

Colwyn

CHARACTER NAME

Druid (1)

CLASS & LEVEL

Vulpin

RACE

Feylost

BACKGROUND

Chaotic Good

ALIGNMENT

Steve

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+1

12

CONSTITUTION

+1

13

INTELLIGENCE

+3

17

WISDOM

+1

12

CHARISMA

+3

16

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- 0 Strength
- +1 Dexterity
- +1 Constitution
- +5 Intelligence
- +3 Wisdom
- +3 Charisma

SKILLS

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

13 ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

1x(1d8+1) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Scimitar	+3	1d6+3 slashing
Bite	+3	1d6+3 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

I can't bring myself to trust most adults.

PERSONALITY TRAITS

Greed. I will do whatever it takes to get what I want, regardless of the harm it might cause. (Evil)

IDEALS

A trusted friend is the most important thing in the multiverse to me.

BONDS

I'm a kleptomaniac who covets shiny, sparkling treasure.

FLAWS

11 PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Flute; Herbalism Kit

Weapon Proficiencies: Club; Dagger; Dart; Javelin; Mace; Quarterstaff; Scimitar; Sickle; Sling; Spear

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Birdfolk; Druidic; Goblin; Vulpin

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 8

PP

TREASURE

- Backpack
- Bedroll
- Traveler's Clothes
- Drum
- Explorer's Pack
- Leather
- Mess kit
- (Coin) Pouch
- Rations (1 day) x10
- Rope, hempen
- Shield
- Tinderbox
- Torch x10
- Waterskin
- Wooden staff (Druid focus)
- Toy unicorn made of wood, painted with bright colors
- Piano key carved from a satyr's horn
- Glossy mushroom with a red, bell-shaped cap that jingles when shook

EQUIPMENT



Druid

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK BONUS

0

CANTRIPS

Shape Water
Shillelagh

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Absorb Elements
- Animal Friendship
- Beast Bond
- Charm Person
- Create/Destroy Water
- Cure Wounds
- Detect Magic
- Detect Poison and Disease
- Earth Tremor
- Entangle
- Faerie Fire
- Fog Cloud

2

4

7

8

5

9

SPELLS KNOWN



Druid

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK BONUS

0

CANTRIPS

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Gift of Alacrity (Dunamancy)
- Goodberry
- Healing Word
- Ice Knife
- Jump
- Longstrider
- Magnify Gravity (Dunamancy)
- Purify Food and Drink
- Snare
- Speak with Animals
- Thunderwave
-

7

4

8

2

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9

SPELLS KNOWN

Darkvision: 60 ft.

Bewitching Guile. You can cast charm person as a 1st level spell with this trait, and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast ambush prey as a 2nd level spell with this trait, and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast fear with this trait, and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Bond

A trusted friend is the most important thing in the multiverse to me.

Druidic You can speak Druidic and use it to leave hidden message and automatically spot messages left by others.

Evasive. You add your Intelligence modifier as a bonus on all Dexterity saving throws.

Fey Mark. You were transformed in some small way by your stay in the Feywild and gained a fey mark, determined by rolling on the Fey Mark table.

Fey Mark

You have a tail like that of a dog or another animal.

Feywild Connection

Your mannerisms and knowledge of fey customs are recognized by natives of the Feywild, who see you as one of their own. Because of this, friendly Fey creatures are inclined to come to your aid if you are lost or need help in the Feywild.

Feywild Visitor - Unicorn

Whenever you're sound asleep or in a deep trance during a long rest, a spirit of the Feywild might pay you a visit, if the DM wishes it. No harm ever comes to you as a result of such visits, which can last for minutes or hours, and you remember each visit when you wake up. Conversations that occur with a visitor can contain any number of things, from messages and insights to nonsense and red herrings, at the DM's discretion. Such conversations are always conducted in a language you can understand, even if the Feywild visitor can't speak that language normally.

Shape Water

Druid Cantrip Transmutation DC 11 Spell Mod +3

1 Act. 30 ft S Inst

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways: • You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage. • You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour. • You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour. • You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Shillelagh

Druid Cantrip Transmutation DC 11 Spell Mod +3

1 B.A. Touch V,S,M 1 min

Mistletoe, a shamrock leaf, and a club or quarterstaff

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

Absorb Elements

Druid Level 1 Abjuration DC 11 Spell Mod +3

1 ReAct. Self S 1 Rnd

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Animal Friendship

Druid Level 1 Enchantment DC 11 Spell Mod +3

1 Act. 30 ft V,S,M 24 hrs

A bit of food

Choose a beast that you can see. It must be able to see and hear you. If its Intelligence is 4 or higher, the spell fails. Otherwise, it must pass a Wisdom save or be charmed by you. If you or one of your companions harms it, the spell ends. At Higher Levels: You can target one additional beast for each slot level above 1st.

