIFIER, ABILITY MODIFIER, PROFICIENCY BONUS, OTHER MODIFIER. Lists skills like ACROBATICS, ANIMAL HANDLING, etc.

HEALTH & ARMOR

HP, HD, AC, and other health-related fields with input boxes and modifiers.

ARMOR table with columns: TYPE, PROPERTIES. Row for Leather armor.

SHIELD table with columns: ARMOR, WEIGHT, PROPERTIES. Row for Shield.

ACTIONS

INITIATIVE, SPEED, INSPIRATION, ATTACKS, and PERCEPTION fields with modifiers and bonuses.

ATTACK 1 table with columns: BONUS, DAMAGE, TYPE. Row for Scimitar.

ATTACK 2 table with columns: BONUS, DAMAGE, TYPE. Row for Dart.

ATTACK 3 table with columns: BONUS, DAMAGE, TYPE. Row for Quarterstaff.

ATTACK 4 table with columns: BONUS, DAMAGE, TYPE. Row for Sling.

ATTACK 5 table with columns: BONUS, DAMAGE, TYPE. Row for Attack Spell (Int).

ATTACK 6 table with columns: BONUS, DAMAGE, TYPE. Row for Attack Spell (Wis).

PROFICIENCIES

PROFICIENCY BONUS, TOOLS, WEAPONS, and ARMOR sections with various options and bonuses.

EQUIPMENT WORN

HEAD, HANDS, EYES, ARMS / WRISTS, NECK, BODY, SHOULDERS, TORSO, RINGS, WAIST, RINGS, FEET sections for equipment.

CARRYING CAPACITY COINAGE

CURRENT, ENCUYBERED, ENCUYBERED HEAVILY, PUSH, DRAG, LIFT, PLATINUM, GOLD, ELECTRUM, SILVER, COPPER sections.



SPELLCASTING

v1.64

Druid 2 CLASS LEVEL WIS ABILITY +3 ABILITY MODIFIER

Table with columns for spell slots (1st-9th) and spells used. 1st slot contains '3', others are empty.

Moon SUBCLASS Err:502 PREPARED/KNOWN 13 SPELL SAVE DC

SPELL LIST

Legend for spell list: PREPARED, NOT PREPARED, RITUAL, CONCENTRATION, HIGHER LEVEL, DOMAIN, OATH, CIRCLE, MASTERY, SIGNATURE.

CANTRIPS

Table listing cantrips: Fire Bolt, Blade Ward, Shillelagh, Magic Stone. Columns include CAST, RANGE, DURATION, COMPONENT, TYPE, DETAILS, and REF.

LEVEL 1

Table listing Level 1 spells: Mage Armor, Absorb Elements, Animal Friendship, Beast Bond, Charm Person, Create or Destroy Water, Cure Wounds, Detect Magic, Detect Poison and Disease, Earth Tremor, Entangle, Faerie Fire, Fog Cloud, Goodberry, Healing Word, Ice Knife, Jump, Longstrider, Purify Food and Drink, Speak with Animals, Thunderwave.

LEVEL 2

Table listing Level 2 spells. The table is mostly empty, indicating no spells are currently listed for this level.

LEVEL 3

Table listing Level 3 spells. The table is mostly empty, indicating no spells are currently listed for this level.



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. Me other guards along the way - a cleric (Riggs), a warlock of few words (Bodamian), and a wizard. Assigned night watch (new recruits get the worst jobs) but no incidents. Next morning, assigned to escort a wagon of prisoners along with Riggs, Bodamian, and the mage. It's about a 12 hour shift for an ore load but many 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 join the several dead workers. Riggs saved himself with superior defenses and healing while I picked off a few the sling. Together we finished them off. I then retrieved the fleeing workers and had them finish the load haul the bodies out. The temple cleric seemed excessively pleased upon their delivery while Riggs and I penalized with half rations for the rest of the day for the loss of life (the ore load out helped). Thought about the meal credits from the dead guards and bluffing for a full meal but instead gave them to the surviving w as a reward.

Assigned night watch again near the stockyards. Two new guards, a very green/ass-kissing paladin (Chai) and a goliath fighter (Kuth) joined us. I plant some unlit torches out in the yard for remote lighting via Fire Two orcs attack the horses with javelins but are killed. Unfortunately a few were lost (Trin is a horrible vet the day off. Riggs spends the day in the tavern and hears a story about a former guard that went AWOL 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 religions and would like to make a mold of it. Trin gives it to an excessively gleeful Charles and tells him t temple can keep it since he follows Silvanus (he is also less worried about government paranoia in this re area). Later, Trin also heads to the temple to check out its library. It's small and mostly religious texts but 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 swamp mine end and foggy on the other end 5 miles away. While stopping for lunch they are attacked by a spide 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-sid the gorge about 100ft from the bottom. It is a rock-strewn mess and difficult terrain. The come upon a 12 collapsed section of the ledge with a narrow plateau 15ft below. While Charles is tying a rope he is hit by arrow from a groll on the other side. Riggs attempts to negotiate passage but the groll reneges and attac Another climbs up and over Charles and tries to drop on him. After some wrestling both gnolls go over th with one falling to his death. The other surrenders but then flees when Trin attempts to tie him up. The gr 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 a key along with some onyx and gold. There is a small opening in the back of the cave but it's too small fr enter. The geologist thinks a copper deposit is near and Trin prepares to head back for workers to expand the opening for further investigation.

