

Character Name

Human

Race

Druid N1

Class & Level

Height & Weight

Age & Sex

17 STR +3

16 CON +3

11 DEX 0

Initiative

0
Level + Dex

7 INT -2

12 WIS +1

8 CHA -1



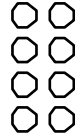
Hit Points

15 Maximum	Current
----------------------	---------

Recoveries

4

1d10+3



Death Saves



PD

14

11 + Level + Str/Con/Dex

AC

14

13 + Level + Con/Dex/Wis

MD

10

11 + Level + Int/Wis/Cha

Icon Relationships

The High Druid (positive 1)

One Unique Thing

Backgrounds

Guardian of a Wild Wood Sanctuary +3

Student of Treant Philosophy +3

Talents & Features

Quick to Fight (Racial Power)

You have advantage on initiative checks.

Nature Talking (Class Feature)

You can talk to plants and animals. If there is useful information to gain, roll a skill check that's appropriate for the tier.

Warrior Druid Initiate (Talent)

Your base AC in light armor is 13.
Your base hit points are 7 + CON mod.
(Adv. feat)



Attacks

Spear (Melee Attack)

Attack: 1d20+3 vs. AC
Hit: 1d8+3 damage
Miss: —

Javelin (Ranged Attack)

Attack: 1d20+1 vs. AC
Hit: 1d6+1 damage
Miss: —

Invoke the Storm

Flexible once-per-battle melee attack
Triggering Roll: Natural 5, 10, 15, or 20
Effect: Roll a d4. Deal lightning damage equal to five times the number you rolled to one nearby enemy other than the target of the triggering attack.
(Adventurer feat)

Equipment