

Druid (Circle of the Blighted), level 2:

♦ Druidic (Druid 1, PHB 66)

I know Druidic; Hidden messages with it are only understood by those who know Druidic

♦ Spellcasting (Druid 1, PHB 66) [2 cantrips known]

I can cast prepared druid cantrips/spells, using Wisdom as my spellcasting ability

I can use a druidic focus as a spellcasting focus for my druid spells

I can cast my prepared druid spells as rituals if they have the ritual tag

♦ Blighted Shape (Circle of the Blighted 2, TDCSR 172)

I gain proficiency with Intimidation and my Wild Shape forms gain a +2 bonus to AC

My Wild Shape forms also gain 60 ft darkvision or add 60 ft if it already has it

♦ Defile Ground (Circle of the Blighted 2, TDCSR 172) [1d4 necrotic, 1× per short rest]

As a bonus action, I can blight land/water centered on a point within 60 ft

The area has a 10 ft radius, which increases to 20 ft at 10th level

The blight lasts for 1 min and is considered difficult terrain for my enemies

Creatures on it take extra damage the first time it's damaged each turn by an attack

As a bonus action, I can move this area of blight up to 30 ft

♦ Wild Shape (Druid 2, PHB 66) [CR 1/4, no fly/swim; 1 h, 2× per short rest]

As an action, I assume the shape of a beast I have seen before with the following rules:

- I gain all its game statistics except Intelligence, Wisdom, or Charisma
- I get its skill/saving throw prof. while keeping my own, using whichever is higher
- I assume the beast's HP and HD; I get mine back when I revert back
- I can't cast spells in beast form, but transforming doesn't break concentration
- I retain features from class, race, etc., but I don't retain special senses
- I can choose whether equipment falls to the ground, merges, or stays worn
- I revert if out of time or unconscious; if KO'd by damage, excess damage carries over

CLASS FEATURES

I like to watch things wither and decay. It makes me feel alive.

PERSONALITY TRAITS

Ashes to ashes, dust to dust. The cycle must always continue

IDEALS

Better to be misunderstood than to forfeit my beliefs

BONDS

I will be passive aggressive.

FLAWS

Feature Name: False Identity

I have created a second identity that includes documentation, established acquaintances, and disguises that allow me to assume that persona. Additionally, I can forge documents, including official papers and personal letters, as long as I have seen an example of the kind of document or the handwriting I am trying to copy.

BACKGROUND FEATURE

Ghostwise Halfling (+2 Dexterity, +1 Wisdom)

Lucky: When I roll a 1 on an attack roll, ability check, or saving throw, I can reroll the die and must use the new roll.

Halfling Nimbleness: I can move through the space of any creature that is of a size larger than me.

Silent Speech: I can speak telepathically to any one creature within 30 feet of me. It only understands me if we share a language.

RACIAL TRAITS

ADVENTURING GEAR

Mess kit

#

LB

1

ADVENTURING GEAR

#

LB

Backpack, with:

1

5

- Bedroll

1

7

- Costumes

2

4

- Thieves tools

1

1

- Rations, days of

5

2

- Waterskin

1

5

- Disguise kit

3

3

- Tinderbox

1

1

- Torches

5

1

- Hempen rope, feet of

50

0.2

SUBTOTAL

56

SUBTOTAL

EQUIPMENT

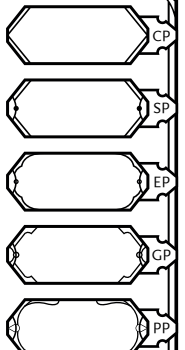
ADVENTURING GEAR

#

LB

ATTUNED MAGICAL ITEMS

SUBTOTAL



WEIGHT CARRIED

56 lb

CARRYING CAPACITY

120 lb

PUSH/DRAW/LIFT

121 - 240 lb

Add Equipment



Dunnchadh (Duncan)

CHARACTER NAME

GENDER

AGE

Small
SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

HAIR

EYES

SKIN

CLICK HERE
TO CHANGE
THIS ICON

HOVER FOR TOOLTIP
WITH DIMENSIONS

CHARACTER PORTRAIT

ORGANIZATION

CLICK HERE
TO CHANGE
THIS ICON

HOVER FOR TOOLTIP
WITH DIMENSIONS

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

LIFESTYLE

DAILY PRICE

ENEMIES

CHARACTER HISTORY

Companion Options

COMPANION NAME

RACE

SIZE

HEIGHT

WEIGHT

TYPE

AGE

GENDER

ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR

DEX

CON

INT

WIS

CHA

SAVING THROWS

ARMOR CLASS

PROFICIENCY BONUS

MAXIMUM HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSSES

FAILURES

DEATH SAVES

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

DESCRIPTION

ATTACKS

LEVEL USED

DIE

HIT DICE

INITIATIVE

SPEED

ATTACKS PER ACTION

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

FEATURES

TRAITS

PASSIVE WISDOM (PERCEPTION)

SENSES

CLICK HERE TO CHANGE THIS ICON

HOVER FOR TOOLTIP WITH DIMENSIONS

COMPANION'S APPEARANCE

NOTES

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v13.1.13+240321 (Printer Friendly)

Made by Joost Wijnen (mpmb@flaplan.com); Design taken from character sheet TM & © 2014 Wizards of the Coast LLC.

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v13.1.13+240321 (Printer Friendly)

[illegible]

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Dunnchadh (Duncan)

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
☐ ☐ ☐								

SPELL SLOTS

DRUID SPELLS

Wisdom

SPELLCASTING ABILITY

5

TO PREPARE

+5

ATTACK MODIFIER

DC 13

SAVING THROW DC

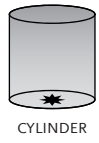
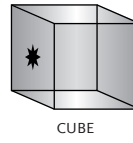
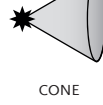
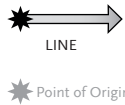
CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
 Primal Savagery	Melee spell attack, 5 ft range, for 1d10 Acid dmg	—	Trans	1 a	Self	S	Instantaneous	X	163
 Thorn Whip	Melee spell attack for 1d6 Piercing dmg and pull crea up to 10 ft towards me	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	282

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
☐ Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance till next turn start; first melee hit +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	X	150
☐ Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration	Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
☐ Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea I can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	X	150
☐ Charm Person	1+1/SL humanoids, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
☐ Create or Destroy Water	Create/destroy 10+10/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
☐ Cure Wounds	1 living creature heals 1d8+1d8/SL+3 (Wis) HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
☐ Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
☐ Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
☐ Earth Tremor	All crea in range except me save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10 ft	V,S	Instantaneous	X	155
☐ Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Str	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
☐ Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
☐ Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
☐ Goodberry	Create 10 berries; 1 a to eat 1 berry: heal 1 HP, nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
☐ Healing Word	1 living creature heals 1d4+1d4/SL+3 (Wis) HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
☐ Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	X	157
☐ Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
☐ Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
☐ Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
☐ Snare	5-ft rad trap; Investigation vs spell DC to see; save or restrained 3 ft in the air; save each rnd (5sp)	Dex	Abjur	1 min	Touch	S,M+	8 h, till trigger	X	165
☐ Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277
☐ Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	S:15ft cube	V,S	Instantaneous	P	282

PLAYER REFERENCE



AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready a spell requires concentration and expends the spell slot.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	

(PHB 196)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

EXHAUSTION (PHB 291)

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

LIGHT & VISION

(PHB 183)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE

(PHB 182)

ENVIRONMENT

(PHB 183)