

Persuasion CHA

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O \_+1 Sleight of Hand DEX

SKILLS

O <u>+1</u> Stealth DEX

O +2 Survival WIS

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**CHARISMA** 

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 ===

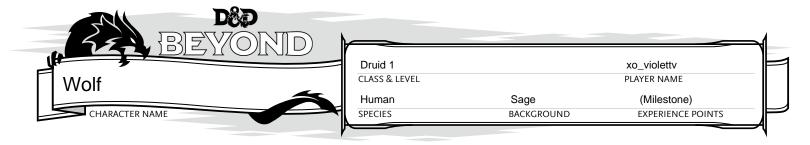
Leave Druidic Message

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

7			
NAME	HIT	DAMAGE/TYPE	NOTES
Produce Flame	+4	1d8 Fire	D: 10m, V/S
Unarmed Strike	+1	0 Bludgeoning	
	W	EAPON ATTACKS & CANTRI	PS ,



=== 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

## === 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.

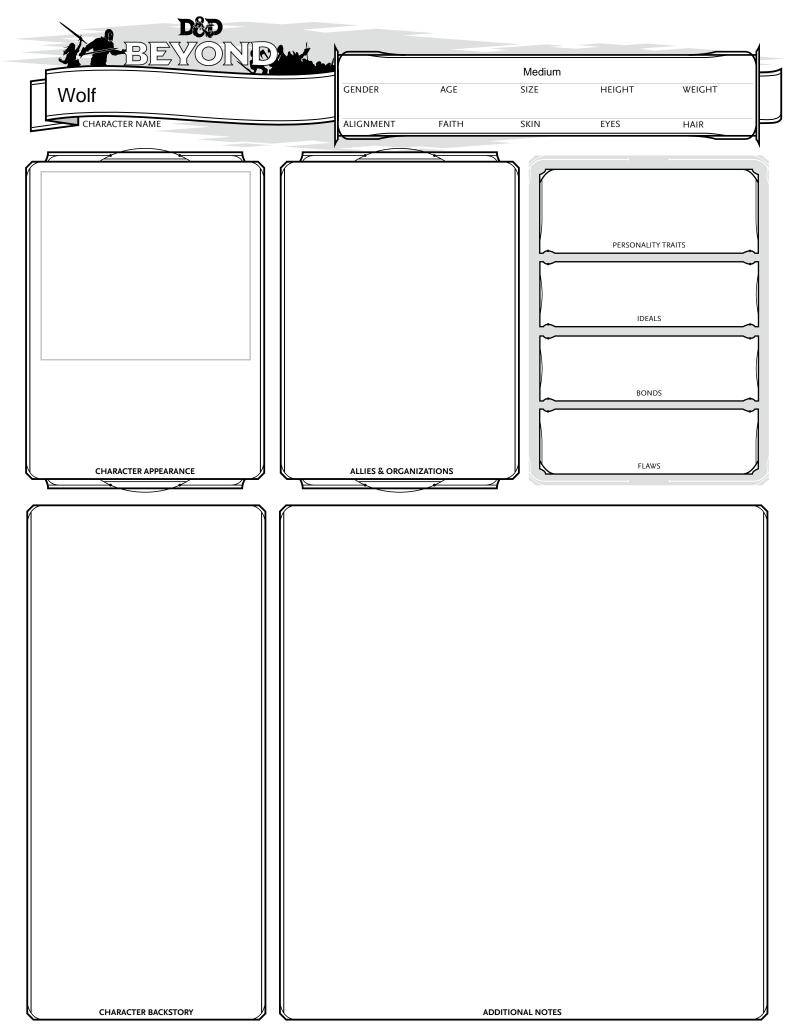
Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

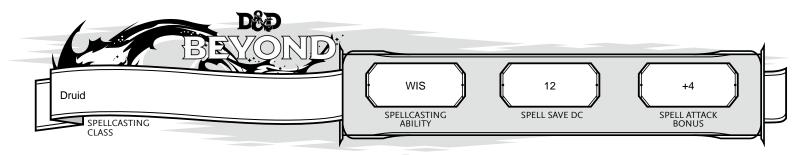
Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

\* Sage Ability Score Improvements • PHB-2024 183

## FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
<u>~</u>	0	Shield	1	6 lb.			
		Leather	1	10 lb.			
SP ((	0	Quarterstaff	1	4 lb.			
		Sickle	1	2 lb.			
<u>ቅ</u> (ጀ	0	Backpack	1	5 lb.			
ہِلا		Herbalism Kit	1	3 lb.			
æØ	0	Druidic Focus	1				
ہلا		Oil	2	2 lb.			
<b>₽</b>  \$	0	Rations	10	20 lb.			
	WEIGHT CARRIED	Rope	1	5 lb.			
	80 lb.	Bedroll	1	7 lb.			
1	ENCUMBERED	Tinderbox	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	0 lb.	Torch	10	10 lb.			
	PUSH/DRAG/LIFT	Waterskin	1	5 lb.			
	0 lb.						
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PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
0	Produce Flame	Druid	+4	1BA	Self	V,S	10 minutes	free-rules 308	D: 10m, V/S
	=== 1st LEVEL ===	2 Slots OO							
0	Absorb Elements	Druid		1R	Self	S	1 round	EE 150	D: 1Rnd, S
0	Beast Bond	Druid		1A	Touch	V,S,M	Concentration, up to 10 minutes	EE 150	D: 10m, V/S/M
0	Earth Tremor	Druid	DEX 12	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
0	Ice Knife	Druid	DEX 12 / +4	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	EE 157	5 ft. Sphere, S/M
0	Animal Friendship	Druid	WIS 12	1A	30 ft.	V,S,M	24 hours	free-rules 239	D: 24h, V/S/M
0	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
0	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
0	Protection from Evil and Good	Druid		1A	Touch	V,S,M	Concentration, up to 10 minutes	free-rules 309	D: 10m, V/S/M
0	Purify Food and Drink [R]	Druid		1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	free-rules 310	5 ft. Sphere, V/S
0	Goodberry	Druid		1A	Self	V,S,M	24 hours	free-rules 280	D: 24h, V/S/M
0	Charm Person	Druid	WIS 12	1A	30 ft.	V,S	1 hour	free-rules 249	D: 1h, V/S
0	Jump	Druid		1BA	Touch	V,S,M	1 minute	free-rules 290	D: 1m, V/S/M
0	Longstrider	Druid		1A	Touch	V,S,M	1 hour	free-rules 293	D: 1h, V/S/M
0	Speak with Animals [R]	Druid		1A + 10m	Self	V,S	10 minutes	free-rules 318	D: 10m, V/S
0	Create or Destroy Water	Druid		1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	free-rules 258	30 ft. Cube, V/S/M
0	Cure Wounds	Druid		1A	Touch	V,S	Instantaneous	free-rules 259	V/S
0	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
0	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
0	Healing Word	Druid		1BA	60 ft.	V	Instantaneous	free-rules 284	V
0	Thunderwave	Druid	CON 12	1A	Self/15 ft. Cube	V,S	Instantaneous	free-rules 334	15 ft. Cube, V/S
0	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
Р	Speak with Animals [R]	Druidic (Always Prepared)		1A	Self	V,S	10 minutes	free-rules 318	D: 10m, V/S