

Lia Nailo

CHARACTER NAME

Druid, 1

CLASS & LEVEL

Wood Elf

RACE

BACKGROUND

Matteo

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

13

+1

STRENGTH

- ◇ — SAVING THROWS
- — ATHLETICS

14

+2

DEXTERITY

- ◇ — SAVING THROWS
- — ACROBATICS
- — SLEIGHT OF HAND
- — STEALTH

12

+1

CONSTITUTION

- ◇ — SAVING THROWS

15

+2

INTELLIGENCE

- ◆ — SAVING THROWS
- — ARCANA
- — HISTORY
- — INVESTIGATION
- — NATURE
- — RELIGION

16

+3

WISDOM

- ◆ — SAVING THROWS
- — ANIMAL HANDLING
- — INSIGHT
- — MEDICINE
- — PERCEPTION
- — SURVIVAL

12

+1

CHARISMA

- ◇ — SAVING THROWS
- — DECEPTION
- — INTIMIDATION
- — PERFORMANCE
- — PERSUASION

15

PASSIVE WISDOM (PERCEPTION)

13

ARMOR CLASS

+2

INITIATIVE

35 ft

SPEED

HIT POINT MAXIMUM

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

sling

+4

1d4/bludgeoning

scimitar

+4

1d6/slashing finesse

2 cantrips
Shape Water
Produce Flame

spell attack modifier:
+5

2 1st slots
• Detect Magic
• Create Or Destroy Water
• Cure Wounds
• Speak With Animals

spell save DC = 8 + 2 + 3 = 13
spell atk mod = 2 + 3 = +5

ATTACKS & SPELLCASTING

Fleet of Foot (35ft)

Mask of the Wild

(hide also with light foliage → heavy rain)

FEATURES & TRAITS

Common, Druidic, Elvish

light armor, medium armor, shields (leather, metal)

longsword, shortsword, shortbow, longbow, spears
clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings

herbalism kit

OTHER PROFICIENCIES & LANGUAGES

sling, scimitar

leather armor,
explorer's pack
druidic foci

EQUIPMENT & CHARACTER NOTES