

Izoni

CHARACTER NAME

Druid 8

CLASS & LEVEL

Dark Elf (Devkarin)

RACE

Golgari Agent

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

18

+3

CHARISMA

9

-1

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- +1 Strength
 - ___ Dexterity
 - +2 Constitution
 - +4 Intelligence
 - +7 Wisdom
 - 1 Charisma

- SKILLS
- ___ Acrobatics (Dex)
 - +7 Animal Handling (Wis)
 - ___ Arcana (Int)
 - ___ Athletics (Str)
 - ___ Deception (Cha)
 - ___ History (Int)
 - ___ Insight (Wis)
 - ___ Intimidation (Cha)
 - ___ Investigation (Int)
 - +7 Medicine (Wis)
 - +4 Nature (Int)
 - +7 Perception (Wis)
 - ___ Performance (Cha)
 - ___ Persuasion (Cha)
 - ___ Religion (Int)
 - ___ Sleight of Hand (Dex)
 - ___ Stealth (Dex)
 - +7 Survival (Wis)

12

ARMOR CLASS

INITIATIVE

30

SPEED

Hit Point Maximum

59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

8

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

Darts +3 1d4+1 P

Darts - Finesse 20/60ft
- ADD POISON?

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

Wild Shape

- Twice in between rests
- 1/4CR -2nd lvl no Fly/Swmm
- 1/2 CR -4th level no Fly
- 1 CR at 8th level
- Hours = 1/2 druid level
- No Spells / Temp HP

HALO of SPORES

- Unleash on a creature within 10ft. Reaction 1d4
Necrotic unless SAVE vs CON my spell DC
- 1d6 at 6th Level

SYMBIOTIC ENTITY

- Use Wild Shape Charge to activate
- 4 TEMP HP per Druid level
- Roll a second die for Halo Spores
- Melee Weapon extra 1d6 poison dmg
- 10 Minutes or lose all Temp HP

FUNGAL INFESTATION

- Use reaction to Animate a corpse with our spores if it dies within 10ft
- Has 1 HP - Zombie Stat Block
- 1 Hour
- Attack actions only - turn after mine
- Use number times equal to WIS modifier
- regain after long rest

21

PASSIVE WISDOM (PERCEPTION)

Elvish - Common - Giant -
Druidic

Rapiers, Shortswords and
Crossbows

Poisoner's Kit
Herbalism Kit

OTHER PROFICIENCIES & LANGUAGES

CP

Golgari Insignia

SP

Poisoners Kit

EP

Pet Beetle

CP

Common Clothes

CP

Pouch

CP

10

PP

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

ADDITIONAL FEATURES & TRAITS

UNDERCITY PATHS:

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

FEAT - Observant

- WIS +1

- Can read lips of speaking creature if we can see mouth and speaking a language we understand

- +5 bonus to passive WIS / INT

TREASURE

Druid

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

Druidcraft

Infestation (XGE)

Dancing Lights (Race)

Chill Touch (2nd Level)

Mold Earth (4th Level)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

- Entangle (recommended prep spell)
- Ray of Sickness (recommended prep spell)
- Cure Wounds (recommended prep spell)

2

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

3

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

4

-
- Blight (recommended prep spell)
- Polymorph (recommended prep spell)
- Giant Insect (recommended prep spell)
-
- Blight (Gain at 7th Level Circle Spores)
- Confusion (Gain at 7th Level Circle Spores)

5

- Insect Plague (recommended prep spell)
-
-
-
- Cloudkill (Gain at 9th Level Circle Spores)
- Contagion (Gain at 9th Level Circle Spores)

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

7

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

8

9

SPELLS KNOWN