



CHELUWYRM THE BELOVED

Druid 1

CLASS & LEVEL

Dragonborn (Silver Dragon Ancestry)

RACE

0

EXPERIENCE POINTS

Urchin

BACKGROUND

bhamv3

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
+1
12

+2 PROFICIENCY BONUS

DEX
+1
13

SAVING THROWS
+1 Strength Saves
+1 Dexterity Saves
+2 Constitution Saves
+1 Intelligence Saves *
+4 Wisdom Saves *
+1 Charisma Saves
* Prof. bonus added

CON
+2
14

SKILLS
+1 Acrobatics (Dex)
+2 Animal Handling (Wis)
+1 Arcana (Int) *
+1 Athletics (Str)
+1 Deception (Cha)
-1 History (Int)
+2 Insight (Wis)
+1 Intimidation (Cha)
-1 Investigation (Int)
+2 Medicine (Wis)
+1 Nature (Int) *
+2 Perception (Wis)
+1 Performance (Cha)
+1 Persuasion (Cha)
-1 Religion (Int)
+3 Sleight of Hand (Dex) *
+3 Stealth (Dex) *
+2 Survival (Wis)

INT
-1
8

WIS
+2
15

CHA
+1
13

12 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields (nonmetal only)

Weapons: club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear

Tools: disguise kit, herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Arcana, Nature, Sleight of Hand, Stealth

Languages: Common, Draconic

ARMOR CLASS (AC)

14

INITIATIVE

+1

SPEED

30 ft.

Armor Worn: Leather armor, wooden shield

HIT POINTS

10

HIT DICE

1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+1 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC & SPECIAL ATTACKS

Draconic Breath Weapon: Once between short or long rests, breathe out 15 ft. cone of frost causing 2d6 cold damage (DC 12 Con save for half damage) to all caught in area.

FEATURES, TRAITS & MORE

Alignment: Chaotic Good. I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.

Dragonborn Traits
(Silver Dragon Ancestry) [PHB p. 32]

- Age: 27 years old
- Medium Size (5' 10", 203 lbs.)
- Drac. Breath Weapon (cold)
- Drac. Resistance (half damage vs. cold)

Druid Class Features [PHB p. 65]

- Ritual Casting

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Guidance, Shillelagh*

Prepared Spells

1st Level (2 slots): *Detect Magic, Cure Wounds, Animal Friendship*

Urchin Features [PHB p. 129]

- City Secrets

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), shield (AC +2), scimitar, club, dagger, sling and 20 stones, belt pouch, set of common clothes, a small knife, a map of the city you grew up in, a pet mouse, a token to remember your parents by

Lifting and Carrying: 180 lbs. max. carrying capacity; 360 lbs. pushing or dragging (speed -5 ft.); 360 lbs. max. lift.

Coins & Gems: 5 gold pieces (gp); 38 silver pieces (sp); 54 copper pieces (cp); 3 gems (worth 10 gp each)