



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
#NAME?	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.

#### God of wild nature; Alignment: Neutral; Domains: Nature [SELECT OR TYPE YOUR OWN] Symbol: Oak leaf 1 FACTION [SELECT OR TYPE YOUR OWN] 2 RENOWN RANK [SELECT OR TYPE YOUR OWN] 5 4. SKILLS 6 ADJUST PROF ADJUST PROF ACROBATICS (DEX) +1 MEDICINE (WIS) +3 8 ANIMAL HANDLING (WIS) +3 NATURE (INT) +2 9 ARCANA (INT) +4 PERCEPTION (WIS) +5 ۲ ATHLETICS (STR) +2 PERFORMANCE (CHA) +0 DECEPTION (CHA) PERSUASION (CHA) +0 +0 HISTORY (INT) +2 **RELIGION (INT)** +2 INSIGHT (WIS) SLEIGHT OF HAND (DEX) +1 +3 INTIMIDATION (CHA) +0 STEALTH (DEX) +3 ٠ INVESTIGATION (INT) +2 SURVIVAL (WIS) ۲ +5 SELECTED 5 OF 5 RACE (1) 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

			Sele	01	
11			Sele	ct	
12			Sele	ct	
13			Sele	ct	
14			Sele	ct	
15			Sele	ct	
	SELECT	ED 2	OF	2	
RACE (0)					
none					
BACKGROUND (1)					
One type of music	al instrume:	ent			
CLASS (1)					
Herbalism kit					
SUBCLASS (0)					
none					
TRAINING					
FEATS					
none					
					I
B. COINAGE					
	CARRIED	TOTA	٨L	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)					
Copper (CP)	ING 10 CC		0 11-1		

Herbalism kit

Flute

# ADDITIONAL DETAILS

# 5. ABILITY SCORE IMPROVEMENT & FEATS

Human 1	Magic Initiate
FEAT 2	Select
FEAT 3	Select
FEAT 4	Select
FEAT 5	Select
FEAT 6	Select
FEAT 7	Select
FEAT 8	Select
Additional 1	Select

ELEMENTAL ADEPT	WEAPON MASTER
1 Select	1 Select
2 Select	2 Select
3 Select	3 Select
4 Select	4 Select
5 Select	

# Class Wizard Cantrip Fire Bolt Cantrip Blade Ward Level 1 Mage Armor

MAGIC INITIATE

RITUAL CASTER

lass Select...

Select...

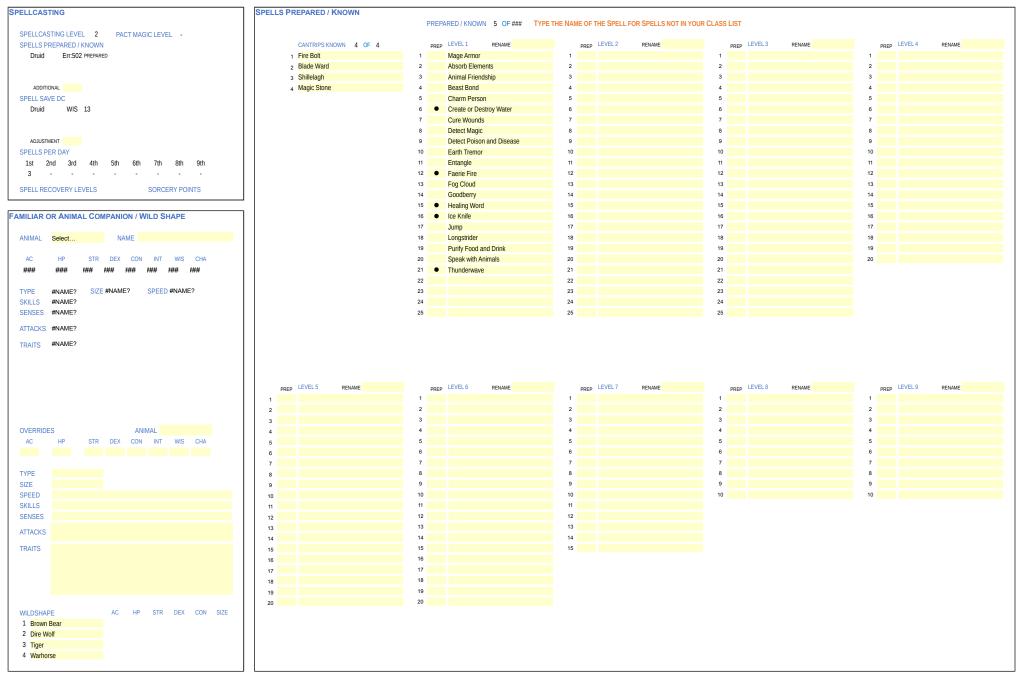


INVOCATION 8	Select	Additional 2 Select ADDITIONAL		Class Select Cantrip Select	
WIZARD TRANSMUTE STONE BENEFIT	Select	FEAT LOOKUP Select	PREREQUISITE:		
WIZARD BLADESINGE 1-H MELEE WEAPON	R Select				



