

## Nay't of the Nettlelands

CHARACTER NAME

Druid 1

CLASS & LEVEL

Firbolg

RACE

Anthropologist

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

16

+3

CHARISMA

10

+0

INSPIRATION

+2

PROFICIENCY BONUS

- +2 Strength
- +1 Dexterity
- +2 Constitution
- +2 Intelligence
- +5 Wisdom
- +0 Charisma

SAVING THROWS

- +1 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +0 Arcana (Int)
- +2 Athletics (Str)
- +0 Deception (Cha)
- +0 History (Int)
- +5 Insight (Wis)
- +0 Intimidation (Cha)
- +0 Investigation (Int)
- +3 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +2 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +5 Survival (Wis)

SKILLS

15

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total d8

1

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

Food and drink are the great equalizers—if we take the time to sit down and enjoy them together, we learn they're a language that we all share.

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Staff

+2

1d6

Shillelagh

+5

1d8 + 3

P. Flame

+5

1d8

==Cantrips==

Produce Flame: 30 ft.; +5 to hit; 1d8 fire  
Shillelagh: Bonus action

==1st level spells (2 slots) ( ) ( )

Cure Wounds: Touch; target regains 1d8+3 hp  
Entangle: 90 ft., 20 ft. square; Str save; restrained  
Faerie Fire: 60 ft., 20 ft. cube; Dex save; grants adv.  
Healing Word: 60 ft.; target regains 1d4+3 hp

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Weapon: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Armor: Light armor, medium armor, shields (druids won't use armor or shields made of metal)

Tools: Herbalism kit,

Languages: Common, Elvish, Giant, Dwarvish, Orcish, Druidic

OTHER PROFICIENCIES & LANGUAGES

CP

SP

CP

CP

PP

10

A quarterstaff, wood shield, leather armor, backpack, bedroll, component pouch, mess kit, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, a tinderbox, a leather-bound diary, bottle of ink, and an ink pen

EQUIPMENT

**Druidic Spellcasting:** Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. Your spellcasting ability is Wisdom (DC 13, +5 to hit with spells).

**Firbolg Magic:** You can cast detect magic and disguise self with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest.

**Hidden Step:** As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

**Powerful Build:** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Speech of Beast and Leaf:** You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

**Adept Linguist:** You can communicate with humanoid who don't speak any language you know. You must observe the humanoids interacting with one another for at least 1 day, after which you learn a handful of important words, expressions, and gestures—enough to communicate on a rudimentary level.

FEATURES & TRAITS