

# HUMAN DRUID I

"All things have a spirit within. My spirit is my strength."



You were born in a sacred natural place, and you were marked from birth with supernatural gifts. Although your parents were farmers, your presence was a blessing to them and your village. The druids of the circle overseeing the land near your home tutored you from a young age, allowing you to eschew the normal life of a farm child. You became able to shift your form when you entered puberty. Although your build is slight, your powers of spirit grant you all the might you need.

## BACKGROUND (FOLK HERO)

You come from among the peasantry, but the druids who taught you revealed your birth is in accord with a prophecy spoken long ago by mysterious fey. People of your home village regard you as a blessed one with the skills to stand against threats against common folk everywhere.

**Rustic Hospitality.** You can find a place to hide, rest, or recuperate among commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

**Faction.** You are a member of the Emerald Enclave, wilderness survivalists who preserve the natural order while rooting out unnatural threats.

**Personality Trait.** You judge people by their actions, testing them with strong words.

**Ideal.** Traditional ways, when wise and good, should be upheld.

**Bond.** Everything you do is to serve and protect the common folk.

**Flaw.** Convinced of the import of your destiny, you are blind to your shortcomings and the risk of failure.

## DRUID FEATURES

**Druidic.** You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

**Spellcasting.** Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

## CHARACTER NAME

Medium humanoid (human),  
neutral good

**Armor Class** 13 (leather)  
**Hit Points** 17 (Hit Dice 2d8)  
**Speed** 30 ft.

STR	DEX	CON
9 (-1)	15 (+2)	14 (+2)
INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)

**Proficiencies** (+2 proficiency bonus)

**Armor** Light armor, medium armor, shields

**Saving Throws** Int +2, Wis +5

**Skills** History +2, Insight +5, Medicine +5, Nature +2

**Tools** harp, herbalism kit

**Weapons** clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

**Senses** passive (Perception) 13

**Languages** Common, Draconic, Druidic

## ACTIONS

**Attack.** You can make one of the following attacks:

- **Dagger.** *Melee or Ranged Weapon*  
*Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target.  
*Hit:* 1d4 + 3 piercing damage.

*Cantrips.* You know two cantrips, which you can cast at will.

*Preparing and Casting Spells.* To cast one of your druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

*Spellcasting Ability.* Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

- **Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 1d6 + 3 slashing damage.
- **Thorn Whip.** *Melee Spell Attack:* +5 to hit, reach 30 ft., one target.  
*Hit:* 1d6 piercing damage, and if the target is Large or smaller, pull it up to 10 feet closer to you.

## BONUS ACTIONS

**Two-Weapon Fighting.** When you take the Attack action and attack with your scimitar in one hand, you can use a bonus action to attack with the dagger in your other hand. On a hit with this bonus action attack, you deal only 1d4 piercing damage.

## OPTIONS

**Spellcasting.** You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft*, *thorn whip*

1st Level (3 slots): *detect magic*, *faerie fire*, *healing word*, *thunderwave*

*Ritual Casting.* You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

*Spellcasting Focus.* You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

## EQUIPMENT

Backpack, bedroll, common clothing, dagger, harp, healer's kit, herbalism kit, leather armor, mess kit, pouch, rations (10 days), scimitar, tinderbox, waterskin, yew wand