

Jilli

CHARACTER NAME

Druid 1
CLASS & LEVEL

Folk Hero
BACKGROUND

Jack Berberette - DOTS
PLAYER NAME

Forest Gnome
RACE

Neutral Good
ALIGNMENT

0
EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+2

14

WISDOM

+2

15

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- 1 Strength
 - +2 Dexterity
 - +1 Constitution
 - +4 Intelligence
 - +4 Wisdom
 - +0 Charisma

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

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

25 ft.

SPEED

Hit Point Maximum 9

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm oblivious to etiquette and social expectations.

PERSONALITY TRAITS

Greater Good. My gifts are meant to be shared with all, not used for my own benefit. (Good)

IDEALS

I'm still seeking the enlightenment I pursued in my seclusion, and it still eludes me.

BONDS

I'd risk too much to uncover a lost bit of knowledge.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+1	1d6-1 Bludgeoning
Ice Knife	+4	1d10 Piercing / 2d6 Cold

ATTACKS & SPELLCASTING

Druid:

- Druidic
 - Hit Points
 - Proficiencies
 - Spellcasting
- Racial Traits:
- Darkvision
 - Gnome Cunning
 - Natural Illusionist
 - Speak with Small Beasts

12

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Gnomish,

Proficiencies: Animal Handling, Arcana, Club, Dagger, Dart, Herbalism Kit, Intelligence Saving Throws, Javelin, Light Armor, Mace, Medium Armor, Nature, Quarterstaff, Scimitar, Shields, Sickle, Sling, Spear, Survival, Tinker's Tools, Vehicles (Land), Wisdom Saving Throws,

OTHER PROFICIENCIES & LANGUAGES

- CP 0
- SP 0
- EP 0
- CP 5
- PP 0

- Leather
- Quarterstaff
- Shortbow
- Backpack
- Bedroll
- Blanket
- Clothes, Common
- Mess Kit
- Rations (1 day) (10)
- Rope, Hempen (50 feet)
- Tinderbox
- Torch (10)
- Waterskin
- Herbalism Kit

EQUIPMENT

FEATURES & TRAITS

Jilli

CHARACTER NAME

Young Adult	3'	35
AGE	HEIGHT	WEIGHT
Green	Light Brown	Green and Spiky
EYES	SKIN	HAIR



NAME

SYMBOL

ALLIES & ORGANIZATIONS

My friends call me Jill, but my sister, Piper, loves to call me "Jilli Bean"...to be honest, I kinda like it. Anyway, I'm a Forest Gnome and stand only three feet tall, but when I'm alone, I'm the tallest person in the room! My hair is green and spiky - Piper says it looks like a fern grew on my head, but seeing as how I'm a Druid, I take that as a compliment.

My sister and I were adopted by kindly Gnomish couple, Bramble and his husband Brand. Our Dads are retired adventurers and we grew up listening to their incredible tales of daring-do. I spent countless hours going on imaginary quests with my sister...I was always a powerful hedge witch and Piper pretended to be my guardian familiar. Little did we know that we were actually paving our way to becoming true adventurers!

Our folks taught us how to defend ourselves with quarter staves and other basics of survival. As we got older, I went on to study under our local Druid council and Piper learned martial arts and acrobatics from a Monk friend of our parents. I have always loved being outside, and discovered that I can talk with some of the forest creatures. Piper tends to be a bit on the serious side most of the time, but I always have a knack for getting her to laugh...but sometimes that gets me a punch in the arm!

I am so excited about becoming a real adventurer! I have a set of leather armor that my Dads had made for me and my Druid elder gave me a beautifully carved staff to aid me on my travels. To be honest, I sometimes get butterflies when I think about stepping out on my own but I know that I have my training and my sister to lean on when things get tough.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

A scroll case stuffed full of notes from your studies or prayers

TREASURE

Druid

SPELLCASTING CLASS

wis

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0 CANTRIPS

Druidcraft
Shillelagh

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 2

PREPARED SPELL NAME

- Cure Wounds
Faerie Fire (DEX DC 12)
Ice Knife (DEX DC 12) (Ranged +4)

2

3

- 12 empty circles for spell preparation

4

- 12 empty circles for spell preparation

5

- 12 empty circles for spell preparation

6

- 12 empty circles for spell preparation

7

- 12 empty circles for spell preparation

8

- 12 empty circles for spell preparation

9

- 12 empty circles for spell preparation

SPELLS KNOWN