

Druid 6 - Circle of Seasons Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

11

DEXTERITY

14

CONSTITUTION

15

INTELLIGENCE

11

WISDOM

18

CHARISMA

11

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ - Strength
 - ☐ +2 Dexterity
 - ☐ +2 Constitution
 - ☒ +3 Intelligence
 - ☒ +7 Wisdom
 - ☐ - Charisma

- SKILLS
- ☐ +2 Acrobatics (Dex)
 - ☒ +7 Animal Handling (Wis)
 - ☐ - Arcana (Int)
 - ☐ - Athletics (Str)
 - ☐ - Deception (Cha)
 - ☐ - History (Int)
 - ☐ +4 Insight (Wis)
 - ☐ - Intimidation (Cha)
 - ☐ - Investigation (Int)
 - ☒ +7 Medicine (Wis)
 - ☐ - Nature (Int)
 - ☒ +7 Perception (Wis)
 - ☐ - Performance (Cha)
 - ☐ - Persuasion (Cha)
 - ☒ +3 Religion (Int)
 - ☐ +2 Sleight of Hand (Dex)
 - ☐ +2 Stealth (Dex)
 - ☐ +4 Survival (Wis)

14

ARMOR CLASS

+2

INITIATIVE

30'

SPEED

Hit Point Maximum 45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar*

+5

1d6 + 2

*scimitar light, finesse

ATTACKS & SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

Languages: Chultan, Draconic, Druidic

Armor: light/medium, shields, no metal.

Weapons: clubs, dagger, darts, scimitar, sickles, sling, spears, javelin, mace, quarterstaff

Tools: herbalism kit

OTHER PROFICIENCIES & LANGUAGES

CP

75

leather armor, wood shield, scimitar

SP

scroll of notes, winter blanket, common clothes, herbalism kit

EP

GP

PP

druid focus, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' hempen rope.

EQUIPMENT

WILD SHAPE (1/2 CR, no fly speed)

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 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.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

OVER ---->

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

CIRCLE OF SEASONS

SHROUD OF SEASONS

Starting at 2nd level, you can embrace friend or foe under nature's shroud.

As an action, you can expend one use of your Wild Shape and choose one creature you can see within 60 feet of you that has at least 1 hit point. That creature must make a Constitution saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following options, which takes effect at the start of the creature's next turn and lasts for up to 1 minute while you concentrate it. As a bonus action, you cause nature to focus directly on the creature to much greater effect:

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Life of Seclusion

What was the reason for your isolation, and what changed to allow you to end your solitude?

I needed to commune with nature, far from civilization.

Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You discovered that the spirits of the Chultan jungle are aspects of Ubtao.

CHARACTER BACKSTORY

Deep Winter's Freeze.

Frost covers the target's skin. Its movement speed is reduced by 10 feet. Using your bonus action, it takes cold damage equal to 1d4 + your Wisdom modifier.

Fade Rot.

A creature is afflicted with pestilence and disease, causing it to suffer one level of exhaustion, and regains only half the normal healing from spells and effects. Using your bonus action, it takes necrotic damage equal to your Wisdom modifier (minimum of 1 damage).

Harvestide.

The season of harvest reaps the bounty and readies the land for renewal. A creature under the shroud can use its bonus action on its turn to be showered in radiant energy, and regains hit points equal to 1d4 + your Wisdom modifier.

Wildflame.

As a bonus action, you cause flames to flash across the target dealing 1d6 fire damage, and causes the target to ignite in flames. At the start of each of its turns, or until the shroud ends, the target takes fire damage equal to your Wisdom modifier (minimum of 1) and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as being submerged in water).

ADDITIONAL FEATURES & TRAITS

ASHES OF LIFE

When the target creature of your shroud dies, you can use your reaction to reclaim some of its life force and instantly use it heal yourself or another creature within 60 feet of you a number of hit points equal to your druid level.

TREASURE



Druid (prepare 10)

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Druidcraft
Shilleagh
Thorn Whip
Resistance

3

3

- ☐ Daylight
- ☐ Feign Death
- ☐ Protection from Energy
- ☐ Water Breathing

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Cure Wounds
- ☐ Healing Word

4

7

4

8

2

3

- ☐ Barkskin
- ☐ Flaming Sphere
- ☐ Heat Metal
- ☐ Moonbeam

5

9