

Chelrune Ravaxidor

She/Her

Lv. 3 Courtier Suppliant Elven Druid

+2

INIT.

30 ft

SPEED.

+2

Proficiency Bonus

14

ARMOR CLASS

Exhaustion

Max

27

Hit Points

Current

Temp

Type

d8

Hit Dice

Used

Max

3

Luck

success

Death Saves

failure

+0

STR

10

save +0

+2

DEX

14

save +2

+1

CON

12

save +1

+1

INT

12

save +3

+3

WIS

17

save +5

+0

CHA

10

save +0

Skills

☐ +2 Acrobatics (Dex)

☐ +3 Animal Handling (Wis)

☐ +1 Arcana (Int)

☐ +0 Athletics (Str)

☐ +0 Deception (Cha)

☒ +3 History (Int)

☒ +5 Insight (Wis)

☐ +0 Intimidation (Cha)

☐ +1 Investigation (Int)

☐ +3 Medicine (Wis)

☒ +3 Nature (Int)

☒ +5 Perception (Wis)

☐ +0 Performance (Cha)

☐ +0 Persuasion (Cha)

☒ +3 Religion (Int)

☐ +2 Sleight of Hand (Dex)

☐ +2 Stealth (Dex)

☐ +3 Survival (Wis)

Weapon	To Hit	Damage	Range
Quarterstaff	+2	1d6/1d8	melee
Bash			
Sling	+4	1d4	150/600
Ricochet Shot			
GraveTouch	+5	1d8	120
Shillelagh	+5	1d8+3	melee
Shocking Grasp	+5	1d8	melee

Inventory

Explorer's Pack

Hide Armor

Signet Ring

Fine Clothes

Wealth

12 GP

Class Features

Nature's Gift

As a bonus action, choose one creature within 5 feet of you (this can be you). When you do so, roll 2d4. That creature regains hit points equal to the total rolled. You can use this feature twice per long rest.

Wild Shape - Beast Form:

As an action, you can magically assume the form of a Beast.

Wild Shape - Draw Power:

As a bonus action, you can reshape the natural energies around you to draw them within yourself and recharge your spellcasting ability. When you do so, choose a single expended Primal spell slot to recover.

Wild Shape - Symbiotic Entity:

As an action, you can awaken your halo of spores. You gain 8 temporary hit points. While this feature is active, you gain the following benefits:

- When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.

- Your melee weapon attacks deal an extra 1d6 necrotic damage to any target they hit.

Halo of Spores:

You are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC.

Talents & Traits

Combat Conditioning::

You've endured extensive training to withstand the rigors of combat. You gain these benefits:

- Your hit point maximum increases by 6.

- When you roll hit dice to recover hit points, reroll any dice that roll 1's (keep the second result).

Heightened Senses:

You have advantage on Perception checks that rely on sight or hearing. You can see through lightly obscured areas normally and areas of dim light as if it were bright light.

Magic Ancestry:

You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance:

Elves don't need to sleep. Instead, they enter a meditative trance state, remaining semiconscious for 4 hours a day.

Chelrune Ravaxidor

Primordial Spell List

WIS
Spellcasting
Ability

13
Save DC

+5
Bonus.

1st Circle Spell Slots ○ ○ ○ ○
2nd Circle Spell Slots ○ ○

Druidcraft

Primordial Cantrip (Transmutation)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Whispering to the spirits of nature, you create one of the following effects - a tiny, harmless sensory effect that predicts what the weather will be - make a flower blossom, a seed pod open, or a leaf bud bloom. - an instantaneous, harmless sensory effect, such as falling leaves. - instantly light or snuff out a candle, torch, or small campfire.

Grave Touch

Primordial Cantrip (Necromancy)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round
You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

Shillelagh

Primordial Cantrip (Transmutation)
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: 1 minute
The wood of a your quarterstaff is imbued with nature's power. For the duration, you can use your spellcasting ability instead of STR for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical if it isn't already. As part of the same action used to cast this spell, you can make a single melee attack with the shillelagh.

Shocking Grasp

Primordial Cantrip (Evocation)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Lightning springs from your hand to deliver a shock to a creature you touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing metal armor or armor that lacks the Natural Materials property. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

Purify Food And Drink

1st-Circle Primordial Ritual
Casting Time: 1 minute
Range: 10 feet
Components: V, S
Duration: Instantaneous
You cleanse food and drink for safe consumption. All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Circle of Stones

2nd-Circle Primordial Ritual
Casting Time: 1 minute
Range: 30 feet (10-foot-radius circle)
Components: V, S, M
Duration: 8 hours
You place four crystals in a 10 foot radius circle and you designate specific creatures or creature types to be ignored. Until the spell ends, when a creature you didn't designate comes within 30 feet of the crystals, one crystal launches itself at the intruder. The creature must succeed on a DEX save or take 1d6 magical bludgeoning damage. Even if you can't see the crystals, you immediately know when a crystal is triggered.

