

Druid 6 - Circle of Spiritlord Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

13

+1

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

10

-

WISDOM

18

+4

CHARISMA

10

-

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ +1 Strength
 - ☐ +1 Dexterity
 - ☐ +2 Constitution
 - ☒ +3 Intelligence
 - ☒ +7 Wisdom
 - ☐ - Charisma

- SKILLS
- ☐ +1 Acrobatics (Dex)
 - ☒ +7 Animal Handling (Wis)
 - ☐ - Arcana (Int)
 - ☐ +1 Athletics (Str)
 - ☐ - Deception (Cha)
 - ☐ - History (Int)
 - ☐ +4 Insight (Wis)
 - ☐ - Intimidation (Cha)
 - ☐ - Investigation (Int)
 - ☒ +7 Medicine (Wis)
 - ☐ +1 Nature (Int)
 - ☒ +7 Perception (Wis)
 - ☐ - Performance (Cha)
 - ☐ - Persuasion (Cha)
 - ☒ +7 Religion (Int)
 - ☐ +1 Sleight of Hand (Dex)
 - ☐ +1 Stealth (Dex)
 - ☒ +7 Survival (Wis)

13

ARMOR CLASS

+1

INITIATIVE

35'

SPEED

Hit Point Maximum 45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

+4

1d6 + 1

ATTACKS & SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Grung, Druidic, Elven

Armor: light/medium, shields, no metal.

Weapons: longsword, shortsword, shortbow, longbow, club, daggers, darts, javelins, maces, quarterstaff, scimitars, sickles, sling, spears

Tools: herbalism kit

OTHER PROFICIENCIES & LANGUAGES

CP

75

leather armor, wooden shield, scimitar

SP

EP

CP

PP

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

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

EQUIPMENT

DARKVISION 60'

KEEN SENSES.

You have proficiency in the Perception skill.

FEY ANCESTRY.

You have advantage on saving throws against being charmed , and magic can't put you to sleep.

TRANCE.

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

ELF WEAPON TRAINING.

You have proficiency with the longsword, shortsword, shortbow, and longbow.

FLEET OF FOOT.

Your base walking speed increases to 35 feet.

MASK OF THE WILD.

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

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

Lizard Familiar

AC 10 HP 2 Spd 20',climb 20'
S(-4) D(-) C(-) I(-5) W(-) Ch(-4)
darkvision 30', passive
perception 9

Bite: Att +0 to hit; reach 5'; 1
target; hit 1 point

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

SPIRIT BOND (WIND)

You choose one spirit-element to bond for your mask from the Spirit Bond table below and you learn the cantrip associated with your spirit-element's fledging conduit, which counts as a druid cantrip for you, and doesn't count against your number of cantrips known. You can select one additional spirit-element at 6th level and again at 10th level.

Additionally, you can cast the find familiar spell, which bears features similar to your chosen spirit-element (glowing skin, fiery eyes, a thorny tail, etc.). Once you cast find familiar using this feature, you can't cast it again until you finish a long rest.

You can only have one mask at a time and once this bond is formed, you can't change the spirit-element within your mask. If the mask is lost or destroyed, creating a new mask for your spirit-element takes eight hours of uninterrupted time, which you can accomplish during a long rest.

EMPOWERED CONDUIT

At 6th level, your mask channels the destructive powers of your spirit element. You gain the cantrip in the Empowered Conduit column on the Spirit Bond table.

Further, when your connection with the spirit realm strengthens enough to host an additional spirit-element, you can switch between them with an action. When you do, you gain the benefits of the mask's current bond and your familiar can take on a similar appearance. No matter how many spirits inhabit your mask, you can only ever call on the aid of one at a time.

ADDITIONAL FEATURES & TRAITS

TREASURE



Druid (prepare 10)

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Druidcraft

Guidance

Shillelagh

Gust

Thunderclap

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☒ Cure Wounds

☒ Healing Word

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☒ Call Lightning

☒ Plant Growth

☒ Sleet Storm

☒ Wind Wall

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SPILLS KNOWN