

2 Druid (Circle of the Land)

LEVEL & CLASS

PLAYER NAME

Hermit
BACKGROUND

Dwarf, Hill
RACE

300
EXPERIENCE

900
Next Level

CHARACTER NAME

STRENGTH

0

10

DEXTERITY

+1

13

CONSTITUTION

+3

16

INTELLIGENCE

+1

12

WISDOM

+3

16

CHARISMA

-1

8

0 STR +3 INT
+1 DEX +5 WIS
+3 CON -1 CHA

RESISTANCES

Poison

Adv. vs. Poison

SAVING THROWS

+1 Acrobatics (Dex)
+5 Animal Handling (Wis)
+1 Arcana (Int)
0 Athletics (Str)
-1 Deception (Cha)
+1 History (Int)
+3 Insight (Wis)
-1 Intimidation (Cha)
+1 Investigation (Int)
+5 Medicine (Wis)
+1 Nature (Int)
+3 Perception (Wis)
-1 Performance (Cha)
-1 Persuasion (Cha)
+3 Religion (Int)
+1 Sleight of Hand (Dex)
+1 Stealth (Dex)
+5 Survival (Wis)

Tool

SKILLS

MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

14 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+1 INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL 2 DIE d8+3 USED

HIT DICE

ENCUMBERED 25 ft

25 ft

SPEED

FEATURE	MAX	RECOVER	USED
Natural Recovery (1 level spell slots)	1	LR	
Wild Shape (CR 1/4, no fly/swim; 1 hour)	2	SR	

LIMITED FEATURES

AC	DESCRIPTION
11	Armor Leather
2	Shield Wooden
1	Dex <input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
	Magic
	Misc
	Misc

ARMOR

INSPIRATION

13 ABILITY SAVE DC WISDOM

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

Battleaxe, Club, Dagger, Dart, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff

LANGUAGES

Common

Druidic

+1 from Hermit

Dwarvish

TOOLS & OTHERS

Herbalism kit

smith, brewer, or mason tools

PROFICIENCIES

ACTIONS	BONUS ACTIONS	REACTIONS
Wild Shape (start)	Wild Shape (end)	

ACTIONS

13 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Scimitar	✓	Dex	Melee	+3	1d6+1	Slashing
Finesse, light						
DESCRIPTION						

ATTACKS: WEAPONS & CANTRIPS

CHARACTER NAME

1ST LEVEL 2ND LEVEL 3RD LEVEL 4TH LEVEL 5TH LEVEL 6TH LEVEL 7TH LEVEL 8TH LEVEL 9TH LEVEL

SPELL SLOTS

DRUID SPELLS

Wisdom SPELLCASTING ABILITY

5 TO PREPARE

+5 ATTACK MODIFIER

DC 13 SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Druidcraft	Small nature effect; predict weather, expedite small plant growth, snuff light, harmless sensory effect	—	Trans	1 a	30 ft	V,S	Instantaneous	P	236
Shillelagh	Club/quarterstaff you hold does 1d8 dmg and you use your spellcasting ability modifier instead of Str	—	Trans	1 bns	Touch	V,S,M	1 min	P	275
Thorn Whip	Melee spell attack for 1d6 Piercing dmg and pull crea 10 ft to you; +1d6 at CL 5, 11, and 17	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	282

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	E	15
<input checked="" type="radio"/> Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration	Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="radio"/> Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea you can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	E	15
<input type="radio"/> Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="radio"/> Create or Destroy Water	Create/destroy 10+2/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input type="radio"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="radio"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="radio"/> Earth Tremor	All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
<input checked="" type="radio"/> Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Str	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
<input checked="" type="radio"/> Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
<input type="radio"/> Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="radio"/> Goodberry	Create 10 berries; 1 a to eat 1 berry for 1 hp and nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
<input checked="" type="radio"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="radio"/> Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	E	19
<input type="radio"/> Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="radio"/> Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
<input type="radio"/> Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="radio"/> Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277
<input type="radio"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282