



Name: Vire	Race: Half-Elf Female	Class: Druid	Background: Hermit;	Circle: Circle of the Moon
Age: 37	Height: 5'3"	Weight: 125lbs	Level: 2	Alignment: NG (Deity: Rillifane Rallathil, Elf God of Nature)
Eyes	Skin:	Hair:	Experience: 769	Languages: Common, Elvish
Personality Traits: Oblivious to etiquette & social norms				
Hit Dice:	2d8 - Ω Ω	Hit Points: 19	Condition:	
Hit Points Max:	19	Temp Hit Points:	Death Saves:	Successes: Ω Ω Ω Fails: Ω Ω Ω

Druid Traits	Description	Bonuses
Wild Shape: Ω Ω	Assume shape of any beast (CR <=1) you've seen before for 1hr; Twice per day	Assume all powers & HP of new form
Spell Learning	2 new spells per level starting with 5 spells at level 1	

Abilities & Mods	Saving Throws
Strength: 11 +0	+0
Dexterity: 13 +1	+1
Intelligence: 11 +0	P +2
Wisdom: 16 +3	P +5
Constitution: 15 +2	+2
Charisma: 11 +0	+0

Adv. vs Charm;
Sleep immunity

Inspiration:	
Initiative (D):	+1
Proficiency Bonus:	+2
Passive Perception (w):	13

Skills		Speed: 30	Dark Vision 60'
Acrobatics (D)	+1	Insight (W)	+3
Animal Handling (W)	+3	Intimidation (Ch)	+0
Arcana (I)	+0	Investigation (I)	+0
Athletics (S)	+0	Medicine (W)	+5
Deception (Ch)	+0	Nature (I)	+2
History (I)	+0	Perception (W)	+3
		Performance (Ch)	+0
		Persuasion (Ch)	+0
		P Religion (I)	+2
		Sleight of Hand (D)	+1
		Stealth (D)	+1
		P Survival (W)	+5

Armor	Armor Class: 13	Magic	Equipped	AC
Studded Leather Armor		+0	X	12

Weapons	Proficient	Range	Attacks	Magic	Attack Bonus	Damage
Scimitar (Finesse)	P	3'	1/1	+0	+3	1d6 + 1
Dagger (Finesse)	P	20/60	1/1	+0	+3	1d4 + 1
Darts (Finesse) Darts: 100	P	20/60	1/1	+0	+3	1d4 + 1

Spell Book	Slots: Level 1: Ω Ω Ω	Level 3:	Spells Known: 7	Spell Save DC: 13	Spell Attack Mod: +5
	Level 2:		Spells Prepared: 5		

P	L	Spells	Description	Cast Time	Range	Comp	Duration	Damage	Save
P	C	Produce Flame	Flame from hands: Low light 20'; Can throw 30'; Damage increases at 5 th level	Action	Self	V,S	10 Min	1d8	no
P	C	Thorn Whip	Thorny vines pulls creature <=Large 10' towards you; Damage increases at 5 th lvl	Action	30'	V,S,M	Instant	1d6	no
		1 Cure Wounds	Heals 1d8 per spell slot used + Spell Attack Modifier	Action	Touch	V,S	Instant	no	no
		1 Detect Magic	CONCENTRATION; Sense magic for 30'; Blocked by 3' wood/dirt or 1' stone/metal	Action	30'	V,S	<=10min	no	no
		1 Entangle	CONCENTRATION; Area 20' radius from designated point within 90'; Save/turn	Action	90'	V,S	<=1min	no	Str
		1 Goodberry	Makes 10 berries; 1 berry gives 1hp & nourishment for 24hrs; Rotten within 24hrs	Action	Touch	V,S,M	Instant	no	no
		1 Healing Word	Regain 1d4 per slot used + Spell Attack Modifier; No effect on undead or constructs	Bonus Action	60'	V	Instant	no	no
		1 Thunder Wave	Damage + Everything pushed 10'; Audible within 300'	Action	15'	V,S	Instant	2d8 + 4	Con
		1 Water	Create/destroy 10gal/slot; Create/Destroy 30' cube of rain or fog (+5'/slot)	Action	30'	V,S,M	Instant	no	no

