

Salimar

CHARACTER NAME

13 High Druid of the Southern Suss Forest

LEVEL & CLASS

Heroes of Hawthorne NPC

PLAYER NAME

Hermit

BACKGROUND

Human

RACE

120,000

EXPERIENCE

140,000

Next Level

STRENGTH

+2

14

DEXTERITY

+4

19

CONSTITUTION

+3

17

INTELLIGENCE

0

11

WISDOM

+4

19

CHARISMA

+2

14

RESISTANCES

Adv. vs. magical plants that impede movement; Immune to poison and disease

SAVING THROWS

SKILLS

Acrobatics (Dex) +4

Animal Handling (Wis) +4

Arcana (Int) 0

Athletics (Str) +2

Deception (Cha) +2

History (Int) 0

Insight (Wis) +4

Intimidation (Cha) +2

Investigation (Int) 0

Medicine (Wis) +9

Nature (Int) +10

Perception (Wis) +4

Performance (Cha) +2

Persuasion (Cha) +2

Religion (Int) +5

Sleight of Hand (Dex) +4

Stealth (Dex) +4

Survival (Wis) +14

Tool

153 MAXIMUM HIT POINTS

+5 PROFICIENCY BONUS

19 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+9 INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL 13 DIE d8+3 USED

HIT DICE

ENCUMBERED 20 ft

30 ft SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Wild Shape (CR 1; 6 hours)	2	SR	
Natural Recovery (7 levels spell slots)	1	LR	

ACTIONS

Wild Shape (start)

BONUS ACTIONS

Wild Shape (end)

REACTIONS

ACTIONS

AC 15

Armor +3 Everbloom Robes

Shield

4 Dex

Magic

Misc

Misc

ARMOR

INSPIRATION

17 ABILITY SAVE DC WISDOM

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

LANGUAGES

"Owlbear"

Druidic

Common

Elvish

TOOLS & OTHERS

Herbalism kit

PROFICIENCIES

14 PASSIVE WISDOM (PERCEPTION)

SENSES

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ATTACK NAME

Staff of the Wilds

Prof ABILITY RANGE TO HIT DAMAGE DAMAGE TYPE

✓ Str Melee +9 2d6+6 Bludgeoning

Versatile (1d8)

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

- As an action, I assume the shape of a beast I have seen before with the following rules:
- I gain all its game statistics except Intelligence, Wisdom, or Charisma
 - I get its skill/saving throw prof. while keeping my own, using whichever is higher
 - I assume the beast's HP and HD: I get mine back when I revert back
 - I can't cast spells in beast form, but transforming doesn't break concentration
 - I retain features from class, race, etc., but I don't retain special senses
 - I can choose whether equipment falls to the ground, merges, or stays worn
 - I revert if out of time or unconscious; if KO'd by damage, excess damage carries over

- I know one additional druid cantrip of my choice

- After a short rest, I can recover a number of 5th-level or lower spell slots

- My mystical connection to the forest infuses me with the ability to cast certain spells
These are always prepared, but don't count against the number of spells I can prepare

- I can travel through nonmagical, difficult terrain without penalty

- I have advantage on saves vs. plants that impede movement by magical influence

- I am immune to poison/disease and I can't be charmed/frightened by elementals or feyDruid (Circle of the Land), level 13:

- I know Druidic; Hidden messages with it can only be understood by who know Druidic

- I can cast prepared druid cantrips/spells, using Wisdom as my spellcasting ability

- I can use a druidic focus as a spellcasting focus

- I can cast my prepared druid spells as rituals if they have the ritual tag

NOTES

EXTRA EQUIPMENT

OTHER HOLDINGS

MAGIC ITEMS



Salimar

CHARACTER NAME

Male	104	Medium	6'2"	207
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Mielikki	White	Green	Fair
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

The denizens of the Pomarj and those who would threaten the Suss Forest.

ENEMIES

Salimar is the current High Druid of the Southern Suss Forest. He has been the authority for the good people of the region for over half a century now.

Few others but the Elves of thee Suss can recall when Salimar arrived, and nearly everyone who lives or makes a living in the forest defer to him as the caretaker of the lands there.

