

MOCO REDAR

Druid 1
CLASS & LEVEL
Wood Elf
RACE

0
EXPERIENCE POINTS
Outlander
BACKGROUND

Sam
PLAYER NAME
DM:ERIC
CAMPAIGN or PLAYER ID

STR
-1
8

+2 PROFICIENCY BONUS

DEX
+2
15

CON
+2
14

INT
+0
10

WIS
+3
16

CHA
+1
12

SAVING THROWS

- 1 Strength Saves
 - +2 Dexterity Saves
 - +2 Constitution Saves
 - +2 Intelligence Saves *
 - +5 Wisdom Saves *
 - +1 Charisma Saves
- * Prof. bonus added

SKILLS

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

* Prof. bonus added

15 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields (nonmetal only)

Weapons: club, dagger, dart, javelin, longbow, longsword, mace, quarterstaff, scimitar, shortbow, shortsword, sickle, sling, spear

Tools: one type of musical instrument, herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Athletics, Insight, Nature, Perception, Survival

Languages: Common, Elvish, Infernal



ARMOR CLASS (AC)

15



INITIATIVE

+2



SPEED

35 ft.



HIT POINTS

10

HIT DICE

1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Sling. *Ranged Weapon Attack:* +4 to hit. *Hit:* 1d4+2 bludgeoning damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC & SPECIAL ATTACKS

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), shield (AC +2), scimitar, dagger, sling and 20 stones, belt pouch, set of traveler's clothes, hunting trap, a staff, a trophy from an animal you killed

Lifting and Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.

Coins & Gems: 2 gold pieces (gp); 27 silver pieces (sp); 69 copper pieces (cp); 2 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Wood Elf Traits [PHB p. 23]

- Age: 156 years old
- Medium Size (4' 11", 140 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)

Druid Class Features [PHB p. 65]

- Ritual Casting

Spellcasting [PHB p. 201]

Spell Attack Modifier +5
Spell Save DC 13



Cantrips Known: *Guidance, Resistance*

Prepared Spells

1st Level (2 slots): *Detect Magic, Cure Wounds, Animal Friendship, Charm Person*

Outlander Features [PHB p. 136]

- Wanderer