9. EQUIPMENT WORN	10. ARMOR & SHIELD			11. ATTACKS						
		ARMOR	SHIELD		ATTACK 1	ATTACK 2	ATTACK 3	ATTACK 4	ATTACK 5	ATTACK 6
HEAD		Leather armor	Shield	WEAPON	Scimitar	Dart	Quarterstaff	Sling	Attack Spell (Int)	Attack Spell (Wis)
HEADBAND, HAT, HELMET, OR PHYLACTERY	BONUS			BONUS						
				AMMUNITION				Stones		
EYES	NAME	Leather armor	Shield	BONUS						
EYE LENSES OR GOGGLES										
	GROUP	light	Shield		<b>a</b> 1 1			<b>.</b>		
NECK	PROFICIENT	proficient	proficient	NAME	Scimitar	Dart	Quarterstaff	Sling	Attack Spell (Int)	Attack Spell (Wis)
AMULET, BROOCH, MEDALLION, PERIAPT	ARMOR CLASS	11	+2	GROUP	Martial Melee	Simple Ranged	Simple Melee	Simple Ranged	Spell	Spell
	DEX MODIFIER	+1		PROFICIENT	proficient	proficient	proficient	proficient	proficient	proficient
SHOULDERS	STRENGTH	-	-	ATTACK BONUS	+3	+3	+2	+3	+4	+5
CLOAK, CAPE OR MANTLE	STEALTH			DAMAGE	1d6+1	1d4+1	1d6	1d4+1	see spell	see spell
	WEIGHT	10 lb	6 lb	TYPE	slashing	piercing	bludgeoning	bludgeoning	see spell	see spell
RINGS		proficient, Don: 1min, Doff:	proficient	RANGE	-	20/60	-	30/120	see spell	see spell
RIGHT HAND		1min	·	WEIGHT	3 lb	0 lb	4 lb	0 lb	-	-
					proficient, finesse, light	proficient, finesse, thrown,	proficient, versatile (1d8)	proficient, ammunition	proficient	proficient
RINGS					,, <b>j</b>	underwater	[ · · · · · · · · · · · · · · · · · · ·	[·····	h	F
LEFT HAND	OVERRIDES									
	NAME									
HANDS										
GLOVES OR GAUNTLETS	GROUP			OVERRIDES						
	PROFICIENT									
ARMS / WRISTS	ARMOR CLASS			NAME						
BRACERS OR BRACELETS	DEX MODIFIER			AMMUNITION						
	STRENGTH			GROUP						
BODY	STEALTH			PROFICIENT						
ROBE OR SUIT OF ARMOR	WEIGHT			ATTACK BONUS						
Leather armor (w/o Mage Armor)	PROPERTIES			DAMAGE						
TORSO				TYPE						
VEST, VESTMENT, OR SHIRT				RANGE						
				WEIGHT						
WAIST				PROPERTIES						
BELT OR GIRDLE	OTHER ARMOR			TROI ERIES						
	OTHER ARMOR									
FEET			OVERRIDES							
BOOTS, SHOES, OR SLIPPERS			OVERRIDES							
	DAMAGE RESISTANCE									
	DAMAGE REDUCTION	#NAME?								

