

Ember Yarisk

CHARACTER NAME

Druid 1

CLASS & LEVEL

Wood Elf

RACE

Hermit

BACKGROUND

Chaotic Neutral

ALIGNMENT

Darth Lexii

PLAYER NAME

EXPERIENCE POINTS

**STRENGTH**

-1

9

**DEXTERITY**

2

15

**CONSTITUTION**

3

16

**INTELLIGENCE**

-2

6

**WISDOM**

3

16

**CHARISMA**

1

12

**INSPIRATION**

2 **PROFICIENCY BONUS**

**SAVING THROWS**

- 1 Strength
- 2 Dexterity
- 3 Constitution
- 0 Intelligence
- 5 Wisdom
- 1 Charisma

**SKILLS**

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

**13** ARMOR CLASS

**2** INITIATIVE

**35** SPEED

Hit Point Maximum 11

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 1d8 **HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

**NAME** **ATK BONUS** **DAMAGE/TYPE**

Thorn Whip +5 1d6

Quarterstaff +1 1d6-1

Ice Knife +5 1d10, 2d6

Healing Word: Bonus Action, 1d4+3 healing

**ATTACKS & SPELLCASTING**

**Fey Ancestry**  
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Darkvision**  
Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Mask of the Wild**  
You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**FEATURES & TRAITS**

15 **PASSIVE WISDOM (PERCEPTION)**

**Languages:** Common, Deep Speech, Druidic, Elvish

**Tools:** Herbalism Kit

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- Druidic Focus
- Quarterstaff
- Leather Armor
- Common clothes
- Herbalism Kit
- Scroll Case
- Winter Blanket
- Explorer's Pack:
  - Bedroll
  - Mess kit
  - Tinderbox
  - 10 Torches
  - 10 Rations
  - Waterskin
  - 50' Hempen Rope



# Ember Yarisk

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

**Ritual Casting**  
 You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**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 this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

**Armor Proficiency**  
 Druids will not wear armor or use shields that are made of metal.

ADDITIONAL FEATURES & TRAITS

TREASURE



# Druid

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK BONUS

0

## CANTRIPS

Thorn Whip  
Poison Spray

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Fog Cloud
- Animal Friendship
- Healing Word
- Ice Knife

4

7

8

2

5

9

SPELLS KNOWN