

Izoni

CHARACTER NAME

Druid 1

CLASS & LEVEL

Dark Elf (Devkarin)

RACE

Golgari Agent

BACKGROUND

Neutral

ALIGNMENT

Wally D.

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

15

+2

CHARISMA

9

-1

INSPIRATION

+2

PROFICIENCY BONUS

- +1 Strength
- ___ Dexterity
- +2 Constitution
- +3 Intelligence
- +4 Wisdom
- 1 Charisma

SAVING THROWS

- ___ Acrobatics (Dex)
- +4 Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- +4 Medicine (Wis)
- +3 Nature (Int)
- +4 Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- +4 Survival (Wis)

SKILLS

12

ARMOR CLASS

INITIATIVE

30

SPEED

Hit Point Maximum

10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1

HIT DICE

SUCCESSES

○ ○ ○ ○

FAILURES

○ ○ ○ ○

DEATH SAVES

Remember, I Could kill you in your sleep. Or put centipedes in your bedroll.

PERSONALITY TRAITS

All of us are part of the cynical march of nature which will continue with or without us

IDEALS

I have an identical twin who is as different from me as any person could be

BONDS

I assume that anyone outside the Golgari looks down on me

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quartersta +3 1d6+1 B

Q-Staff (V) +3 1d8+1 B

Blowgun +3 1 P + Pois

Needles for Blowgun 25/100ft

- Loading property

Mushroom Poison -

Hallucination

Giant Centipede - Temp

Paralysis

ATTACKS & SPELLCASTING

Darkvision 120'

Sunlight Sensitivity

- DISADV on attack rolls and on WIS (Perception) checks in direct sunlight

Fey Ancestry

- ADV on SAVE vs Charm
- Magic cannot put to Sleep

Trance

- No need to sleep. Need to meditate for 4 hours

PASSIVE WISDOM (PERCEPTION)

Elvish - Common - Giant - Druidic

Rapiers, Shortswords and Crossbows

Poisoner's Kit
Herbalism Kit

OTHER PROFICIENCIES & LANGUAGES

CP

GP

GP

GP

GP

GP

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Golgari Insignia

Poisoners Kit

Pet Beetle

Common Clothes

Pouch

10

Leather Armor

EQUIPMENT

FEATURES & TRAITS



Izoni

CHARACTER NAME

AGE

Green

EYES

HEIGHT

Copper

SKIN

WEIGHT

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME SYMBOL

CHARACTER BACKSTORY

UNDERCITY PATHS:
- Knows Hidden, Underground pathways. Can travel through cities twice as fast if traveling underground.

ADDITIONAL FEATURES & TRAITS

TREASURE



Druid

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0 CANTRIPS

- Druidcraft
- Infestation (XGE)
- Dancing Lights (Race)
- Chill Touch (2nd Level)
- Mold Earth (3rd Level)

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED SPELL NAME

- Entangle
- Ray of Sickness
- Cure Wounds
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2

- Spider Climb
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- Blindness/Deafness (Gain at 3rd Level Circle Spores)
- Gentle Repose (Ritual) (Gain at 3rd Level Circle Spores)
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3

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- Conjure Animals
- Erupting Earth (XGE)
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- Gaseous Form (Gain at 5th Level Circle Spores)
- Animate Dead (Gain at 5th Level Circle Spores)
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4

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- Blight
- Polymorph
- Giant Insect
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- Blight (Gain at 7th Level Circle Spores)
- Confusion (Gain at 7th Level Circle Spores)
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5

- Insect Plague
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- Cloudkill (Gain at 9th Level Circle Spores)
- Contagion (Gain at 9th Level Circle Spores)
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6 Add to Druid Spell List

- C: Spare the Dying, Dancing Lights
- 1: Ray of Sickness
- 2: Ray of Enfeeblement, Spider Climb
- 3: Animate Dead
- 4:
- 5: Cloudkill
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7

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- Faerie Fire - Once Per Day (Race - 3rd Level)
- Darkness - Once Per Day (Race - 5th Level)
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SPELLS KNOWN