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



#### SPELL LOOKUP

LOOKUP 1 Acid Splash

cantrip

DESCRIPTION

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

SCHOOL conjuration

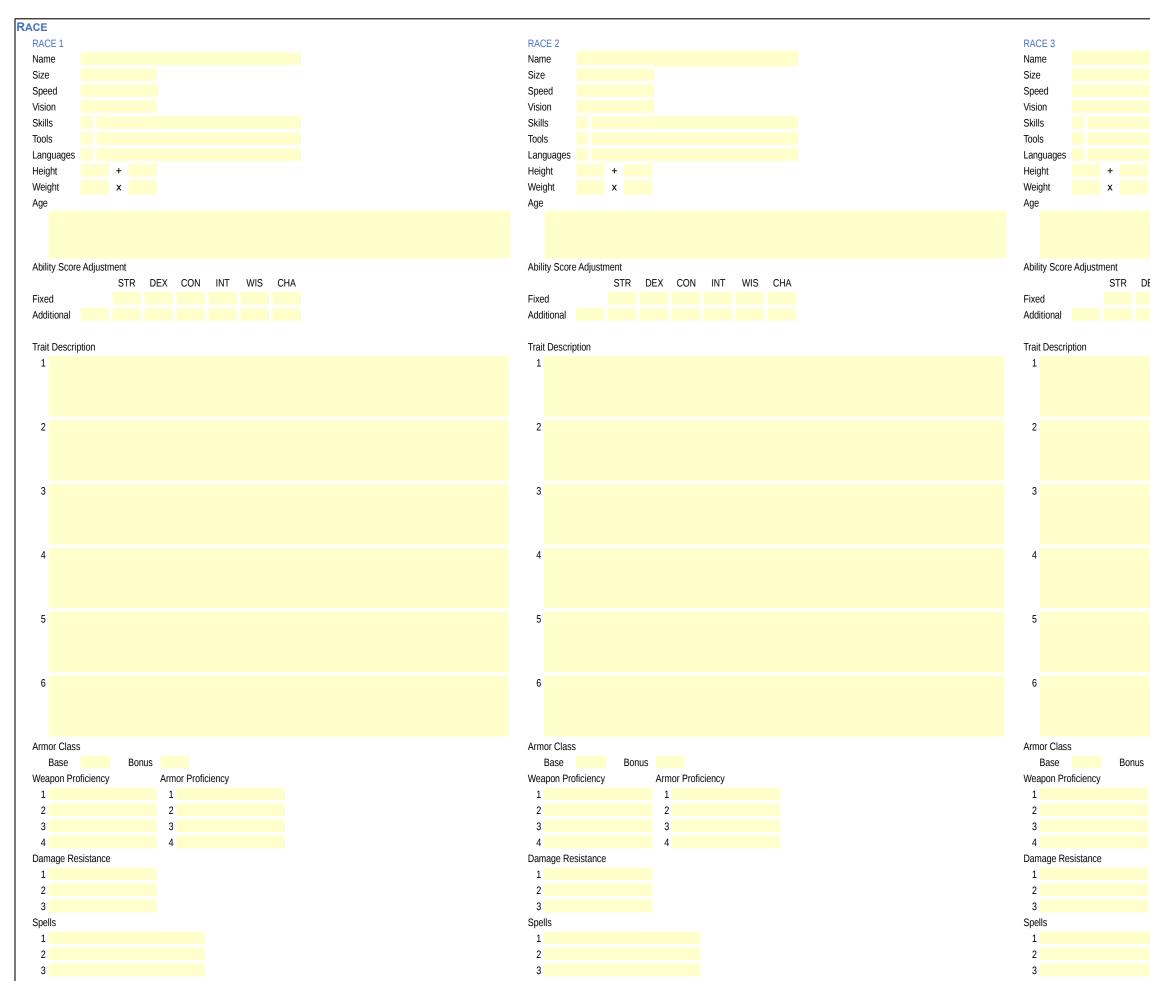
RANGE 60 ft

DURATION instant

COMPONENTS VS

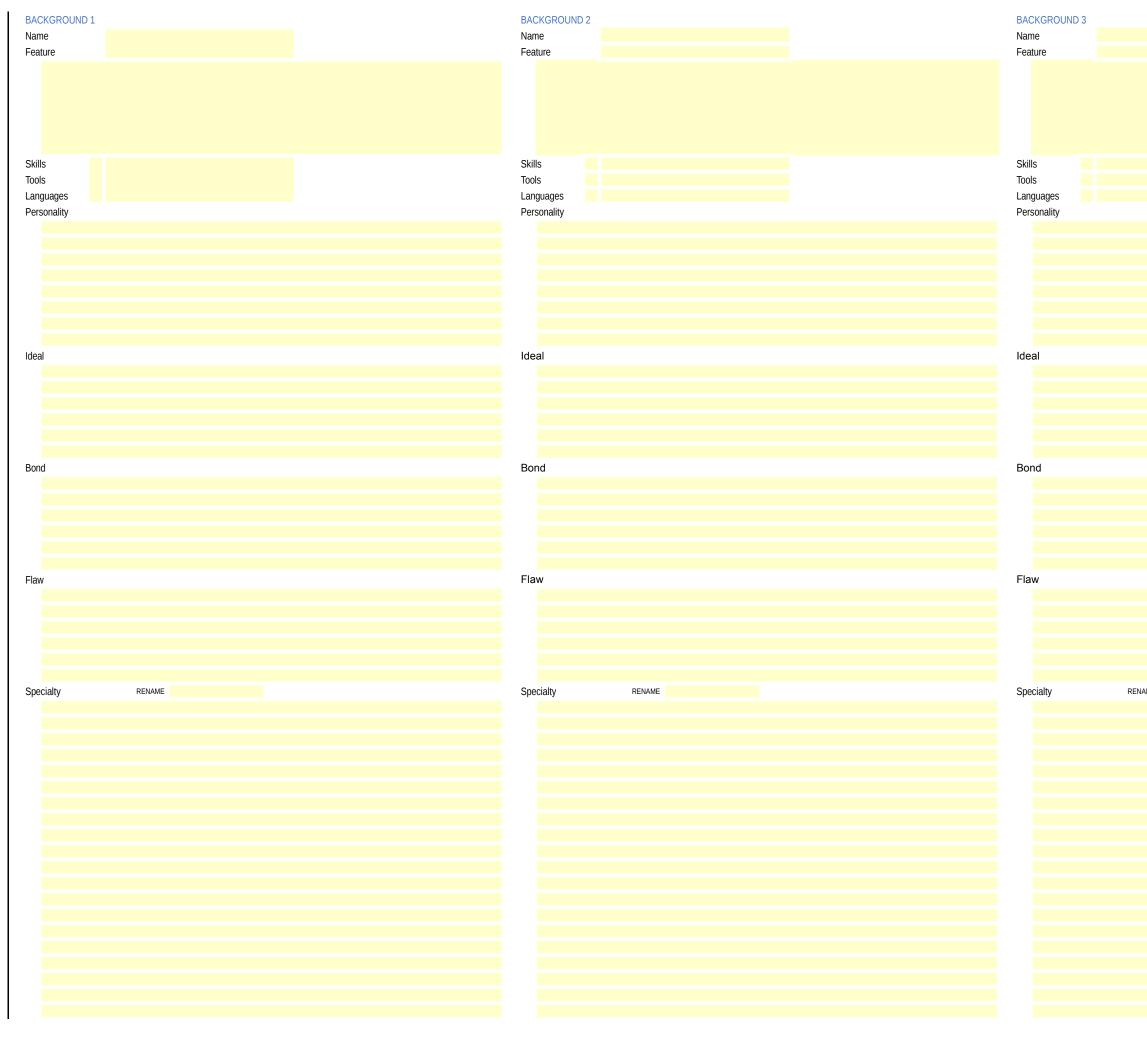
R RITUAL

CONCENTRATION



BACKGROUND

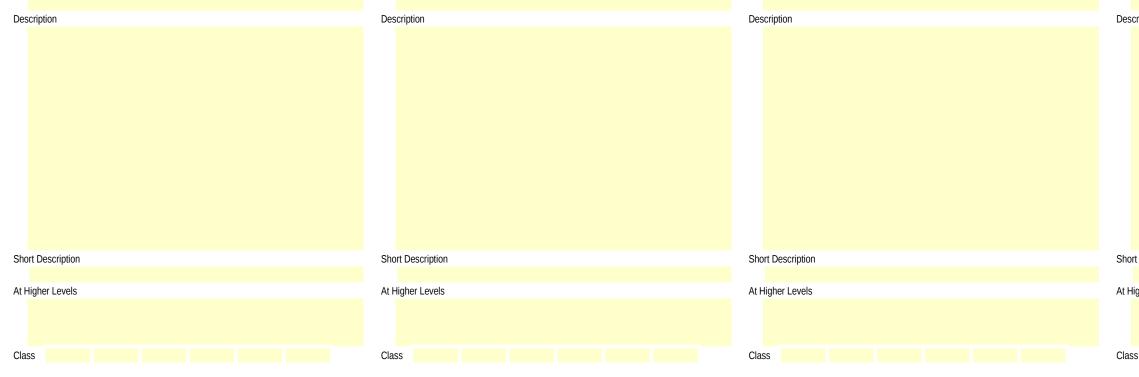
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	CON			OT IT Y
Arm	nor Profic	ciency		
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2 3				
3 4				



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ELIGION / PATRON / DEITY			
DEITY 1	DEITY 2	DEITY 3	DEITY 4
Name	Name	Name	Name
Alignment	Alignment	Alignment	Alignment
Domains 1	Domains 1	Domains 1	Domains 1
2	2	2	2
3	3	3	3
Details	Details	Details	Details
Symbol	Symbol	Symbol	Symbol
DEITY 6	DEITY 7	DEITY 8	DEITY 9
Name	Name	Name	Name
Alignment	Alignment	Alignment	Alignment
Domains 1	Domains 1	Domains 1	Domains 1
2	2	2	2
3	3	3	3
Details	Details	Details	Details
Symbol	Symbol	Symbol	Symbol

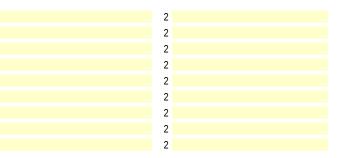






scription			
ort Description			
Higher Levels			
SS			

Weapon Proficient	су		Weapon Proficiency		Weapon Pro	oficiency
1			1		1	
2			2		2	
3			3		3	
4			4		4	
Damage Resistan	ice		Damage Resistance		Damage Res	sistance
1			1		1	
2			2		2	
3			3		3	
Spells			Spells		Spells	
1			1		1	
2			2		2	
3			3		3	
###			###		###	
1st	1	2	1st	1 2	1st	
2nd	1	2	2nd	1 2	2nd	
3rd	1	2	ord	1 2	3rd	
4th	1	2	4th	1 2	4th	
5th	1	2	Jui	1 2	5th	
6th	1	2	UII	1 2	6th	
7th	1	2	7th	1 2	7th	
8th	1	2	8th	1 2	8th	
9th	1	2	9th	1 2	9th	1
Saving Thow Profi	iciency		Saving Thow Proficience	CY	Saving Thow	
Strength			Strength		Strength	
Dexterity			Dexterity		Dexterity	
Constitution			Constitution		Constitution	
Intelligence			Intelligence		Intelligence	
Wisdom			Wisdom		Wisdom	
Charisma			Charisma		Charisma	