Those seeking to do harm, or use the forest as a hiding place for crimes know to be wary of the steward and his mighty Owlbear companion, "Sunny".

Salimar is a stern but fair man. He appears old, but far younger than his 104 human years would indicate. Close friends believe it is his diet of herbs and special forest fungi, paired with strong magics, that keep Salimar young despite his years.

A powerful Druid, Salimar prefers to negotiate with those causing trouble for the forest and those who dwell in it. His wrath is terrible, as is that of his powerful ally in the event evil seeks to root itself in the Suss Forest.

Salimar and Sunny's home is always open to travelers and friends from Hawethorne. He will often provide safe passage through the dark trails of the forest and frequently has valuable knowledge of happenings in the forest for those who take the time to visit.

CHARACTER HISTORY



Sunny

COMPANION
NAME

Owlbear
RACE

Huge
SIZE

20' standing
HEIGHT

836
WEIGHT

Monstrosity
TYPE

Unknown
AGE

Male
GENDER

Chaotic Good
ALIGNMENT

STRENGTH

+6

22

DEXTERITY

+2

14

CONSTITUTION

+4

19

INTELLIGENCE

-2

7

WISDOM

+1

13

CHARISMA

+1

12

PROF
+8 STR
+4 DEX
+6 CON
-2 INT
+1 WIS
+1 CHA

SAVING THROWS

21

ARMOR
CLASS

+2

PROFICIENCY
BONUS

144

MAXIMUM
HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESS

FAILURES

DEATH SAVES

+5

INITIATIVE

50 ft

SPEED

LEVEL USED
12

DIE d8+4

HIT DICE

3

ATTACKS
PER ACTION

ATTACK NAME

Claws

PROF ABILITY

✓ Dex

RANGE

Melee (10 ft)

TO HIT

+11

DAMAGE

2d8+10

DAMAGE TYPE

Slashing

DESCRIPTION

Bite

✓ Str

Melee (10 ft)

+11

2d10+10

Piercing

ATTACKS

PROF
+2 Acrobatics (Dex)
+1 Animal Handling (Wis)
-2 Arcana (Int)
+6 Athletics (Str)
+1 Deception (Cha)
-2 History (Int)
+1 Insight (Wis)
+1 Intimidation (Cha)
-2 Investigation (Int)
+1 Medicine (Wis)
-2 Nature (Int)
+5 Perception (Wis)
+1 Performance (Cha)
+1 Persuasion (Cha)
-2 Religion (Int)
+2 Sleight of Hand (Dex)
+2 Stealth (Dex)
+1 Survival (Wis)

SKILLS

Sunny may attack three (3) times per action. This multi-attack involves two swipes of his massive claws as well as a bite from his mighty beak.

Sunny's bulk and natural hide makes for an impressive barrier against attacks.

FEATURES

Prone to Violence: As a cub, Sunny suffered abuse at the hands of Goblins. He was rescued by Salimar, but when he encounters Goblinoid creatures, Sunny becomes uncontrollably violent. His melee attacks gain +2 to hit and +4 to damage against Goblinoids.

Keen Sight and Smell: Sunny has advantage on Wisdom (Perception) checks that rely on sight or smell.

TRAITS

Captured as a cub after his mother was slain by Goblins near the Pomarj, Sunny was abused nearly to his death; he was saved by a young Suss Forest Druid named Salimar.

The kind Druid was able to rehabilitate the young Owlbear and curb his violent disposition with his gentle and caring ways.

Sunny has outlived and outgrown others of his kind through a careful diet and the care of Salimar, only he knows Sunny's true age.

He is a playful, happy, but enormous creature who often forgets his size and has nearly crushed allies with his gigantic hugs.

He is loved and respected by all of the good inhabitants of the Southern Suss Forest and feared by the evil races and bad humanoids in the area.

The Heroes of Hawethorne count Sunny as a powerful ally, many will stray miles off their intended path to stop in and visit Sunny and Salimar every chance they get to while their adventures take them into Suss Forest.

NOTES

COMPANION'S APPEARANCE