DUNGEONS & DRAGONS®

CHARACTER NAME

Druid 8	Acolyte (Eldath)	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Tortle	Neutral Good	34,000
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
16
+3

DEXTERITY
10
+0

CONSTITUTION
14
+2

INTELLIGENCE
10
+0

WISDOM
18
+4

CHARISMA
11
+0

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS
- ○ +3 Strength
- ○ +0 Dexterity
- ○ +2 Constitution
- ◉ +3 Intelligence
- ◉ +7 Wisdom
- ○ +0 Charisma

SKILLS
- ○ +0 Acrobatics (Dex)
- ○ +4 Animal Handling (Wis)
- ○ +0 Arcana (Int)
- ○ +3 Athletics (Str)
- ○ +0 Deception (Cha)
- ○ +0 History (Int)
- ◉ +7 Insight (Wis)
- ○ +0 Intimidation (Cha)
- ○ +0 Investigation (Int)
- ◉ +7 Medicine (Wis)
- ○ +0 Nature (Int)
- ◉ +7 Perception (Wis)
- ○ +0 Performance (Cha)
- ○ +0 Persuasion (Cha)
- ◉ +3 Religion (Int)
- ○ +0 Sleight of Hand (Dex)
- ○ +0 Stealth (Dex)
- ◉ +7 Survival (Wis)

17 PASSIVE WISDOM (PERCEPTION)

17 ARMOR CLASS

+0 INITIATIVE

30 ft. SPEED

Hit Point Maximum 59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
spear*	+6	1d6+3*
shillelagh	+7	1d8+4
claws	+6	1d4+3

*spear versatile (1d8+2)
*thrown spear range (20/60)

ATTACKS & SPELLCASTING

CP		
SP		
EP		
GP	15	
PP		

spear, club, totem, explorer's pack, holy symbol, prayer wheel, 5 sticks of incense, vestments, common clothes, pouch

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

WILD SHAPE.
You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. You can transform into any beast that has a challenge rating of 1 or lower.

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. For more information, see pages 66-67 of the Player's Handbook.

CIRCLE OF THE LAND (COAST).

NATURAL RECOVERY.
You can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

LAND'S STRIDE.
Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

FEATURES & TRAITS

Armor.
Shields

Weapons.
Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

Tools.
Herbalism Kit

Languages.
Aquan, Common, Druidic, Dwarvish, Grung

OTHER PROFICIENCIES & LANGUAGES

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

SHELTER OF THE FAITHFUL.
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

BACKSTORY.
You've struck out from the Snout of Omgar along with some friends, into the jungles of Chult. Unfortunately the onslaught of undead has been constant as you journey toward the center of the peninsula. The last thing you recall as your friends fell to a final wave was changing into a small, fast spider and fleeing up into the trees where you hid until you could plan your next move. Slowly, but surely you've made your way deeper into the jungle, trusting in Eldath to keep you whole.

CHARACTER BACKSTORY

CLAWS.
Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

HOLD BREATH.
You can hold your breath for up to 1 hour at a time.

NATURAL ARMOR.
Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

SHELL DEFENSE.
You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

RITUAL CASTING.
You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

ADDITIONAL FEATURES & TRAITS

TREASURE

Druid
SPELLCASTING CLASS

Wisdom	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

- Druidcraft
- Mending
- Produce Flame
- Shillelagh
- _____
- _____
- _____
- _____
- _____

SPELL LEVEL

1 — SLOTS TOTAL: 4 — SLOTS EXPENDED: _____

PREPARED — SPELL NAME

SPELLS KNOWN

- ○ Create and Destroy Water
- ○ Cure Wounds
- ○ Faerie Fire
- ○ Thunderwave
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

2 — 3

- ○ Mirror Image (c)
- ○ Misty Step (c)
- ○ Moonbeam
- ○ Pass without Trace
- ○ Protection from Poison
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ (c) Circle Spells (always prepared); Can prepare 12 additional spells.
- ○ Non-circle spells above can be switched out.

3 — 3

- ○ Water Breathing (c)
- ○ Water Walk (c)
- ○ Call Lightning
- ○ Dispel Magic
- ○ Speak with Plants
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

4 — 2

- ○ Control Water (c)
- ○ Freedom of Movement (c)
- ○ Conjure Minor Elementals
- ○ Ice Storm
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

5

- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

6

- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

7

- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

8

- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

9

- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____