Trinfural (Trin)		tlander KGROUND	300 EXPERIEN	CE 900		Hanson	v1.64
Druid 2 CLASS	Moon				Silvanus (N RELIGION / PATR	J)	
2 Human LEVEL RACE	Medium Male SIZE GENDER	<u>23</u> <u>5' 2</u> AGE <u>HEIG</u>	HT WEIGHT	Tanned skin	Brown	Brown	
	()			Ø Ø		ILLS	
ABILITY ABILITY ABILITY NAME SCORE MODIFIER	TEMP TEMP SCORE MODIFIER	SAVING ABILITY THROW MODIFIER	PROFICIENCY OTHER BONUS MODIFIE		ABILITY PROFICIENT	SKILL ABILITY ODIFIER MODIFIER	PROFICIENCY OTHER BONUS MODIFIER
STR 10 +0		+0 = 0	+ +	ACROBATICS	DEX O		++
			Z	ANIMAL HANDLING		+3 = 3 +4 = 2 +	++
DEX 12 +1		<b>+1</b> = 1	++		INT •		+ 2 +
CON 13 +1		+1 = 1	+ +	DECEPTION	сна 🔾	+0 = 0	+ +
				HISTORY		+2 = 2 -	+ +
INT 14 +2		+4 = 2	+ 2 +	INSIGHT	wis O	+3 = 3	++
						+0 = 0 +2 = 2	++
WIS         16         +3		+5 = 3	+ 2 +			$\frac{+2}{+3} = \frac{2}{3} + \frac{3}{5}$	+ +
CHA 10 +0		+0 = 0	+ +	NATURE		+2 = 2 -	+ +
CHARISMA				PERCEPTION Norr	nal WIS	+5 = 3 -	+ 2 +
	HEALTH & ARMO	OR			CHA O	+0 = 0	++
HP #NAME?	HD	2 2d8	PASS	Devices	CHA ()	+0 = 0 +2 = 2	++
HIT POINTS MAX TEMPORARY RE	MAINING	TOTAL USED HIT DI	CE FAIL C			+2 = 2 +1 = 1 -	+ +
				STEALTH	DEX •	+3 = 1 -	+ 2 +
AC 14 = 11 +	2 + 1 +		#NAME?	SURVIVAL	wis	+5 = 3 -	+ 2 +
	HIELD DEXTERITY OTHER MODIFIER	DAMAGE RESISTANCE	DAMAGE REDUCTIO	<sup>™</sup> ( <b>•</b>	PROFIC		$\mathbf{\Diamond}$
	ARMOR WEIGHT	DEX MOD STRENGTH	STEALTH			Tools	
Leather armor	11 10 lb	+1 -	-	PROFICIENC	Y BONUS (+2)	Herbalism kit	Common
light proficient, Don: 1min		KIIE3		W	EAPONS	Flute	Undercommon
	~			Unarmed strike			Elvish
SHIELD	ARMOR WEIGHT	PROP	ERTIES	Club			Druidic
Shield	+2 6 lb	proficient		Dagger Mace			
<	ACTIONS		•	Quarterstaff			
	SPEED	20.4		Sickle	_		
MODIFIER <b>+1</b> = 1 TOTAL DEXTERITY	NORMAL	30 ft 🚺		Spear			
MODIFIER	ENCUMBERED -2			Dart Javelin	ARMOR		<u> </u>
ATTACKS PER ACTION #### = 1	+ ### PERCEPT		0 + 5 +	Sling	Light		
TOTAL STANDARD	EXTRA ATTACKS	TOTAL BAS	SE PERCEPTION OTHE		Medium		
ATTACK 1	BONUS	DAMAGE	TYPE		Shields		
Scimitar	+3	1d6+1	slashing				
RANGE	PROPE			_ 🕅	EQUIPM	ENT WORN	$\mathbf{\hat{v}}$
- proficient, finesse, lig	ht			HEAD		HANDS	
				HEADBAND, HAT, HELME	T, OR PHYLACTERY	GLOVES OR GAUNTLETS	3
ATTACK 2	BONUS	DAMAGE	ТҮРЕ				
Dart	+3	1d4+1	piercing	EYES		ARMS / WRISTS	
RANGE	PROPE	RTIES		EYE LENSES OR GOGGI	ES	BRACERS OR BRACELE	rs
20/60 proficient, finesse, th	rown, underwater						
				NECK	ALLION, PERIAPT, OR SCARAB	BODY ROBE OR SUIT OF ARMO	DR
ATTACK 3	BONUS	DAMAGE	TYPE			Leather armor (w/	
Quarterstaff	+2	1d6	bludgeoning				o Mage Arrior)
RANGE	PROPE	RTIES		CLOAK, CAPE OR MANT	LE	TORSO VEST, VESTMENT, OR SH	IIRT
- proficient, versatile (1	۵४)						
						WAIST	
ATTACK 4	BONUS	DAMAGE	TYPE	RIGHT HAND		BELT OR GIRDLE	
Sling	+3	1d4+1	bludgeoning				
RANGE 30/120 proficient, ammunitio	PROPE	RTIES		RINGS		FEET	
· · ·				LEFT HAND		BOOTS, SHOES, OR SLIP	PERS
<i>p</i>				LI			
ATTACK 5	BONUS	DAMAGE	TYPE			Co	
Attack Spell (Int)		see spell	see spell			· •	CARRYING TOTAL
RANGE See spell proficient	PROPE	RTIES		CURRENT #NAME?	117.9 lb	PLATINUM (PP) 1 PLATINUM = 10 GOLD	
•				DISADVANTAGE ON STR	DEX, CON CHECKS, ATTACKS	&	10
/				ENCUMBERED SPEED -10 FT	51 - 100 lb	GOLD (GP) 1 GOLD = 2 ELECTRUM	10
ATTACK 6	BONUS	DAMAGE	ТҮРЕ	SPEED -10 FT		ELECTRUM (EP)	
Attack Spell (Wis)		see spell	see spell		AVILY 101 - 150 lb	1 ELECTRUM = 5 SILVER	
see spell proficient	PROPE	RTIES		SPEED -20 FT DISADV. ON STR, DEX, C	ON CHECKS, ATTACKS & SAVE	SILVER (SP)	
				PUSH, DRAG, LIF			
				PUSH OR DRAG ABOVE	150 LB SPEED DROPS TO 5 FT	COPPER (CP)	