Spell Pouch		
Spell Name	Material Components Required	Quantity on Hand
Thorn Whip	To cast you need a stem of a plant with thorns	10
Goodberry	Sprig of Mistletoe	10
Water (Create/Destroy)	Need drop of water if creating water, or a few grains of sand if destroying it	Pouch of Sand

Pack		
Items	Description	Equipped
Potion	Grants experience enough to go up one level; Will not work above 4	
Potion	Healing potion for 2d4 per dose; Doses: 6	
Healing	Healer's Kit: 10	
Tools	Herbalism Kit	
Dulcimer		
Clothing	Traveler's Clothes	x
Climbing Gear	Crowbar, hammer, 10 pitons, 50' rope	
Camping Gear	Map case & scrolls, fishing tackle, Bedroll, mess kit, tinderbox, 10 torches	
Food	Water skin; Rations: 10	

Coin & Treasure			
Platinum:	2	Silver:	10
Gold:	31	Copper:	10
Treasure:			

Name:	Vire	Race:	Half-Elf Female	Class:	Druid	Level:	2
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Appearance:

Background:

Ideals: Emotions not cloud our sense of what is right and true, or our logical thinking

Bonds: My isolation gave me great insight to evil I can destroy.

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

	Name:	Vire	Beast:	Copper Dragon Wyrmling
	Hit Dice:	4d8+4	Hit Points:	30
	Hit Points Max:	30	Temp Hit Points:	

Beast Traits	Description	Bonuses
Immunities	Acid	
Senses	Blindsight 10'; Darkvision 60';	
Languages	Draconic	

Abilities & Mods	Saving Throws
Strength: 15 +2	+2
Dexterity: 12 +1	+3
Intelligence: 11 +0	P +2
Wisdom: 16 +3	P +5
Constitution: 13 +1	+3
Charisma: 13 +0	+3

Adv. vs Charm;
Sleep immunity

Inspiration:

Initiative (D): +1

Proficiency Bonus: +2


Passive Perception (w): 14

Skills	Speed: 30; Climb: 30'; Fly 60'	Dark Vision 60'
Acrobatics (D)	+1	Insight (W) +3
Animal Handling (W)	+3	Intimidation (Ch) +3
Arcana (I)	+0	Investigation (I) +0
P Athletics (S)	+2	P Medicine (W) +5
Deception (Ch)	+3	P Nature (I) +2
History (I)	+0	Perception (W) +4

Performance (Ch) +3
Persuasion (Ch) +3
Religion (I) +2
Sleight of Hand (D) +1
Stealth (D) +3
Survival (W) +5

Armor	Armor Class:	16	Magic	Equipped	AC
Natural Armor			+0	X	16

Weapons	Range	Attacks	Magic	Attack Bonus	Damage	Damage Special
Bite - Piercing	5'	1/1	+0	+4	1d10+2	
Breath Weapon - Acid - Dexterity Save at DC11	20' Line	1/1	+0	+0	4d8	
Breath Weapon - Gas - Con Save at DC11	15' Cone	1/1	+0	+0	none	Halved movement/actions

	Name:	Vire	Beast:	Constrictor Snake
	Hit Dice:	2d10+2	Hit Points:	11
	Hit Points Max:	11	Temp Hit Points:	

Beast Traits	Description	Bonuses
Senses	Blindsight 10'	

Abilities & Mods	Saving Throws
Strength: 15 +2	+0
Dexterity: 13 +2	+1
Intelligence: 11 +0	P +2
Wisdom: 16 +3	P +5
Constitution: 12 +1	+2
Charisma: 5 -3	+0

Adv. vs Charm;
Sleep immunity

Inspiration:

