

Wolf

CHARACTER NAME

Druid 1
CLASS & LEVEL

xo_violett
PLAYER NAME

Human
SPECIES

Sage
BACKGROUND

(Milestone)
EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

13

+1

WISDOM

15

+2

CHARISMA

10

+0

- 1 Strength
- +1 Dexterity
- +2 Constitution
- +3 Intelligence
- +4 Wisdom
- +0 Charisma

Saving Throw Modifiers

SAVING THROWS

- +1 Acrobatics DEX
- +2 Animal Handling WIS
- +3 Arcana INT
- 1 Athletics STR
- +0 Deception CHA
- +3 History INT
- +2 Insight WIS
- +0 Intimidation CHA
- +1 Investigation INT
- +2 Medicine WIS
- +3 Nature INT
- +4 Perception WIS
- +0 Performance CHA
- +0 Persuasion CHA
- +1 Religion INT
- +1 Sleight of Hand DEX
- +1 Stealth DEX
- +2 Survival WIS
- _____
- _____
- _____

SKILLS

+1
INITIATIVE

ARMOR
11
CLASS

DEFENSES

HEROIC INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP Current HP Temp HP
10 --
HIT POINTS

Total 1d8
HIT DICE

SUCCESSES ○○○○
FAILURES ○○○○
DEATH SAVES

=== ARMOR ===
Light Armor, Shields

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Calligrapher's Supplies, Herbalism Kit

=== LANGUAGES ===
Common, Draconic, Druidic, Giant

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== SPECIAL ===
Leave Druidic Message
You can use Druidic to leave hidden message. You and others who know Druidic automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

ACTIONS

14 PASSIVE PERCEPTION

12 PASSIVE INSIGHT

11 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Produce Flame	+4	1d8 Fire	D: 10m, V/S
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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SPECIES	BACKGROUND	EXPERIENCE POINTS

=== DRUID FEATURES ===

* Core Druid Traits • free-rules 79

* Spellcasting • free-rules 79

* Druidic • free-rules 80

You know Druidic and always have Speak with Animals prepared.

You can use Druidic to leave hidden message. You and others who know Druidic automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

| Leave Druidic Message: Special

* Primal Order • free-rules 80

You have dedicated yourself to one of the sacred roles.

=== HUMAN SPECIES TRAITS ===

* Size • free-rules 194

Your Size is Medium or Small, chosen when you select this species.

* Speed • free-rules 194

Your Speed is 30 ft.

* Resourceful • free-rules 194

You gain Heroic Inspiration whenever you finish a Long Rest.

* Skillful • free-rules 193

You gain proficiency in one skill of your choice.

* Versatile • free-rules 194

You gain an Origin feat of your choice.

* Languages • free-rules 37

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it.

=== FEATS ===

* Skilled • free-rules 201

You gain proficiency in any combination of three skills or tools of your choice.

Repeatable. You can take this feat more than once.

* Magic Initiate (Wizard) • free-rules 201

Two Cantrips. You learn two cantrips of your choice from the Wizard spell list. Int., Wis., or Cha. is your spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell from the Wizard spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

* Sage Ability Score Improvements • PHB-2024 183

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Shield	1	6 lb.		
		Leather	1	10 lb.		
SP	0	Quarterstaff	1	4 lb.		
		Sickle	1	2 lb.		
EP	0	Backpack	1	5 lb.		
		Herbalism Kit	1	3 lb.		
GP	0	Druidic Focus	1	--		
		Oil	2	2 lb.		
PP	0	Rations	10	20 lb.		
		Rope	1	5 lb.		
		Bedroll	1	7 lb.		
		Tinderbox	1	1 lb.	ATTUNED MAGIC ITEMS	QTY WEIGHT
		Torch	10	10 lb.		
		Waterskin	1	5 lb.		
	WEIGHT CARRIED					
	80 lb.					
	ENCUMBERED					
	0 lb.					
	PUSH/DRAG/LIFT					
	0 lb.					

EQUIPMENT

Wolf

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Druid

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===								
<input type="radio"/> Produce Flame	Druid	+4	1BA	Self	V,S	10 minutes	free-rules 308	D: 10m, V/S
=== 1st LEVEL ===								
2 Slots OO								
<input type="radio"/> Absorb Elements	Druid	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
<input type="radio"/> Beast Bond	Druid	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	EE 150	D: 10m, V/S/M
<input type="radio"/> Earth Tremor	Druid	DEX 12	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
<input type="radio"/> Ice Knife	Druid	DEX 12 / +4	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	EE 157	5 ft. Sphere, S/M
<input type="radio"/> Animal Friendship	Druid	WIS 12	1A	30 ft.	V,S,M	24 hours	free-rules 239	D: 24h, V/S/M
<input type="radio"/> Faerie Fire	Druid	DEX 12	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	free-rules 271	D: 1m, 20 ft. Cube, V
<input type="radio"/> Fog Cloud	Druid	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	free-rules 276	D: 1h, 20 ft. Sphere, V/S
<input type="radio"/> Protection from Evil and Good	Druid	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	free-rules 309	D: 10m, V/S/M
<input type="radio"/> Purify Food and Drink [R]	Druid	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	free-rules 310	5 ft. Sphere, V/S
<input type="radio"/> Goodberry	Druid	--	1A	Self	V,S,M	24 hours	free-rules 280	D: 24h, V/S/M
<input type="radio"/> Charm Person	Druid	WIS 12	1A	30 ft.	V,S	1 hour	free-rules 249	D: 1h, V/S
<input type="radio"/> Jump	Druid	--	1BA	Touch	V,S,M	1 minute	free-rules 290	D: 1m, V/S/M
<input type="radio"/> Longstrider	Druid	--	1A	Touch	V,S,M	1 hour	free-rules 293	D: 1h, V/S/M
<input type="radio"/> Speak with Animals [R]	Druid	--	1A + 10m	Self	V,S	10 minutes	free-rules 318	D: 10m, V/S
<input type="radio"/> Create or Destroy Water	Druid	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	free-rules 258	30 ft. Cube, V/S/M
<input type="radio"/> Cure Wounds	Druid	--	1A	Touch	V,S	Instantaneous	free-rules 259	V/S
<input type="radio"/> Detect Poison and Disease [R]	Druid	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	free-rules 262	D: 10m, 30 ft. Sphere, V/S/M
<input type="radio"/> Detect Magic [R]	Druid	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	free-rules 262	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Healing Word	Druid	--	1BA	60 ft.	V	Instantaneous	free-rules 284	V
<input type="radio"/> Thunderwave	Druid	CON 12	1A	Self/15 ft. Cube	V,S	Instantaneous	free-rules 334	15 ft. Cube, V/S
<input type="radio"/> Entangle	Druid	STR 12	1A	90 ft./20 ft. Square	V,S	Concentration, up to 1 minute	free-rules 268	D: 1m, 20 ft. Square, V/S
<input type="radio"/> Speak with Animals [R]	Druidic (Always Prepared)	--	1A	Self	V,S	10 minutes	free-rules 318	D: 10m, V/S

SPELLS