



FIRBOLG
RACE

3RD-LEVEL DRUID (CIRCLE OF THE LAND)
LEVEL & CLASS

ACOLYTE
BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH
+3
16

DEXTERITY
+0
10

CONSTITUTION
+1
13

INTELLIGENCE
+1
12

WISDOM
+3
16

CHARISMA
-1
8

+2 PROFICIENCY BONUS

- Strength
 - Dexterity
 - Constitution
 - +3** Intelligence
 - +5** Wisdom
 - Charisma
- SAVING THROWS

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

13 PASSIVE WISDOM (PERCEPTION)

11/13
ARMOR CLASS

+0
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **21**
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3DB**
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
QUARTERSTAFF ¹	+5	1D6+3 BLUDGEONING
SPELLCASTING ²	+5	VARIABLE

¹ YOU CAN WIELD YOUR QUARTERSTAFF WITH BOTH HANDS TO DEAL **1D8+3** DAMAGE ON A HIT.
² WHEN CASTING SPELLS THAT REQUIRE YOUR TARGET TO MAKE A SAVING THROW, YOUR **SPELL SAVE DC** IS **13**.

CANTRIPS. YOU KNOW THE DRUIDCRAFT, PRODUCE FLAME AND THORN WHIP CANTRIPS.

PREPARED SPELLS. YOU HAVE CURE WOUNDS, FAERIE FIRE, GOODBERRY, HEALING WORD, HOLD PERSON AND LESSER RESTORATION PREPARED. YOU CAN PREPARE A NEW LIST OF 6 DRUID SPELLS (OF 1ST AND 2ND LEVEL) AFTER A LONG REST.

CIRCLE SPELLS. YOU ALWAYS HAVE BARBSKIN AND SPIDER CLIMB PREPARED.

SPELL SLOTS
(1st) (1st) (1st) (1st) (2nd) (2nd)
ATTACKS & SPELLCASTING

I IDOLIZE A PARTICULAR HERO OF MY FAITH, AND CONSTANTLY REFER TO THAT PERSON'S DEEDS AND EXAMPLE.
I QUOTE (OR MISQUOTE) SACRED TEXTS AND PROVERBS IN ALMOST EVERY SITUATION.
PERSONALITY TRAITS

CHANGE. WE MUST HELP BRING ABOUT THE CHANGES THE GODS ARE CONSTANTLY WORKING IN THE WORLD.
IDEALS

EVERYTHING I DO IS FOR THE COMMON PEOPLE.
BONDS

MY PIETY SOMETIMES LEADS ME TO BLINDLY TRUST THOSE THAT PROFESS FAITH IN MY GOD.
FLAWS

FIRBOLG MAGIC. YOU CAN CAST DETECT MAGIC AND DISGUISE SELF, USING WISDOM AS YOUR SPELLCASTING ABILITY. ONCE YOU CAST EITHER SPELL, YOU CAN'T DO SO AGAIN UNTIL YOU FINISH A SHORT OR LONG REST. THIS VERSION OF DISGUISE SELF ALLOWS YOU TO APPEAR UP TO 3 FT. SHORTER.

HIDDEN STEP. AS A BONUS ACTION, YOU CAN TURN INVISIBLE UNTIL THE START OF YOUR NEXT TURN, OR UNTIL YOU ATTACK, MAKE A DAMAGE ROLL, OR FORCE SOMEONE TO MAKE A SAVING THROW. ONCE YOU USE THIS TRAIT, YOU CAN'T DO SO AGAIN UNTIL YOU FINISH A SHORT OR LONG REST.

POWERFUL BUILD. YOU COUNT AS ONE SIZE LARGER WHEN DETERMINING YOUR CARRYING CAPACITY AND THE WEIGHT YOU CAN PUSH, DRAG OR LIFT.

SPEECH OF BEAST AND LEAF. YOU CAN COMMUNICATE WITH BEASTS AND PLANTS. THEY CAN UNDERSTAND YOU, THOUGH YOU CANNOT UNDERSTAND THEM. YOU HAVE ADVANTAGE ON CHARISMA CHECKS MADE TO INFLUENCE THEM.

WILD SHAPE. YOU CAN USE YOUR ACTION TO TRANSFORM INTO ANY LAND-BOUND BEAST (WITH A CHALLENGE RATING OF ¼ OR LESS) THAT YOU ARE FAMILIAR WITH, FOR UP TO 1 HOUR. YOU CAN USE THIS FEATURE TWICE PER LONG REST.

WHILE TRANSFORMED, THE FOLLOWING RULES APPLY:
• YOU CAN REVERT TO YOUR NORMAL FORM BY USING A BONUS ACTION. YOU AUTOMATICALLY REVERT TO YOUR NORMAL FORM IF YOU FALL UNCONSCIOUS OR DROP TO 0 HIT POINTS.