🤊 GE	AR			RACE, BACKGROUND, CLASS & FEATS v1.64
POSSESSION ON PERSON				RACE: Human <ul> <li>Two different ability scores of your choice increase by 1</li> </ul>
ITEM	QTY	LOCATION	WEIGHT	Gain proficiency in one skill of your choice
Quarterstaff Hunting Trap		Back Backpack	4.0 lb 25.0 lb	• Gain one feat of your choice • Size: Medium
Clothes, Traveler's		Body	4.0 lb	Speed: 30ft
Pouch		Belt	1.0 lb	Languages: Common, one additional language
Shield		Arm (Left)	6.0 lb	BACKGROUND: Outlander
Scimitar Leather armor		Hand (Right) Body	3.0 lb 10.0 lb	Region: Borderlands     Feature: Wanderer
Druidic Focus: Sprig of mistletoe		Neck	0.0 lb	You have an excellent memory for maps and geography, always recalling the general layout of
Backpack		Back	5.0 lb	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
Bedroll Mess Kit		Backpack Backpack	7.0 lb 1.0 lb	game, water, and so forth.
Tinderbox	0	Backpack	0.0 lb	Origin: Exile or outcast     Skills: Athletics, Survival
Torch	9	Backpack	9.0 lb	Tools: One type of musical instrument
Rations (1 day) Waterskin	5	Backpack	10.0 lb 5.0 lb	Languages: One of your choice
Rope, Hempen (50ft)		Backpack Backpack	10.0 lb	CLASS: Druid • Armor: Light & medium armor. shields (druids will not wear armor or use shields made of metal)
Trinket: Iron holy symbol devoted to an unknown god		Backpack	0.2 lb	<ul> <li>Armor: Light &amp; medium armor, shields (druids will not wear armor or use shields made or metal)</li> <li>Weapons: Club, dagger, dart, javelin, mace, quartstaff, scimitar, sickle, sling, spear</li> </ul>
Sling		Belt	0.1 lb	Tools: Herbalism kit
Sling Bullet Hammock	20	Belt Pouch Backpack	2.0 lb 3.0 lb	<ul> <li>Saves: Intelligence, Wisdom</li> <li>Skills: Choose 2 from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion</li> </ul>
Component Pouch		Belt	2.0 lb	and Survival • Druidic
Mirror, Steel		Backpack	0.5 lb	You know Druidic, the secret language of druids. You can speak the language and use it to
Flute Chalk (1 pc)	3	Backpack Sack	1.0 lb 0.0 lb	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
Piton		Backpack	0.5 lb	decipher it without magic
Sack		Belt	0.5 lb	<ul> <li>Spellcasting Spell slots: finishing a long rest restores any expended spell slots.</li> </ul>
Signal whistle		Sack	0.0 lb	You can cast a druid spell as a ritual if that spell has the ritual tag and the spell is prepared.
Soap Clothes, Common		Backpack Backpack	0.0 lb 3.0 lb	Spellcasting focus: druidic focus • Druid Circle (Moon)
Torch		Belt	1.0 lb	Wild Shape
Dart	4	Belt	1.0 lb	Magically assume the shape of a beast you have seen before: 1 bonus action, max CR1, no flying or swimming speed, duration 1 hour
Canvas (sq yd)	4	Backpack	2.8 lb	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
ATTUNED MAGICAL ITEMS	QTY	LOCATION	WEIGHT	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
	тс	TAL WEIGHT CARRIED	117 9 lb	Mage Armor (abjur) cast 1 act, range touch, duration 8 hr, component VSM
POSSESSION NOT ON PERSON		CARRYING 10 C		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
ITEM	οτγ	LOCATION	WEIGHT	- Your spellcasting ability for these spells is Intelligence, DC 12
	Q	LOCATION	WEIGHT	
		·		
		·		
	·	·		
	·			
		TOTAL WEIGHT		
🌮 CHARACTER NOTES 💦	🍠 🛛 PEI	RSONALITY TRAITS	T)	
HERO POINTS 6 REMAINING		inderlust that led me away	/ from	
HONOR: SANITY:	scholarly life.			
NONOR. GANTI.		nfortable around animals t	than people	
	and their politics.			
	C.	IDEAL	2000	
	2	-	<u> </u>	
GEMSTONES	but the latter can'	is more important than civ be ignored.	/ilization	
	1	BOND	<b>~</b>	
	An injury to the un	spoiled wilderness of my	7	
	injury to me.			
ART OBJECTS				
	L			
	1	FLAW		
		are oppressed by circum		
	later, but fools are	rol, even if it causes proble on their own.	erns for me	
	L			L

