DUNGEONS & DRAGONS®

# Ember Passion

CHARACTER NAME

| CLASS & LEVEL | BACKGROUND | PLAYER NAME |
|---|---|---|
| Druid 4 | Spy | |
| **RACE** | **ALIGNMENT** | **EXPERIENCE POINTS** |
| Elven | Chaotic Good | |

**STRENGTH** -1 (8)

**DEXTERITY** +2 (14)

**CONSTITUTION** +2 (14)

**INTELLIGENCE** +0 (10)

**WISDOM** +4 (18)

**CHARISMA** +1 (13)

**INSPIRATION**

**PROFICIENCY BONUS** 2

**SAVING THROWS**

- -1 Strength
- +2 Dexterity
- +2 Constitution
- (•) +2 Intelligence
- (•) +6 Wisdom
- +1 Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- +0 Arcana (Int)
- -1 Athletics (Str)
- (•) +3 Deception (Cha)
- +0 History (Int)
- (•) +6 Insight (Wis)
- +1 Intimidation (Cha)
- +0 Investigation (Int)
- (•) +6 Medicine (Wis)
- +0 Nature (Int)
- (•) +6 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Religion (Int)
- +2 Sleight of Hand (Dex)
- (•) +4 Stealth (Dex)
- +4 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

Elven, Common, Druidic.
Proficient in subterfuge and stealth
Light and medium armor, shields,
Weapons: Longsword, shortsword, shortbow, longbow. Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears.
Herbalism kit

**OTHER PROFICIENCIES & LANGUAGES**

**ARMOR CLASS** 15

**INITIATIVE** 2

**SPEED** 35

Hit Point Maximum 28

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 4

**HIT DICE** d8

**DEATH SAVES**

SUCCESSES ○○○

FAILURES ○○○

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| Scimitarx2 | +4 | 1d6+2 s |
| Longbow | +4 | 1d8+2 p |
| | | |

Scimitar, slashing, finesse, light.
longbow; heavy, two handed, 150/600)

Spells 0=2 Druidcraft, Thornwhip, Shillelagh
1=4 Purify food and drink, Goodberry, Entangle, Thunderclap
2=3 Enhance ability, Barkskin, Magic stone

**ATTACKS & SPELLCASTING**

CP

SP 30

EP

GP

PP

A set of dark common clothes including a hood, a belt pouch, and a Herbalism kit.

Wooden shield, 2 magical scimitars, longbow. Leather armor, explorers pack (backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it). druidic focus (olive leaves)

Potion of healing, potion of invisibility.

**EQUIPMENT**

I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEALS

I am called of the gods of Summer, Winter and Spring to return balance to the land, and so help me, this I will do.

BONDS

I see humans as weak and broken, and often talk down to them or ignore them completely.

FLAWS

Geographer: you know the land incredibly well, including many secret paths and the hidden lookouts over countless cities.

Darkvision 60.
Keen senses (perception)
Fey Ancestry (advantage on saving throws against being charmed, and cannot be put to sleep)
Trance (meditate instead of sleeping)
Wood Elf.
Mask of the Wild (can use stealth even when only lightly obscured)

Druidic Spellcasting
Wild Shape, combat wild shape
Druid Circle (Moon.) - Animals of CR1 or less with no flying speed (2hrs per day)
Cannot use armor or shields made of metal.

**FEATURES & TRAITS**

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