• YOUR GAME STATISTICS ARE REPLACED BY THE STATISTICS OF YOUR BEAST FORM, BUT YOU RETAIN YOUR PERSONALITY, AND INTELLIGENCE, WISDOM, AND CHARISMA SCORES.

• YOU ASSUME THE BEAST'S HIT POINTS AND HIT DICE. WHEN YOU REVERT TO YOUR NORMAL FORM, YOU RETURN TO THE NUMBER OF HIT POINTS YOU HAD BEFORE YOU TRANSFORMED.

• YOU CHOOSE WHETHER YOUR EQUIPMENT FALLS TO THE GROUND, MERGES WITH YOUR BEAST FORM, OR IS WORN BY THE BEAST FORM (IF PRACTICAL).

• SEE PHB P. 67 FOR MORE DETAILS.

NATURAL RECOVERY. DURING A SHORT REST, YOU CAN RECOVER EITHER TWO 1ST LEVEL SPELL SLOTS OR ONE 2ND LEVEL SPELL SLOT. YOU CAN'T USE THIS FEATURE AGAIN UNTIL AFTER FINISHING A LONG REST.

PROFICIENCIES. LIGHT ARMOUR, MEDIUM ARMOUR, SHIELDS (DRUIDS WILL NOT WEAR ARMOUR OR USE SHIELDS MADE OF METAL), CLUBS, DAGGERS, DARTS, JAVELINS, MACES, QUARTERSTAVES, SCIMITARS, SICKLES, SLINGS, SPEARS, HERBALISM KIT.
LANGUAGES. COMMON, ELVISH, GIANT, SYLVAN, DRACONIC, DRUIDIC.

OTHER PROFICIENCIES & LANGUAGES

PRAYER BOOK
5 STICKS OF INCENSE
VESTMENTS
COMMON CLOTHES

WOODEN SHIELD ¹
QUARTERSTAFF
LEATHER ARMOUR
DRUIDIC FOCUS ²

BACKPACK
BEDROLL
MESS KIT
TINDERBOX
TORCHES () () () () () () () ()
RATIONS () () () () () () () ()
WATERSKIN
50 FT. HEMPEN ROPE

15

¹ YOUR AC IS 13 WITH SHIELD AFFIXED.
² YOU MUST BE HOLDING YOUR DRUIDIC FOCUS WITH ONE HAND TO CAST SPELLS THAT REQUIRE MATERIAL COMPONENTS.

EQUIPMENT

FEATURES & TRAITS

CANTRIPS

DRUIDCRAFT

Transmutation cantrip

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

PRODUCE FLAME

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within **30 feet** of you. Make a ranged spell attack. On a hit, the target takes **1d8 fire** damage.

THORN WHIP

Transmutation cantrip

Casting Time: 1 action

Range: 30 ft

Components: V, S, M

Duration: Instantaneous

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull it up to 10 feet closer to you.

PREPARED SPELLS

CURE WOUNDS

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to **1d8+3**.

This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the creature you touch regains **2d8+3** hit points.

FAERIE FIRE

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

GOODBERRY

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 **hit point**, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

HEALING WORD

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to **1d4+3**. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a 2nd level spell slot, the healing increases to **2d4+3**.

HOLD PERSON

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be *paralyzed* for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

LESSER RESTORATION

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be *blinded*, *deafened*, *paralyzed*, or *poisoned*.

CIRCLE SPELLS

BARKSKIN

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

SPIDER CLIMB

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

WILDSHAPES (COMBAT)

WOLF

medium beast

Armour Class: 13

Hit Points: 11

Speed: 40 ft.

STR +1 (12) • DEX +2 (15) • CON +1 (12)

Skills: Perception +3, Stealth +4

Languages: *you cannot speak in this form*

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of that creature.

Bite · +4 to hit · 5 ft. reach · 2d4+2 piercing damage · Target must succeed on a DC 11 Strength saving throw or be knocked prone.

BOAR

medium beast

Armour Class: 11 (natural armour)

Hit Points: 11

Speed: 40 ft.

STR +1 (13) • DEX +0 (11) • CON +1 (12)

Languages: *you cannot speak in this form*

Charge. If you move at least 20 ft. straight toward a target and hit it with a tusk attack, the target takes an extra **1d6 slashing** damage. If the target is a creature, it must succeed on a DC 11 Str saving throw or be knocked prone.

Relentless. If you take 7 damage or less that would reduce your boar form to 0 hit points, you are reduced to 1 point instead.

Tusk · +3 to hit · 5 ft. reach · 1d6+1 slashing damage