

## zook wiggins 3

Player: Finn

**Male Forest Gnome Druid 4 - CR 1**

Lawful Neutral; Small Humanoid; Background: **Outlander**;  
Age: **16**; Height: **3 3"**; Weight: **34lb.**; Eyes: **brown**; Hair:  
**yellow**

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	7	-2	-2
<b>DEX</b> DEXTERITY	16	+3	+3
<b>CON</b> CONSTITUTION	12	+1	+1
<b>INT</b> INTELLIGENCE	11	0	+2
<b>WIS</b> WISDOM	18	+4	+6
<b>CHA</b> CHARISMA	13	+1	+1

<b>AC</b> 16	<b>Initiative</b> +3	<b>Speed</b> 25 ft
<b>Proficiency</b> +2	<b>Inspiration</b>	
<b>HP</b> 27	<b>HD</b> 4d8	<b>Death Saves</b>

Damage / Current HP	HD Used	Success/Fail

**Number of Attacks** 1

### Dagger

Main hand: **+5, 1d4+3 piercing** Rng: 20 ft./60 ft.  
Ranged: **+5, 1d4+3 piercing** Finesse, Light, Thrown

### Dart

Ranged: **+5, 1d4+3 piercing** Rng: 20 ft./60 ft.  
Finesse, Thrown

### Quarterstaff

Main hand: **+0, 1d6-2 bludgeoning** Versatile  
Both hands: **+0, 1d8-2 bludgeoning**

### Sling

Ranged: **+5, 1d4+3 bludgeoning** Rng: 30 ft./120 ft.  
Ammunition

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Ranged: **+5, 1d4+3 bludgeoning** Rng: 30 ft./120 ft.  
Ammunition

### Hide

+2



Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	-	
<b>Animal Handling</b>	<b>+6</b>	WIS (4)	+2	
<b>Arcana</b>	<b>+0</b>	INT (0)	-	
<b>Athletics</b>	<b>+0</b>	STR (-2)	+2	
<b>Deception</b>	<b>+1</b>	CHA (1)	-	
<b>History</b>	<b>+0</b>	INT (0)	-	
<b>Insight</b>	<b>+4</b>	WIS (4)	-	
<b>Intimidation</b>	<b>+1</b>	CHA (1)	-	
<b>Investigation</b>	<b>+0</b>	INT (0)	-	
<b>Medicine</b>	<b>+4</b>	WIS (4)	-	
<b>Nature</b>	<b>+2</b>	INT (0)	+2	
<b>Perception</b>	<b>+4</b>	WIS (4)	-	
<b>Performance</b>	<b>+1</b>	CHA (1)	-	
<b>Persuasion</b>	<b>+1</b>	CHA (1)	-	
<b>Religion</b>	<b>+0</b>	INT (0)	-	
<b>Sleight of Hand</b>	<b>+3</b>	DEX (3)	-	
<b>Stealth</b>	<b>+3</b>	DEX (3)	-	
<b>Survival</b>	<b>+6</b>	WIS (4)	+2	

**Passive Perception: 14**

**Other Proficiencies:**

**Tools:** Bagpipes (+2); Herbalism kit (+2)  
**Weapons:** Club; Dagger; Dart; Javelin; Mace;  
Quarterstaff; Scimitar; Sickle; Sling; Spear  
**Armor:** Light armor; Medium armor; Shields

## Shield

+2

## Gear

**Total Weight Carried: 83.07 lbs,  
(Maximum: 105 lbs)**

coat with lots of pocets	0.56 lbs
- Custom Trinket -	-
Arcane focus (staff)	4 lbs
Ball bearings (bag of 1,000)	2 lbs
Bedroll	7 lbs
Blanket	3 lbs
Candle	-
Dagger	1 lb
Dart	0.25 lbs
Hide	12 lbs
Mess kit	1 lb
Money	0.26 lbs
Parchment x2	-
Quarterstaff	4 lbs
Rope, hempen (50 feet)	10 lbs
Shield	6 lbs
Sling	-
Sling	-
Tent, two-person	20 lbs
Tinderbox	1 lb
Torch	1 lb
Waterskin	5 lbs
Waterskin	5 lbs

## Special Abilities

Circle of the Shepherd  
 Darkvision (60 feet)  
 Gnome Cunning  
 Speak with Small Beasts  
 Speech of the Woods  
 Spirit Totem (1/short rest)  
 Wanderer  
 Wild Shape (2/short rest)

## Racial Spells & Spell-Like Abilites

Minor Illusion (At will)

## Tracked Resources

Candle	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dart	<input type="checkbox"/>
Parchment	<input type="checkbox"/>
Spirit Totem (1/short rest)	<input type="checkbox"/>
Torch	<input type="checkbox"/>
Wild Shape (2/short rest)	<input type="checkbox"/>

## Languages

Celestial  
 Common  
 Giant Elk  
 Gnomish

## Experience & Wealth

Experience Points: **2700/6500**  
 Current Cash: **5 sp, 8 cp**

## Role Playing

**Personality Trait:** No stock - I don't trust nor have time for the wealthy or well-mannered folk. If you come across a hungry owl-bear, money and manners won't save you.