					SP	ELLCASTING		1st	2nd	3rd	4th	5th	6th	7th	8th	v1.64 🌂 9th
ruid 2		2	WIS		+3		SPELL SLOTS	3	-	-	-	-	-	-	-	-
ASS		LEVEL	ABILITY		ABILITY M				⊢	믐		╢──	╡┝──	╡┝━	╣┝═	
loon BCLASS				rr:502	13		SPELLS USED									
BCLASS	S.	ELL LIST		EPARED/KNOWN	SPEL	L SAVE DC		I		I					1	
PREPARED ONOT PREPARED R RITUA				d DOMAIN 0	OATH <sup>C</sup>	CIRCLE <sup>M</sup> MASTERY	<sup>S</sup> SIGNATURE									
							SIGNATORE								I	
CANTRIPS Fire Bolt	CAST 1 act	RANGE 120 ft	DURATION instant	COMPONENT VS	TYPE evoc	DETAILS ranged, 1d10 fire, r	unattended flam	mable of	piects ian	ite						REF PH 24
Blade Ward	1 act	self	1 md	VS	abjur	resist bludgeon, pie	erce & slash dm	g from w	eapon at	tacks unt						PH 2
Shillelagh Magic Stone	1 bon 1 bon	touch touch	1 min 1 min	VSM VS	trans trans	club or quarterstaff 1-3 stones, you or									eon	PH 2 EE 02
indgio otorio					uuno	i o otorioo, you or		rungeu	opon at		.), 1001	opon abi	ity mou	nor bludg		
					-											
LEVEL 1	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS										RE
Mage Armor Absorb Elements <sup>H</sup>	1 act 1 react	touch self	8 hr 1 rnd	VSM S	abjur abjur	1 willing creature w resist (acd, cld, fir,										PH 2
Animal Friendship <sup>H</sup>	1 react 1 act	30 ft	1 ma 24 hr	VSM	ench	1 beast with Intellig								ing type)	0010	EE 0 PH 2
Beast Bond	1 act	touch	10 min con	VSM	divin	telepathic link with	1 beast (Int 4 or	less) wh	nile in sig	nt, gains	adv on	attacks	against		within §	oft EE 0
Charm Person <sup>H</sup> Create or Destroy Water <sup>H</sup>	1 act 1 act	30 ft 30 ft	1 hr instant	VS VSM	ench trans	charm a humanoid create / destroy 10									5ft	PH 2 PH 2
Cure Wounds H	1 act	touch	instant	VS	evoc	1 creature is heale	d 1d8+spell abili	ty modifi	er H +1d8	3						PH 2
Detect Magic Detect Poison and Disease	<u>1 act R</u> 1 act R	self self	10 min con 10 min con	VS VSM	divin divin	30ft rad, sense pre 30ft rad, sense pre									magic	PH 2 PH 2
Earth Tremor H	1 act	self	instant	VS	evoc	10ft rad, 1d6 bludg	eon, dex save (e	excludes	you), on	fail knoc	cked pro	one <sup>+</sup> +1	d6			EE 0
Entangle Faerie Fire	1 act 1 act	90 ft 60 ft	1 min con 1 min con	VS V	conjur	20ft square, area b 20ft cube, creature									e adu	PH 2
Fog Cloud <sup>H</sup>	1 act	60 π 120 ft	1 min con 1 hr con	VS	evoc conjur	20ft rad sphere of t	fog, heavily obso	cured, 10	mph wir	d disper	ses it H	+20ft ra	d			PH 2 PH 2
Goodberry Healing Word <sup>H</sup>	1 act	touch	instant	VSM V	trans	create 10 berries (I	asts 24hr), actio	n to eat	1 berry, h	ieals 1 H	IP and	provides	nourish	ment for 1	day	PH 2
Ice Knife H	1 bon 1 act	60 ft 60 ft	instant instant	SM	evoc conjur	1 creature (not und ranged, 1d10 piero										PH 2 EE 0
Jump	1 act	touch	1 min	VSM	trans	1 creature, jump di	stance is tripled	for the d	uration							PH 2
Longstrider <sup>H</sup> Purify Food and Drink	<u>1 act</u> 1 act <sup>R</sup>	touch 10 ft	1 hr instant	VSM VS	trans trans	1 creature, +10ft m 5ft rad of food and						sease				PH 2 PH 2
Speak with Animals	1 act R	self	10 min	VS	divin	comprehend and v	erbally commun	icate witl	h beasts	(limited b	by their	Intellige		the durati	on	PH 2
Thunderwave H	1 act	self	instant	VS	evoc	1Eff outpo 2d9 thur	nder, con save 1/2	on fail								PH 2
						Ton cube, 200 thui	idel, con save 7.	2, 0111411	pushed 1	Oft; audi	ble 300	)ft H +1d8	3			
								2, 011181	pushed 1	Oft; audi	ble 300	)ft <sup>H</sup> +1d8	3			
								2, 011 141	pushed 1	Oft; audi	ible 300	)ft <sup>H</sup> +1d8	3			
LEVEL 2	CAST	RANGE	DURATION	COMPONENT	ТҮРЕ	DETAILS		2, 011 1411	pushed 1	Oft; audi	ible 300	)ft <sup>⊨</sup> +1d8	3			REF
LEVEL 2	CAST	RANGE	DURATION	COMPONENT				2, 011141	pushed 1	Oft; audil		nt +1d≀	3			
LEVEL 2	CAST	RANGE	DURATION	COMPONENT				2, 011 141	pushed 1	Oft; audi		ft <sup>⊨</sup> +1dł	3			
LEVEL 2	CAST	RANGE	DURATION	COMPONENT				2, 011 141	pushed 1	Oft; audi		ft <sup>⊨</sup> +1dł	3			
LEVEL 2	CAST	RANGE	DURATION					, 0114	pushed 1	Oft; audi		fft <sup>™</sup> +1d8	3			
LEVEL 2	CAST	RANGE	DURATION	COMPONENT					pushed 1	Oft; audi		ff " +1d8	3			
LEVEL 2	CAST	RANGE	DURATION	COMPONENT					pushed 1	Off; audi		ff " +1d8	3			
LEVEL 2	CAST	RANGE	DURATION	COMPONENT					pushed 1	Off; audi		<u>tt</u> " +1d8	3			
LEVEL 2	CAST	RANGE		COMPONENT					pushed 1	Oft; audi		<u>Itt</u> ™ +108	3			
LEVEL 2	CAST	RANGE							pushed 1	Oft; audi		<u>Itt</u> " +1d8	3			
	CAST	RANGE	DURATION						pushed 1	Oft; audi		<u>tt</u> " +1d8	3			
	CAST		DURATION						pushed 1	Oft; audi		<u>m</u> +1d8	3			
	CAST	RANGE	DURATION						pushed 1	Oft; audi		<u>tt</u> "+1d8	3			
	CAST	RANGE	DURATION						pushed 1	Oft; audi		ht "+1d8	3			
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LEVEL 4	CAST	RANGE	DURATION	COMPONENT	ТҮРЕ	DETAILS	REF
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LEVEL 8	CAST	RANGE	DURATION	COMPONENT	ТҮРЕ	DETAILS	REF
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LEVEL 9	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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1	CHARACTER PORTRAIT	) 🌮	FAMILIAR OR ANIMAL	COMPANION v1.64 🟹
	To Change This Image Select IT, Go to the	him. He learned a experienced enough a government job escort duty wasn't One memento from his future security	#NAME?     #NAME?     #NAME?     #NAME?     #MAME?     #ATACKS     CHARACTER BAR     for spells but after spending a summer out in the woods to     the completely independent of civilization so he looker     yould mean more politics there were positions in remote a     what he had in mind but the Keep and mining operation w     m that summer was an iron religious symbol for an unknow     post. It was amongst the bodies of a group of dead human	living in libraries and labs, and the politics of the mageocracy, wer with a druid relative he found druidic life was more to his liking. He d for a job. A recruiter talked him into joining the security forces. reas where outdoor skills would be useful. Being assigned to priso ould be far away from city politics and his parents. In deity. He found it while exploring some ruins only about 3-4 day ns. Concerned about the paranoia of the overbearing government
			he in the city about it lest he be accused of promoting an u Azuth was restricted.	napproved religion. While his beliefs generally lay with Silvanus,
	CHOOSE CHANGE PICTURE			
1	EXHAUSTION	. 🧭	ALLIES & ORGAN	IIZATIONS
LEVE 1	EL EFFECT (CUMULATIVE) CURRENT LEVEL Disadvantage on ability checks	FACTION:	RANK: 0 RENOWN:	
2	Speed halved Disadvantage on attack rolls and saving throws			
4 5 6	Hit point maximum halved Speed reduced to 0 Death			
Fii	nishing a long rest reduces your exhaustion level by 1, ovided that you have also ingested some food and drink.			
1	CONDITIONS			
<ul> <li>Attac</li> </ul>	ED san't see and automatically fails any ability check that requires sight. k rolls against you have advantage, and your attack rolls have antage.			
• The o	MED charmer has advantage on any ability check to interact socially with you. an't attack the charmer or target the charmer with harmful abilities or			
	cal effects.			
FRIGH	an't hear and automatically fail any ability check that requires hearing. TENED			
fear i	nave disadvantage on ability checks and attack rolls while the source of its s within line of sight. an't willingly move closer to the source of its fear.			
GRAP				
<ul> <li>The elements</li> </ul>	condition ends if the grappler is incapacitated. condition ends if an effect removes you from the reach of the grappler appling effect, such as if you are hurled away by the thunderwave spell.	Tactics: Use Mage	ADVENTURE N Armor or leather armor w/shield and sling/spells. Trink	NOTES tet (non-slot): Silver wire-wrapped sprig of holly (druid focus/compa
• You o	ACITATED an't take actions or reactions.	Use Mage Armor	with Wild Shape for AC improvement.	
	are impossible to see without the aid of magic or a special sense. For the		<u> </u>	
• Attac	se of hiding, you are heavily obscured. Your location can be detected by ioise you make or any tracks you leave. k rolls against you have disadvantage, and your attack rolls have			
advan Para	LYZED			
• You a • Attac • Any a	are <i>incapacitated</i> and can't move or speak. automatically fail Strength & Dexterity saving throws. k rolls against you have advantage. attack that hits you is a critical hit if the attacker is within 5ft of you.			
	FIED are transformed, along with any nonmagical objects you are wearing or ing, into a solid inanimate substance (usually stone). Your weight			
	ses factor of ten, and you cease to age. re <i>incapacitated</i> , unaware of your surroundings and can't move or			
<ul> <li>Attac</li> <li>You a</li> </ul>	k rolls against you have advantage. utomatically fail Strength & Dexterity saving throws.			
<ul> <li>You I</li> </ul>	have resistance to all damage. are immune to poison and disease, although a poison or disease already			
Poisc				
PRON	nave disadvantage on attack rolls and ability checks. E only movement is to crawl, unless you stand up and thus end the			
• You h	on. nave disadvantage on attack rolls.			
Othe	k rolls against you have advantage if the attacker is within 5ft of you. wise, the attack roll has disadvantage.			
<ul> <li>Your</li> </ul>	<b>AINED</b> speed becomes 0, and you can't benefit from any bonus to your speed. k rolls against you have advantage, and your attack rolls have			
disadv • You I	antage. nave disadvantage on Dexterity saving throws.			
	VED are incapacitated, can't move, and can speak only falteringly. automatically fail Strength and Dexterity saving throws.			
Attac     UNCO	k rolls against you have advantage.			
• You o	are incapacitated, unaware of your surroundings and can't move or speak. trop whatever you are holding and fall prone. automatically fail Strength and Dexterity saving throws.	<u></u>		
<ul> <li>Attac</li> </ul>	to the second seco	<u> </u>		
		<u> </u>		
1				

