

Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

Human, Druid (Circle of the Forest), 3

Ancestry, Class (Subclass), Level

Hermit

Background

950

Experience

STR
+0
11

PROFICIENCY BONUS
+2

Saving Throws

+0 Strength
+2 Dexterity
+2 Constitution
+1 Intelligence*
+5 Wisdom*
+1 Charisma
**prof. bonus added*

DEX
+2
14

Skills

+2 Acrobatics
+3 Animal Handling
-1 Arcana
+0 Athletics
+1 Deception
-1 History
+3 Insight
+1 Intimidation
-1 Investigation
+5 Medicine*
+1 Nature*
+3 Perception
+1 Performance
+1 Persuasion
+1 Religion*
+2 Sleight of Hand
+2 Stealth
+5 Survival*
**prof. bonus added*

CON
+2
15

INT
-1
9

WIS
+3
16

CHA
+1
13

PASSIVE WISDOM
13

ARMOR

13

Leather Armor

HP

24

HD 3D8

INITIATIVE

+2

SPEED

30ft

LANGUAGES Common, Druidic

ALIGNMENT Lawful Good

SIZE Medium

ACTION

- **Scimitar** melee, +4 to hit, 1D6+2
- **Dagger** melee/ranged, +4 to hit, 1D4+2
- **Shillelagh Club** spell/melee, +5 to hit, 1D8+3 (Cantrip on weapon lasts 1 minute)
- **Cast Spell** see Magic

MAGIC

- **Spell Attack Modifier** +5
- **Spell Save** DC13

SPELLS

- **CANTRIPS**
 - Guidance
 - Shillelagh
- **1ST LEVEL (4 SLOTS)**
 - Cure Wounds
 - Detect Magic
 - Goodberry
- **2ND LEVEL (2 SLOTS)**
 - Barkskin
 - Enhance Ability
 - Hold Person
 - Locate Animals or Plants
 - Spider Climb

CLASS FEATURE

- **Ritual Casting**
- **Wild Shape** (2/short or long rest)
 - Maximum CR: 1/4
 - No flying or swimming speed
- **Natural Recovery** Regain spell slots during short rest

BACKGROUND FEATURE

- **Discovery**

PROFICIENCIES

- **Armor** light armor, medium armor, shields(nonmetal only)
- **Weapons** club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear
- **Tools** herbalism kit

BEAN COUNTER

It was always hard to connect with the other Druids. While you shared a passionate devotion to nurturing nature, you seemed to be alone in wanting to keep meticulous records. How else would you know how the forests and flower fields are faring?

Branching off from your circle, you wish to raise enough funds and explore enough environments to begin your grand ambition: a seed bank.

PERSONALITY TRAIT

You gravitate towards numbers and records and don't shy away from talking with others about how much something costs.

IDEAL

Community. Many roots make the tree stronger.

BOND

You'll do anything to protect and expand your collection of seeds.

FLAW

You must document any newly discovered flora.

NOTES

EQUIPMENT

- **Carrying** leather armor, scimitar, club, dagger, sling and 20 stones, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket), 6 pouches of seeds
- **Coins & Gems** 4 gold pieces (GP), 4 gems (each worth 10 GP)