



ALANIS RALE

Druid 4 (Circle of the Forest)	2,889	PLAYER NAME
CLASS & LEVEL	EXPERIENCE POINTS	
Wood Elf	Sage	CAMPAIGN or PLAYER ID
RACE	BACKGROUND	

STR
+0
10

+2 PROFICIENCY BONUS

ARMOR CLASS (AC) INITIATIVE
15 +2 35 ft.

SPEED

FEATURES, TRAITS & MORE

Alignment: Lawful Good. I do what's right as expected by society to promote order and compassion for all.

Wood Elf Traits [PHB p. 23]

- Age: 236-years-old
- Medium Size (5' 4", 160 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)

DEX
+2
15

SAVING THROWS

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

HIT POINTS HIT DICE
31 4d8

DEATH SAVES: Success O O O Fail O O O

Class Features [PHB p. 65]

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

CON
+2
14

SKILLS

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

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.)

Shillelagh Club. *Melee Spell/Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 1d8+6 bludgeoning damage. (Cantrip effect on weapon lasts for 1 minute.)

Spellcasting [PHB p. 201]

Spell Attack Modifier +6
Spell Save DC 14

Cantrips Known: *Guidance, Resistance, Shillelagh*

Prepared Spells

- 1st Level (4 slots): *Cure Wounds, Animal Friendship, Detect Magic, Faerie Fire, Speak with Animals*
- 2nd Level (3 slots): *Barkskin*, Spider Climb*, Hold Person, Heat Metal, Protection from Poison*

INT
-1
8

WIS
+4
18

CHA
+1
12

16 PASSIVE WISDOM (PERCEPTION)

MAGIC & SPECIAL ATTACKS

PROFICIENCIES & LANGUAGES

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

Weapons: club, dagger, dart, javelin, longbow, longsword, mace, quarterstaff, scimitar, shortbow, shortsword, sickle, sling, spear

Tools: herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Nature, Perception, Survival

Languages: Common, Elvish, Orc, Sylvan

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), shield (AC +2), scimitar, club, dagger, sling and 20 stones, belt pouch, set of common clothes, a bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer

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

Coins & Gems: 6 gold pieces (gp); 54 silver pieces (sp); 60 copper pieces (cp); 4 gems (worth 10 gp each)

◀ BACK TO GENERATE ANOTHER CHARACTER

[PHB] = page number reference to the *Dungeons & Dragons Player's Handbook* (5th edition) by Mike Mearls and Jeremy Crawford, published August 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601). **[VGtM]** = *Volo's Guide To Monsters* (ISBN 9780786966073), [available from a gaming store near you](#).

[EEPG] = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

CONTACT (especially about typos, glitches and othre errors)

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