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 moming, assigned to escort a wagonf 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 joine 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 1 penalized with half rations for the rest of theday for the loss of life (the ore load out helped). Thought abo 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 (Cha 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 gnoll on the other side. Riggs attempts to negotiate passage but the gnoll reneges and attar. 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 surenders but then flees when Trin attempts to te 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 for enter. The geologist thinks a copper deposit is near and Trin prepares to head back for workers to expand the opening for further investigation. v1.64

🌮 Will	) SHAPE v1.64 🦹
Druid 2 Moon CLASS SUBCLASS	2 times         1         1 hr         no flying or swimming speed           WILD SHAPE         USED         CR MAX         DURATION         LIMITATIONS
WILD SHAPE 1         Brown Bear         Large beast CR 1, neutral           ARMOR CLASS         11         HIT POINTS         34         (4d10+12)         REMAINING           ABILITY SCORES         19(+4)         10(+0)         16(+3)         14(+2)         16(+3)         10(+0)           SAVING THROWS         +4         +0         +3         +2         +3         +0	SKILLSACROBATICS+0INSIGHT+3PERFORMANCE+0ANIMAL HANDLING+3INTIMIDATION+0PERSUASION+0• ARCANA+4INVESTIGATION+2RELIGION+2• ATHLETICS+4MEDICINE+3SLEIGHT OF HAND+0DECEPTION+0NATURE+2• STEALTH+0HISTORY+2• PERCEPTION###• SURVIVAL+5
IMMUNE     #NAME?       VULNERABLE     #NAME?       SENSES     passive Perception 15       LANGUAGES     Common, Undercommon, Elvish, Druidic       ACTIONS     INITIATIVE ###     SPEED 40     OTHER climb 30ft       1     Multiattack. 1 bite attack, 1 claw attack     2       2     Bite melee +5, 5ft, 1d8+4 piercing       3     Claws melee +5, 5ft, 2d6+4 slashing	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           ABILITY SCORES         17(+3)         15(+2)         15(+2)         14(+2)         16(+3)         10(+0)           SAVING THROWS         +3         +2         +2         +2         +3         +0	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       ###       • SURVIVAL       +5
VULNERABLE       #NAME?         SENSES       passive Perception 15         LANGUAGES       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?	<ul> <li>Keen Hearing and Smell. Advantage on Wisdom (Perception) checks that rely on hearing or smell.</li> <li>Pack Tactics. Advantage on an attack roll against a creature if at least one ally is within 5ft and isn't incapacitated</li> </ul>
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           AVING THROWS         +3         +2         +2         +2         +2         +3         10(+0)	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
RESISTANT     #NAME?       IMMUNE     #NAME?       VULNERABLE     #NAME?       SENSES     passive Perception 15       LANGUAGES     Common, Undercommon, Elvish, Druidic       ACTIONS     INITIATIVE     ###     SPEED 40     OTHER #NAME?       1     Bite melee +5, 5ft, 1d10+3 piercing	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
2         Claw melee +5, 5ft, 1d8+3 slashing           3         #NAME?           WILD SHAPE 4         Warhorse           ARMOR CLASS         11           HIT POINTS         19           (3d10+3)         REMAINING           ABILITY SCORES         18(+4)           +4         +1           +1         +2           +3         +0	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
SAVING THROWS       +4       +1       +1       +2       +3       +0         RESISTANT       #NAME?         IMMUNE       #NAME?         VULNERABLE       #NAME?         SENSES       passive Perception 15         LANGUAGES       Common, Undercommon, Elvish, Druidic         ACTIONS       INITIATIVE       ###       SPEED 60       OTHER #NAME?         1       Hooves melee +6, 5ft, 2d6+4 bludgeoning       2       #NAME?         3       #NAME?       3       #NAME?	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