Prepared Spells:

Grave Touch

Blindness/Deafness

Gentle Repose

Druid Spells

1ST CIRCLE

Animal Friendship (Enchantment)
Charm a Beast for a day.
Burning Hands (Evocation) Fire harms targets, ignites objects.
Create or Destroy Water (Transmutation)
Affect gallons of water.
Cure Wounds (Necromancy) Average heal to ally.
Entangle (Conjuration) Restrains targets in 20-ft. square.
Expeditious Retreat (Transmutation)
Dash as a bonus action.
Feather Fall (Transmutation) Targets fall slowly.
Fire Under the Tongue (Transmutation)
Eat fire, use it later.
Fog Cloud (Conjuration) Fog obscures an area.
Goodberry (Transmutation) Ten berries heal 1 HP each.
Longstrider (Transmutation) Boost speed and jump distance.
Speak with Animals (Divination)
Converse with Beasts.
Thunderwave (Evocation) Push and damage foes.

2ND CIRCLE

Alter Self (Transmutation) Change your form and appearance.
Barkskin (Transmutation) Ally's AC is at least 16.
Darkvision (Transmutation) Allies can see in the dark.
Enhance Ability (Transmutation) Boost an ability score for 1 hr.
Enlarge/Reduce (Transmutation) Alter a target's size.
Flaming Sphere (Evocation) Move fire to harm and ignite.
Gust of Wind (Evocation) Wind pushes and disperses.
Heat Metal (Transmutation) Make metal too hot to use.
Moonbeam (Evocation) Vertical beam of radiant for 1 min.
Pass Without Trace (Abjuration) Group has +10 Stealth, no tracks.
Protection from Poison (Abjuration)
Stop, resist poison for ally.
Restoration (Abjuration) Cure disease or condition on target.
Spider Climb (Transmutation) Walk on walls and ceilings.
Spike Growth (Transmutation) Hidden ground deals piercing.
Wildsense (Divination) Perceive through a Beast's senses.

Elk

Large Beast

Armor Class 10, Hit Points 24,

Speed 50 ft.

Perception 10, Stealth 10

STR DEX CON INT WIS CHA

+2 +0 +1 +1 +3 +0

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 1d6 bludgeoning damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

ACTIONS

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6 + 2 bludgeoning damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage, and the target must succeed on a DC 12 STR save or be pushed up to 10 feet away from the elk.

Boar

Medium Beast

Armor Class 11, Hit Points 14

Speed 40 ft.

Perception 9, Stealth 10

STR DEX CON INT WIS CHA

+2 +0 +1 +1 +3 +0

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a Tusk attack on the same turn, the target takes an extra 1d6 slashing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 4 damage or less that would reduce it to 0 HP, it is reduced to 1 HP instead.

ACTIONS

Tusk. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6 + 2 slashing damage.

Panther

Medium Beast

Armor Class 12, Hit Points 14

Speed 50 ft., climb 40 ft.

Perception 14, Stealth 16

Senses darkvision 60 ft.

STR DEX CON INT WIS CHA

+2 +2 +0 +1 +3 +0

Heightened Smell. The panther's Perception is 19 when perceiving by smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 12 STR save or be knocked prone. If the target is prone, the panther can make one Bite attack against it as a bonus action.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d6 + 2 piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 slashing damage.

BONUS ACTIONS
Stealthy Hunter. The panther takes the Hide action.

Wolf

Medium Beast

Armor Class 13, Hit Points 14

Speed 40 ft.

Perception 11, Stealth 14

STR DEX CON INT WIS CHA

+1 +2 +1 +1 +3 +0

Heightened Hearing and Smell. The wolf's Perception is 16 while perceiving by hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 piercing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

Giant Badger

Medium Beast

Armor Class 10, Hit Points 14

Speed 30 ft., burrow 15 ft.

Perception 11, Stealth 10

Resistant: frightened

Senses darkvision 30 ft.

STR DEX CON INT WIS CHA

+1 +0 +2 +1 +3 +0

Heightened Smell. The badger's Perception is 16 when perceiving by smell.

ACTIONS

Multiattack. The badger makes one Bite attack and one Claws attack.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 1d6 + 1 piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 slashing damage.

Cat

Tiny Beast

Armor Class 11, Hit Points 4

Speed 40 ft., climb 30 ft.

Perception 13, Stealth 13

Senses darkvision 30 ft.

STR DEX CON INT WIS CHA

-4 +1 +0 +1 +3 +0

Heightened Smell. The cat's Perception is 18 when perceiving by smell.

ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 1d4 + 1 slashing damage.

BONUS ACTIONS

Charming Mewl. The cat emits a soft, high-pitched meow at a creature it can see within 10 feet of it. The target must succeed on a DC 11 CHA save or be charmed until the end of its next turn. If a creature's save is successful or the effect ends for it, the creature is immune to the cat's Mewl for the next 24 hours.