



POYTEN FOGGLEWICH

Druid 1

CLASS & LEVEL

0

EXPERIENCE POINTS

PLAYER NAME

Stout Halfling

RACE/ANCESTRY/HERITAGE

Hermit

BACKGROUND

CAMPAIGN or PLAYER ID

STR
-1
8

+2 PROFICIENCY BONUS

DEX
+2
15

CON
+2
15

INT
+0
10

WIS
+2
15

CHA
+1
12

SAVING THROWS

- 1 Strength Saves
 - +2 Dexterity Saves
 - +2 Constitution Saves
 - +2 Intelligence Saves *
 - +4 Wisdom Saves *
 - +1 Charisma Saves
- * Prof. bonus added

SKILLS

- +2 Acrobatics (*Dex*)
- +2 Animal Handling (*Wis*)
- +0 Arcana (*Int*)
- 1 Athletics (*Str*)
- +1 Deception (*Cha*)
- +0 History (*Int*)
- +2 Insight (*Wis*)
- +1 Intimidation (*Cha*)
- +0 Investigation (*Int*)
- +4 Medicine (*Wis*) *
- +2 Nature (*Int*) *
- +2 Perception (*Wis*)
- +1 Performance (*Cha*)
- +1 Persuasion (*Cha*)
- +2 Religion (*Int*) *
- +2 Sleight of Hand (*Dex*)
- +2 Stealth (*Dex*)
- +4 Survival (*Wis*) *

* Prof. bonus added

12 PASSIVE WISDOM (PERCEPTION)

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: Medicine, Nature, Religion, Survival

Languages: Common, Druidic, Halfling, Orc

ENCUMBRANCE

Lifting & Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.



ARMOR CLASS (AC)

15



INITIATIVE

+2



SPEED

25 ft.

Armor Worn: leather armor, wooden shield



HIT POINTS

10

HIT DICE

1d8

DEATH SAVES: 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+2 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+2 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+2 bludgeoning damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Poison Spray Cantrip. *Ranged Spell Attack:* Target a creature within 10 ft. that you can see, it must succeed on a DC 12 Constitution saving throw or take 1d12 poison damage. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), shield (AC +2), scimitar, dagger, sling and 20 stones, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 40 lbs.; add 1 lb. per 50 coins carried.)

Magic Items [DMG p. 135]

- *potion of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 6 gold pieces (gp); 12 silver pieces (sp); 9 copper pieces (cp); 4 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: Lawful Neutral. I obey laws, traditions or my own strict code to promote order and society above all else.

Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Rarely speaks, just gestures. Ancestors came from the future.
- **Ideal:** Secret lies in harmony of all.
- **Bond:** Study uncovered great evil.
- **Flaw:** Disturbing eating habits.

Stout Halfling Traits [PHB p. 26]

- Creature Type: Humanoid
- Age: 46 years old
- Small Size (3' 1", 46 lbs.)
- Brave (adv. fear saves)
- Halfling Nimbleness (through occupied spaces)
- Lucky (reroll 1s on d20s)
- Stout Resilience (versus poison)

Druid Class Features [PHB p. 65]

- Ritual Casting

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12



Cantrips Known: *Guidance, Poison Spray*

Prepared Spells

1st Level (2 slots): *Cure Wounds, Animal Friendship, Detect Magic*