



CHARACTER SUMMARY



RACE, BACKGROUND, CLASS & FEATS

v2.00

Willow, Druid 1

Medium humanoid (wood elf), neutral

ARMOR CLASS	16	HIT POINTS	9	Remaining			
ABILITY SCORES	STR 10 <b>+0</b>	DEX 16 <b>+3</b>	CON 12 <b>+1</b>	INT 13 <b>+1</b>	WIS 16 <b>+3</b>	CHA 8 <b>-1</b>	
SAVING THROWS	+0	+3	+1	<b>+3</b>	<b>+5</b>	-1	

SKILLS					
● <b>Acrobatics</b>	+5	● <b>Insight</b>	+5	○ Performance	-1
○ Animal Handling	+3	○ Intimidation	-1	○ Persuasion	-1
○ Arcana	+1	○ Investigation	+1	○ Religion	+1
○ Athletics	+0	● <b>Medicine</b>	+5	○ Sleight of Hand	+3
○ Deception	-1	○ Nature	+1	○ Stealth	+3
○ History	+1	● <b>Perception</b>	+5	● <b>Survival</b>	+5

Resistances	
Senses	passive Perception 15, Darkvision 60ft
Languages	Common, Elvish, Druidic, Sylvan
Carrying	78 lb Max. Carry Weight 150 lb Push, Drag, Lift <sup>3</sup> 300 lb

ACTIONS	Attacks	1	Initiative	+3	Speed	35 ft
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<b>Quarterstaff</b>
Simple Melee: +2 to hit, range -. Hit: 1d6 bludgeoning
Properties: proficient, versatile (1d8)

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SPELLCASTING		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
DC 13	SPELL SLOTS	2	-	-	-	-	-	-	-	-
	SLOTS USED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
L NAME	PREPARED/KNOWN	CAST	RANGE	DURATION	COMPONENT	TYPE				
c <b>Shillelagh</b>	club or quarterstaff held becomes magical, 1d8 bludgeon, use spell ability for attack and dmg	1 bon touch	1 min	VSM	trans					
c <b>Poison Spray</b>	1 creature, 1d12 poison, con save, no damage	1 act 10 ft	instant	VS	conjur					
1 <b>Cure Wounds</b> <sup>H</sup>	1 creature is healed 1d8+spell ability modifier <sup>H</sup> +1d8	1 act touch	instant	VS	evoc					
1 <b>Entangle</b>	20ft square, area becomes difficult terrain, str save or restrained, action for str check (freed)	1 act 90 ft	1 min <sup>CON</sup>	VS	conjur					
1 <b>Ice Knife</b> <sup>H</sup>	ranged, 1d10 pierce, hit or miss explodes 5ft rad, 2d6 cold, dex save <sup>H</sup> +1d6 cold	1 act 60 ft	instant	SM	conjur					
1 <b>Healing Word</b> <sup>H</sup>	1 creature (not undead/construct), heals 1d4+spell ability modifier HP <sup>H</sup> +1d4 HP	1 bon 60 ft	instant	V	evoc					

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- RACE. Wood Elf
- +2 Dexterity, +1 Wisdom
  - Size. Medium
  - Speed. 35ft
  - Darkvision 60ft
  - Keen Senses. proficiency in the Perception skill
  - Fey Ancestry. advantage on saving throws against being charmed, magic cannot put you to sleep
  - Trance. do not sleep but meditate deeply, remaining semiconscious, for 4 hours a day
  - Elf Weapon Training. proficiency with longsword, shortsword, shortbow and longbow
  - Fleet of Foot. base movement increased to 35ft
  - Mask of the Wild. hide when lightly obscured by foliage, heavy rain, falling snow, mist, etc
  - Languages. Common, Elvish

- BACKGROUND. Outlander
- Feature. Wanderer
- You have an excellent memory for maps and geography, always recalling the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five others each day, provided that the land offers berries, small game, water, and so forth.
- Origin. Forester
  - Skills. Athletics, Survival
  - Tools. One type of musical instrument
  - Lifestyle. Poor, 2 sp per day
  - Languages. One of your choice

- CLASS. Druid
- Armor. Light & medium armor, shields (druids will not wear armor or use shields made of metal)
  - Weapons. Club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear
  - Tools. Herbalism kit
  - Saves. Intelligence, Wisdom
  - Skills. Choose 2 from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion and Survival
  - Druidic
- You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know Druidic automatically spot such a message. Others can spot the message with a successful DC15 Wisdom (Perception) check but can't decipher it without magic
- Spellcasting
- Spell slots: finishing a long rest restores any expended spell slots.
- You can cast a druid spell as a ritual if that spell has the ritual tag and the spell is prepared.
- Spellcasting focus: druidic focus

ADDITIONAL DETAILS

Willow's stringy black hair hangs down over her ghostly white face, obscuring what most would call her best feature: her pale blue eyes. She is quite healthy, though those concerned may think she looks underweight, even for an elf. Her clothes are unkempt and often dusty from the road. A small snake appears at home wrapped around the crooked quarterstaff she holds in her wiry fingers.

Those who once knew Willow would say she was beautiful, vibrant, and full of life. She learned the ways of the druid while acting as a scout for the druid circle. At any time should count be found travelling through the treetops, her raven hair flowing easily behind her, and the sparkle in her pale blue eyes a shining glimmer of hope that all is right in the world.

But those days are gone now, and Willow lives a lone drifter, unkempt and dusty from the road. Her once beautiful hair now hangs in a tangled mass, covering her gaunt face. Her eyes still shine the purest blue beneath the miserable creature she has become, but the sparkle of hope for which they were known has long since faded.

As a scout, she should have seen it. She should have been able to warn them, but the necromancer's magic was too strong, too vile. His hoards of undead stormed the grove, destroying everything--and everyone. Those few that survived fled, leaving the others to their fate. She will never forgive herself that she ran.

She returned to the grove some days later, her and a few others. Together they collected what was left of the fallen and destroyed the lingering undead, both old and newly created from the bodies of her friends and family. Ritual after ritual was performed, sending their orphaned souls home, and then Willow left without a word.