

Erath'alliphin

CHARACTER NAME

Druid (3)

CLASS & LEVEL

Elf/Wood Elf

RACE

Hermit

BACKGROUND

Lawful Neutral

ALIGNMENT

Smyther

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

16

+3

CONSTITUTION

10

0

INTELLIGENCE

12

+1

WISDOM

16

+3

CHARISMA

12

+1

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

35

SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

+5

1d6 + 3 slashing

Quarterstaff

+1

1d6 - 1 bludgeoning

ATTACKS & SPELLCASTING

Darkvision: 60 ft.
Immunities: magical-sleep

-----Bonus Actions-----

Combat Wild Shape. Can Wild Shape as bonus action instead of action, while transformed expend a spell slot and gain 1d8 HP per slot level (see PHB 69).

-----Actions-----

Wild Shape. You can transform into a beast you have seen with CR 1 and no flying or swimming speed (lasts 1 hour, use twice/rest, see PHB 66).

(additional features & traits on page 2)

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PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Herbalism Kit

Weapon Proficiencies: Club; Dagger; Dart; Javelin; Longbow; Longsword; Mace; Quarterstaff; Scimitar; Shortbow; Shortsword; Sickle; Sling; Spear

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Druidic; Elvish; Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

GP

GP

GP

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EQUIPMENT

FEATURES & TRAITS



Erath'alliphin

CHARACTER NAME

26

AGE

168cm

HEIGHT

64kg

WEIGHT

Dark Brown

EYES

Brown

SKIN

Brown

HAIR



CHARACTER APPEARANCE

Erath'alliphin, druid, wood-elf, woman, staying at WW for a few years, from the same village as Ethan, keeping an eye on the forest, concerned about the giant animals, true lawful

CHARACTER BACKSTORY

NAME

West Witch

SYMBOL

ALLIES & ORGANIZATIONS

Discovery. You have made a powerful and unique discovery (see PHB 134).

Druidic. You can speak Druidic and use it to leave hidden message and automatically spot messages left by others (see PHB 66).

Fey Ancestry. Advantage on charmed saves and immune to sleep magic (see PHB 23).

Mask of the Wild. Hide when lightly obscured by natural phenomena. (see PHB 24).

Trance. Trance 4 hrs. instead of sleep 8 (see PHB 23).

ADDITIONAL FEATURES & TRAITS

TREASURE

<p>Level-1 enchantment</p> <p>Animal Friendship</p> <p>1 act. 30 ft. V,S,M 24 hrs</p> <p>Charm a beast of INT 3 or lower if it fails a WIS save. You can charm 1 additional beast for each slot above 1st. (see PHB 212 for more details)</p> <p>Druid DC 13 Mod +5</p>	<p>Level-1 divination</p> <p>Beast Bond</p> <p>1 act. Touch V,S,M Conc, 10 mins</p> <p>Touch a beast with INT less than 4 and establish a telepathic link, through which you can communicate basic concepts and emotions. The beast has advantage on attacks against creatures within 5 ft. of you. (see EE 15 for more details)</p> <p>Druid DC 13 Mod +5</p>	<p>Transmutation cantrip</p> <p>Druidcraft</p> <p>1 act. 30 ft. V,S Inst</p> <p>Create 1 effect: 1) predict the weather for the next 24 hours in your current location. 2) make a flower blossom, or similar effect. 3) create a harmless senory effect that fits within a 5 ft. cube. 4) light or snuff a small fire. (see PHB 236 for more details)</p> <p>Druid DC 13 Mod +5</p>
<p>Level-1 conjuration</p> <p>Entangle</p> <p>1 act. 90 ft. V,S Conc, 1 min</p> <p>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.</p> <p>Druid DC 13 Mod +5</p>	<p>Level-1 evocation</p> <p>Faerie Fire</p> <p>1 act. 60 ft. V Conc, 1 min</p> <p>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.</p> <p>Druid DC 13 Mod +5</p>	<p>Level-1 conjuration</p> <p>Fog Cloud</p> <p>1 act. 120 ft. V,S Conc, 1 hr</p> <p>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.</p> <p>Druid DC 13 Mod +5</p>
<p>Level-2 abjuration</p> <p>Pass without Trace</p> <p>1 act. Self V,S,M Conc, 1 hr</p> <p>A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.</p> <p>Druid DC 13 Mod +5</p>	<p>Transmutation cantrip</p> <p>Shillelagh</p> <p>1 b.a. Touch V,S,M 1 min</p> <p>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.</p> <p>Druid DC 13 Mod +5</p>	
