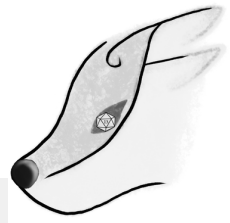


Player Name _____

Character Name _____

Race: Hill Dwarf **Class:** Druid **Level:** 3 **Background:** Acolyte



25ft Speed	27 Hit points	13 60ft Passive perception
+2 Initiative	3d8 Hit dice	15 Armour class

Strength	+1	(13)
Dexterity	+2	(14)
Constitution	+2	(14)
Intelligence	+0	(10)
Wisdom	+3	(16)
Charisma	-1	(8)

Proficiency +2

Nature
Religion
Animal Handling
Insight
Saving throws:
INT & WIS

Features & Traits:



ADV to Poison Saves & Resistance to poison damage.

Wild Shape - Shape change into a beast twice per day.

- Lasts 1 hour or until you hit 0 HP (damage carries over).
- Options: Giant Wolf Spider, Panther, Wolf, Cat, Spider.

Languages: Common, Druidic, Dwarvish, Elvish, Sylvan

Inventory: -Rope -Tinderbox -Rations -Water
-Torches -Leather Armour -Wooden Shield



Attacks: Weapon - {range} - (add to hit) - [Damage]

Scimitar - {5ft} - (+4) - [1d6+2 slashing]

Thorn Whip - {30ft} - (+5) - [1d6 piercing]

Bonus action:

Healing word (60ft range) - Heals 1d4+3

Spellcasting:

Spell - {range} - [Damage/Impact]

Level 1 (4 slots) ☐ ☐ ☐ ☐

Animal Friendship - {30ft} - [WIS save or charmed]

Entangle - {90ft} - [STR save or restrained]

Cure Wounds - {Touch} - [Heal 1d8+3]

Jump - {Touch} - [Triple Jump Distance]

Level 2 (2 slots) ☐ ☐

Barkskin - {Touch} - [Set Armour class to 16]

Heat Metal - {60ft} - [2d8 Fire]

Spider Climb - {Touch} - [Walk on Walls/Ceilings]

Spell Casting Ability - WIS

Attack Bonus: +5 - DC 13

Cantrips:

Create Bonfire - {60ft}

- [Dex save or 1d8]

Guidance - {Touch}

- [1d6 piercing + Pull 10ft]

Other combat options:
Dash, Disengage, Dodge, Grapple,
Help, Hide, Search, Shove.