Lined area for notes, consisting of multiple horizontal lines extending across the page.

Druid 2
CLASSMoon
SUBCLASS2 times
WILD SHAPE USED1
CR MAX1 hr
DURATIONno flying or swimming speed
LIMITATIONS**WILD SHAPE 1** Brown Bear *Large beast CR 1, neutral***ARMOR CLASS** 11 **HIT POINTS** 34 (4d10+12) **REMAINING** _____

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

RESISTANT #NAME?

IMMUNE #NAME?

VULNERABLE #NAME?

SENSES passive Perception 15LANGUAGES Common, Undercommon, Elvish, Druidic**ACTIONS** INITIATIVE ### 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
• ARCANIA	+4	INVESTIGATION	+2	RELIGION	+2
• ATHLETICS	+4	MEDICINE	+3	SLEIGHT OF HAND	+0
DECEPTION	+0	NATURE	+2	• STEALTH	+0
HISTORY	+2	• PERCEPTION	###	• 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** _____

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

RESISTANT #NAME?

IMMUNE #NAME?

VULNERABLE #NAME?

SENSES passive Perception 15LANGUAGES Common, Undercommon, Elvish, Druidic**ACTIONS** INITIATIVE ### SPEED 50 OTHER #NAME?

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

SKILLS

ACROBATICS	+2	INSIGHT	+3	PERFORMANCE	+0
ANIMAL HANDLING	+3	INTIMIDATION	+0	PERSUASION	+0
• ARCANIA	+4	INVESTIGATION	+2	RELIGION	+2
• ATHLETICS	+3	MEDICINE	+3	SLEIGHT OF HAND	+2
DECEPTION	+0	NATURE	+2	• STEALTH	+4
HISTORY	+2	• PERCEPTION	###	• 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** _____

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

RESISTANT #NAME?

IMMUNE #NAME?

VULNERABLE #NAME?

SENSES passive Perception 15LANGUAGES Common, Undercommon, Elvish, Druidic**ACTIONS** INITIATIVE ### SPEED 40 OTHER #NAME?

- 1 Bite melee +5, 5ft, 1d10+3 piercing
- 2 Claw melee +5, 5ft, 1d8+3 slashing
- 3 #NAME?

SKILLS

ACROBATICS	+2	INSIGHT	+3	PERFORMANCE	+0
ANIMAL HANDLING	+3	INTIMIDATION	+0	PERSUASION	+0
• ARCANIA	+4	INVESTIGATION	+2	RELIGION	+2
• ATHLETICS	+3	MEDICINE	+3	SLEIGHT OF HAND	+2
DECEPTION	+0	NATURE	+2	• STEALTH	+6
HISTORY	+2	• PERCEPTION	###	• 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** _____

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

RESISTANT #NAME?

IMMUNE #NAME?

VULNERABLE #NAME?

SENSES passive Perception 15LANGUAGES Common, Undercommon, Elvish, Druidic**ACTIONS** INITIATIVE ### SPEED 60 OTHER #NAME?

- 1 Hooves melee +6, 5ft, 2d6+4 bludgeoning
- 2 #NAME?
- 3 #NAME?

SKILLS

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



ADVENTURERS LOG

v1.64

Trinfural (Trin)
CHARACTER NAME

Druid 2
CLASS

FACTION

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)



2 Human
LEVEL RACE

Jeff D. Hanson
PLAYER NAME

DCI #

SHEET #

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

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

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

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

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

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

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

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

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

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

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

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

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

STARTING

EARNED OR +/-

TOTAL

DATE	SESSION #	XP	GOLD	STARTING DOWNTIME	REOWN	MAGIC ITEMS	XP	GOLD	EARNED OR 7?	DOWNTIME	REOWN	MAGIC ITEMS	XP	GOLD	TOTAL DOWNTIME	REOWN	MAGIC ITEMS
ADVENTURE NAME		ADVENTURE NOTES / DOWNTIME ACTIVITY															
DM NAME & DCI #																	

Trinfural (Trin), Druid 2 (Moon)

Medium humanoid (human), neutral

ARMOR CLASS 14 **HIT POINTS** ### **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
• ARCANAS	+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 #NAME?
SENSES passive Perception 15

LANGUAGES Common, Undercommon, Elvish, Druidic

ACTIONS **ATTACKS** ### **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 SPELLS PREPARED/KNOWN	SPELL SLOTS								
	1	2	3	4	5	6	7	8	9
	3								
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 rd	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	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, 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 rd, 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

