



# 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

ARMOR CLASS (AC) INITIATIVE SPEED  
**14** **+1** **30 ft.**

## FEATURES, TRAITS & MORE

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

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

Armor Worn: Leather armor, wooden shield

HIT POINTS HIT DICE  
**10** **1d8**

## 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)

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*)

## 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.

## Druid Class Features [PHB p. 65]

- Ritual Casting

## Spellcasting [PHB p. 201]

**Spell Attack Modifier +4**  
**Spell Save DC 12**

INT  
**-1**  
8

**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.)

Cantrips Known: *Guidance, Shillelagh*

## Prepared Spells

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

WIS  
**+2**  
15

## 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.

## Urchin Features [PHB p. 129]

- City Secrets

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

## 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)