7				A	DVENTU	RERS L	OG							v1.64
Trinfural (Trin) CHARACTER NAME	Druid 2 CLASS				FACTION				ich session of p					
2 Human	Jeff D. Hanson		FACTION						. Record certifi tems except for					Ť
LEVEL RACE	PLAYER NAME	ſ	DCI #		SHEE	Τ#								''¶''
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ADVENTURE NAME			URE NOTES / ME ACTIVITY										- <u> </u>		
DM NAME & DCI #															

7		CHARACTER	SUMMARY	1			) 🍼	RACE, BACKGROUND, CLASS & FEATS	v1.64 🏹
Trinfural (Trin), Medium humanoid (h ARMOR CLASS	uman), ne		# REMAIN	ING				lity scores of your choice increase by 1 in one skill of your choice your choice	
	STR	DEX	CON	INT	WIS	СНА	<ul> <li>Size: Medium</li> </ul>	,	
ABILITY SCORES	<b>10</b> (+0		<b>13</b> (+1)	<b>14</b> (+2)	<b>16</b> (+3)	<b>10</b> (+0)	Speed: 30ft     Languages: Con	nmon, one additional language	
SAVING THROWS	+0	+1	+1	+4	+5	+0	0 0		
SKILLS ACROBATICS ANIMAL HANDLING • ARCANA • ATHLETICS DECEPTION HISTORY RESISTANCES #NA SENSES pass	+1 +3 +4 +2 +0 +2 ME? sive Percepi mon, Unde	INSIGHT INTIMIDATION INVESTIGATION MEDICINE NATURE PERCEPTION	, Druidic	+3 PERF+ PERS+ +0 PERS+ +2 RELIG +3 SLEIG +2 • STEAL +5 • SURV	ORMANCE UASION GION GHT OF HAND LTH	+0 +0 +0 +2 +1 +3 +5	<ul> <li>You have an exc terrain, settlemen water for yoursel game, water, and</li> <li>Origin: Exile or of</li> <li>Skills: Athletics, J.</li> <li>Tools: One type</li> <li>Languages: One</li> <li>CLASS: Druid</li> <li>Armor: Light &amp; r</li> <li>Weapons: Club, Tools: Herbalism</li> </ul>	ands rer ellent memory for maps and geography, always recalling the general layout o nts, and other features around you. In addition, you can find food and fresh if and up to five others each day, provided that the land offers berries, small d so forth. Jutcast Survival of musical instrument of your choice edium armor, shields (druids will not wear armor or use shields made of meta dagger, dart, javelin, mace, quartstaff, scimitar, sickle, sling, spear kit	
Scimitar Martial Melee: +3 to hit Properties: proficient, fi Dart Simple Ranged: +3 to H Properties: proficient, fi Quarterstaff Simple Melee: +2 to hit Properties: proficient, v Sling Simple Ranged: +3 to H Properties: proficient, a Attack Spell (Int) Spell: +4 to hit, range s Properties: proficient Attack Spell (Wis) Spell: 5 to hit, range s Properties: proficient	nesse, ligh nit, range 2 nesse, thro , range H ersatile (1d nit, range 3 mmunition we spell. Hi	t D/60. Hit: 1d4+1 p wn, underwater it: 1d6 bludgeoni 8) D/120. Hit: 1d4+1 t: see spell see s	biercing ng bludgeoning pell				and Survival • Druidic You know Druidit leave hidden me Others can spot decipher it withoo • Spellcasting Spell slots: finish You can cast a d Spellcasting foct. • Druid Circle (Mo • Wild Shape Magically assum 1 bonus action, r Wild Shape twice • Druid Circle Fea Gain the ability tt action to expend • Druid Circle Fea	from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion c, the secret language of druids. You can speak the language and use it to ssages. You and others who know Druidic automatically spot such a message the message with a successful DC15 Wisdom (Perception) check but can't ut magic ing a long rest restores any expended spell slots. ruid spell as a ritual if that spell has the ritual tag and the spell is prepared. Is: druidic focus	
SPELLCASTING DC 13 SPELLS PREPARED/KNO L NAME c Fire Bolt ranged, 1d10 fire, unatt c Blade Ward resist bludgeon, pierce c Shillelagh club or quarterstaff held c Magic Stone 1-3 stones, you or anotl 1 Create or Destroy W create / destroy 10 galld 1 Faerie Fire 20ft cube, creatures/obj 1 Healing Word <sup>H</sup> 1 creature (not undead/ 1 Ice Knife <sup>H</sup> ranged, 1d10 pierce, hit 7 Thunderwave <sup>H</sup>	WN SPE ended flamm & slash dmo becomes m her use your ater " ons of water ects dex sa construct), h	1 a from weapon atta 1 b lagical, 1d8 bludge 1 b ranged spell attac 1 a or create rain / de 1 a ve or outlined in 1 b heals 1d4+spell ab 1 a slodes 5ft rad, 2d6	ct 120 ft e self cks until end or on touch son, use spell a on touch k(60ft), 1d6+s ct 30 ft stroy fog in 30f ct 60 ft uft rad dim light on 60 ft ct 60 ft cold, dex save ct self	1 min bibility for atta 1 min pell ability m instant t cube H +10 1 min con attack again instant P H +1d4 HP instant H +1d6 cold instant	VSM uck and dmg VS iodifier bludged VSM gallons or +5ft V nst them have V SM	trans t evoc	Magic Initiate - F Class: Wizard Learn two cantri Fire Bolt (evoc) ranged, 1d10 fire Blade Ward (ab resist bludgeon, Learn one 1st-le Mage Armor (al 1 willing creature Once you cast it,	IMPROVEMENT & FEATS Juman 1 ips of your choice from the Wizard spell list ) cast 1 act, range 120 ft, duration instant, component VS e, unattended flammable objects ignite ojur) cast 1 act, range self, duration 1 rnd, component VS pierce & slash dmg from weapon attacks until end of your next turn evel spell from the Wizard spell list and cast it at its lowest level bjur) cast 1 act, range touch, duration 8 hr, component VSM e wearing no armor, AC 13 + dex modifier; ends if dons armor or you dismiss ( you must finish a long rest before you can cast it again g ability for these spells is Intelligence, DC 12	action)

