



Druid 5 (Circle of the Forest)

CLASS & LEVEL

Half-Orc

RACE/ANCESTRY/HERITAGE

6,955

EXPERIENCE POINTS

Acolyte

BACKGROUND

PLAYER NAME

CAMPAIGN or PLAYER ID

STR  
+0  
10

+3 PROFICIENCY  
BONUS

#### SAVING THROWS

- +0 Strength Saves
  - +1 Dexterity Saves
  - +2 Constitution Saves
  - +3 Intelligence Saves \*
  - +6 Wisdom Saves \*
  - +1 Charisma Saves
- \* Prof. bonus added

DEX  
+1  
13

CON  
+2  
15

#### SKILLS

- +1 Acrobatics (*Dex*)
- +3 Animal Handling (*Wis*)
- +0 Arcana (*Int*)
- +0 Athletics (*Str*)
- +1 Deception (*Cha*)
- +0 History (*Int*)
- +6 Insight (*Wis*) \*
- +4 Intimidation (*Cha*) \*
- +0 Investigation (*Int*)
- +3 Medicine (*Wis*)
- +3 Nature (*Int*) \*
- +3 Perception (*Wis*)
- +1 Performance (*Cha*)
- +1 Persuasion (*Cha*)
- +3 Religion (*Int*) \*
- +1 Sleight of Hand (*Dex*)
- +1 Stealth (*Dex*)
- +6 Survival (*Wis*) \*

\* Prof. bonus added

INT  
+0  
10

WIS  
+3  
17

CHA  
+1  
12

#### PROFICIENCIES & LANGUAGES

**Armor:** light armor, medium armor, shields (nonmetal only)

**Weapons:** club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear

**Tools:** herbalism kit

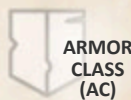
**Saving Throws:** Intelligence, Wisdom

**Skills:** Insight, Intimidation, Nature, Religion, Survival

**Languages:** Common, Druidic, Elvish, Orc, Celestial

#### ENCUMBRANCE

**Lifting & Carrying:** 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.



ARMOR  
CLASS  
(AC)

14



INITIATIVE

+1



SPEED

30 ft.

**Armor Worn:** leather armor, wooden shield



HIT POINTS

38

HIT DICE

5d8

**DEATH SAVED:** Success O O O Fail O O O

#### WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+1 slashing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

**Sling.** *Ranged Weapon Attack:* +4 to hit. *Hit:* 1d4+1 bludgeoning damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

#### MAGIC, FEATS & SPECIAL ATTACKS

**Produce Flame Cantrip.** Can hold in your hand up to 10 minutes, or use up once to attack. *Ranged Spell Attack:* +6 to hit, target one creature within 30 ft. range. *Hit:* 2d8 fire damage.

#### EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** leather armor (AC 11), shield (AC +2), scimitar, dagger, sling and 20 stones, set of common clothes, holy symbol: amulet, prayer book, 5 sticks of incense, vestments. (This load is about 38 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 556 gold pieces (gp); 62 silver pieces (sp); 78 copper pieces (cp); 2 gems (worth 50 gp each)

#### FEATURES, TRAITS & MORE

**Alignment:** *Neutral.* I will help others, but avoid serious personal risks or loyalties that don't benefit me.

#### Acolyte Background [PHB p. 127]

- **Feature:** Shelter of the Faithful.
- **Traits:** Has holy symbol tattoos on chest. Terrible at romance.
- **Ideal:** Ready for final judgment.
- **Bond:** Renown foe of faith's enemies.
- **Flaw:** Distrusts non-followers.

#### Half-Orc Traits [PHB p. 40]

- **Creature Type:** Humanoid
- **Age:** 19 years old
- **Medium Size** (5' 3", 130 lbs.)
- **Darkvision** (60 feet)
- **Menacing** (Intimidation)
- **Relentless Endurance** (0 h.p. to 1 h.p.)
- **Savage Attacks** (extra damage on crit)

#### Druid Class Features [PHB p. 65]

- **Ritual Casting**
- **Wild Shape** (max. CR 1/2, no flying, twice betw. short or long rests)
- **Natural Recovery** (regain spell slots in short rest)

#### Spellcasting [PHB p. 201]

**Spell Attack Modifier +6**  
**Spell Save DC 14**



**Cantrips Known:** *Druidcraft, Guidance, Produce Flame*

#### Prepared Spells

1st Level (4 slots): *Detect Magic, Cure Wounds, Faerie Fire, Animal Friendship*  
2nd Level (3 slots): *Barkskin\*, Spider Climb\*, Hold Person*  
3rd Level (2 slots): *Call Lightning\*, Plant Growth\*, Conjure Animals, Dispel Magic, Daylight*

## PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

## ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

## BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

## MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

## REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

## FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.