Initiative (D): +2

Proficiency Bonus: +2


Passive Perception (w): 10

Skills	Speed: 30; Swim: 30'	Dark Vision 60'
Acrobatics (D)	+1	Insight (W) +3
Animal Handling (W)	+3	Intimidation (Ch) +0
Arcana (I)	+0	Investigation (I) +0
P Athletics (S)	+2	P Medicine (W) +5
Deception (Ch)	-3	P Nature (I) +2
History (I)	+0	Perception (W) +3

Performance (Ch) -3
Persuasion (Ch) -3
Religion (I) +2
Sleight of Hand (D) +2
Stealth (D) +2
Survival (W) +5

Armor	Armor Class:	12	Magic	Equipped	AC
Natural Armor			+0	X	12

Weapons	Range	Attacks	Magic	Attack Bonus	Damage	Damage Special
Bite - Piercing	5'	1/1	+0	+4	1d6+2	
Constrict	5'	1/1	+0	+0	1d8+2	Grappled DC14

	Name: Vire	Beast: Panther
Hit Dice:	3d8	Hit Points: 14
Hit Points Max:	14	Temp Hit Points:

Beast Traits	Description	Bonuses
Keen Smell	Advantage on Wisdom (Perception) for smells	

Abilities & Mods	Saving Throws
Strength: 14 +2	+0
Dexterity: 15 +2	+2
Intelligence: 11 +0	P +2
Wisdom: 16 +3	P +5
Constitution: 10 +0	+0
Charisma: 11 +0	+0

Adv. vs Charm;
Sleep immunity


Inspiration:	
Initiative (D):	+1
Proficiency Bonus:	+2
Passive Perception (w):	14

Skills		Speed: 50; Climb: 40'	Dark Vision 60'
Acrobatics (D)	+2	Insight (W)	+3
Animal Handling (W)	+3	Intimidation (Ch)	+0
Arcana (I)	+0	Investigation (I)	+0
P Athletics (S)	+2	P Medicine (W)	+5
Deception (Ch)	+0	P Nature (I)	+2
History (I)	+0	Perception (W)	+4

Performance (Ch) +0
Persuasion (Ch) +0
Religion (I) +2
Sleight of Hand (D) +2
Stealth (D) +6
Survival (W) +5

Armor	Armor Class: 12	Magic	Equipped	AC
Natural Armor		+0	X	12

Weapons	Range	Attacks	Magic	Attack Bonus	Damage	Damage Special
Bite - Piercing	5'	1/1	+0	+4	1d6+2	
Constrict	5'	1/1	+0	+0	1d8+2	Grappled DC14

	Name: Vire	Beast: Ferret
Hit Dice:	2d4	Hit Points: 8
Hit Points Max:	8	Temp Hit Points:

Beast Traits	Description	Bonuses
Keen Smell	Advantage on Wisdom (Perception) for smells	

Abilities & Mods	Saving Throws
Strength: 4 -3	+0
Dexterity: 15 +2	+2
Intelligence: 11 +0	P +2
Wisdom: 16 +3	P +5
Constitution: 10 +0	+0
Charisma: 10 +0	+0

Adv. vs Charm;
Sleep immunity

Inspiration:	
Initiative (D):	+2
Proficiency Bonus:	+2
Passive Perception (w):	13

Skills		Speed: 30; Climb: 30'	Dark Vision 30'
Acrobatics (D)	+2	Insight (W)	+3
Animal Handling (W)	+3	Intimidation (Ch)	+0
Arcana (I)	+0	Investigation (I)	+0
P Athletics (S)	-3	P Medicine (W)	+5
Deception (Ch)	+0	P Nature (I)	+2
History (I)	+0	Perception (W)	+3

Performance (Ch) +0
Persuasion (Ch) +0
Religion (I) +2
Sleight of Hand (D) +2
Stealth (D) +5
Survival (W) +5

Armor	Armor Class: 13	Magic	Equipped	AC
Natural Armor		+0	X	12

Weapons	Range	Attacks	Magic	Attack Bonus	Damage	Damage Special
Bite - Piercing	5'	1/1	+0	+2	1d4+1	