Beast Bond

Druid Level 1 Divination DC 11 Spell Mod +3

1 Act. Touch V,S,M Conc, 10 mins

A bit of fur wrapped in a cloth

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

Charm Person

Druid Level 1 Enchantment DC 11 Spell Mod +3

1 Act. 30 ft V,S 1 hr

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Create or Destroy Water

Druid Level 1 Transmutation DC 11 Spell Mod +3

1 Act. 30 ft V,S,M Inst

A drop of water if creating water or a few grains of sand if destroying it

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cure Wounds

Druid Level 1 Evocation DC 11 Spell Mod +3

1 Act. Touch V,S Inst

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Detect Magic (ritual)

Druid Level 1 Divination DC 11 Spell Mod +3

1 Act. Self V,S Conc, 10 mins

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease (ritual) 

Druid Level 1 Divination DC 11 Spell Mod +3

1 Act. **Self** **V,S,M** **Conc, 10 mins***A yew leaf*

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Earth Tremor 

Druid Level 1 Evocation DC 11 Spell Mod +3

1 Act. **10 ft** **V,S** **Inst**

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Entangle 

Druid Level 1 Conjunction DC 11 Spell Mod +3

1 Act. **90 ft** **V,S** **Conc, 1 min**

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

Faerie Fire 

Druid Level 1 Evocation DC 11 Spell Mod +3

1 Act. **60 ft** **V** **Conc, 1 min**

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Fog Cloud 

Druid Level 1 Conjunction DC 11 Spell Mod +3

1 Act. **120 ft** **V,S** **Conc, 1 hr**

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Gift of Alacrity (Dunamancy) 

Druid Level 1 Divination DC 11 Spell Mod +3

1 min **Touch** **V,S** **8 hrs**

You touch a willing creature. For the duration, the target can add 1d8 to its initiative rolls.

Goodberry 

Druid Level 1 Transmutation DC 11 Spell Mod +3

1 Act. **Touch** **V,S,M** **Inst***Mistletoe sprig*

Up to ten magic berries appear. A creature can use its action to eat one berry. Eating a berry restores 1 hit point and provides enough nourishment to sustain a creature for a day. The berries lose their magic if they haven't been eaten within 24 hours.

Healing Word 

Druid Level 1 Evocation DC 11 Spell Mod +3

1 B.A. **60 ft** **V** **Inst**

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Ice Knife 

Druid Level 1 Conjunction DC 11 Spell Mod +3

1 Act. **60 ft** **S,M** **Inst***A drop of water or piece of ice*

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

Jump

Druid Level 1 Transmutation DC 11 Spell Mod +3

1 Act. Touch V,S,M 1 min

A grasshopper's hind leg

You touch a creature. The creature's jump distance is tripled until the spell ends.

Longstrider

Druid Level 1 Transmutation DC 11 Spell Mod +3

1 Act. Touch V,S,M 1 hr

A pinch of dirt

You touch a creature. The target's speed increases by 10 feet until the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Magnify Gravity (Dunamancy)

Druid Level 1 Transmutation DC 11 Spell Mod +3

1 Act. 60 ft V,S 1 Rnd

The gravity in a 10-foot-radius sphere centered on a point you can see within range increases for a moment. Each creature in the sphere on the turn when you cast the spell must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage, and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no reduction to its speed. Until the start of your next turn, any object that isn't being worn or carried in the sphere requires a successful Strength check against your spell save DC to pick up or move. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Purify Food and Drink (ritual)

Druid Level 1 Transmutation DC 11 Spell Mod +3

1 Act. 10 ft V,S Inst

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Snare

Druid Level 1 Abjuration DC 11 Spell Mod +3

1 min Touch S,M 8 hrs

25 feet of rope, which the spell consumes

As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap. This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned. The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends. A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else

Speak with Animals (ritual)

Druid Level 1 Divination DC 11 Spell Mod +3

1 Act. Self V,S 10 mins

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Thunderwave

Druid Level 1 Evocation DC 11 Spell Mod +3

1 Act. Self V,S Inst

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

	<p>Snare (reverse) who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends. After the trap is triggered, the spell ends when no creature is restrained by it.</p>	