**Personality Trait:** Observing - I'm always observing nature and can associate my observations with a lesson for every situation.

**Ideal:** Nature - No matter what is created by the civil world, the natural world is more important. (Neutral)

**Bond:** Wilderness - I feel personally damaged when the unspoiled wilderness of my home is damaged.

**Flaw:** Thrive - I believe nature has a way of wiping out the weak. Don't count on me saving those that can't save themselves.

: Hunter-gatherer -

## Languages

Druidic  
 Sylvan

## Spell Slots

2nd level	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1st level	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Spells & Powers

**Druid spells memorized** (CL 4th)  
**Spell Save DC 14 Spell Attack +6**  
**2nd**—*dust devil, flaming sphere, spike growth*  
**1st**—*entangle, goodberry, healing word, ice knife, thunderwave*  
**Cantrips**—*create bonfire, shape water, shillelagh*

## Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

## Background

i have no sivilings born on the astl plane and fell on a gild mastr afr finding a poordl to the gild hall then got trnd to stone in the gardin for 4 years intill smoky freed me.

**Darkvision (60 feet)** **Racial Ability, Senses (Gnome)**

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

**Gnome Cunning** **Racial Ability (Gnome)**

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Speak with Small Beasts** **Racial Ability (Forest Gnome)**

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as pets.

**Appears In** : 5e Players Handbook

**Wanderer** **Unknown**

You have a head for and memory for maps and geography, you can easily recall any terrain, settlement, mountain range, with great accuracy. You also have the ability to easily find food and fresh water for you and up to five other people each day, granted if there are berries, small game, water, etc. in the area.

**Circle of the Shepherd** **Class Ability (Druid)**

Druids of Circle of the Shepherd commune with the spirits of beasts and the fey, and may call to those spirits for aid. They recognize that all living beings play a role in the world, yet the focus on protecting those creatures that cannot successfully defend themselves. Shepherds see such creatures as their charges and ward of monsters that threaten them, hunters that kill more than needed, and prevent settlement on lands encroaching sacred fey sites as well as endangered animal homes. Most Shepherds are more comfortable away from the city, enjoying the company of animals and fey.

Members of this circle usually become adventurers to oppose forces threatening their charges or to learn power and knowledge to safeguard those they choose to protect.

**Appears In** : Xanathar's Guide To Everything

**Speech of the Woods** **Class Ability (Druid)**

Upon reaching 2nd level, you gain the power to talk with beasts and most fey creatures.

You learn to speak, read, and write Sylvan. Additionally beasts can understand your speech, and you gain the power to decipher their noises and motions. Most creatures lack the intelligence to convey or understand advanced concepts, but a friendly beast could relay what it has seen and or heard recently. This does not grant you any special kinship with beasts although you can use this ability with gifts to curry favor to help with relations.

**Spirit Totem (1/short rest)** **Class Ability (Druid)**

At 2nd level, you can influence the world around you by calling forth nature spirits. As a bonus action, you can magically summon an incorporeal spirit to a point you can see with 60 feet of you. The spirit emanates a 30-foot radius aura around that point. The spirit does not count as a creature or object, though it does appear as the creature selected for the totem (see below).

As a bonus action on each of your turns, you can move the spirit up to 60 feet to a point you can see.

The spirit persists for 1 minute or until you are incapacitated. Once you use this ability, you can't do so again until you finish a short or long rest.

The effect of the spirit's aura depends on the type of spirit you summon from the options below:

**Bear Spirit.** Each creature of your choice in the spirit's aura gains temporary hit points equal to your druid level + 5. In addition, your allies in the aura gain advantage on saving throws and ability checks relying on Strength.

**Hawk Spirit.** When any creature makes an attack roll against a target inside the spirit's aura, you may use your reaction to grant advantage to that roll. Additionally, you and your allies have advantage on Wisdom (Perception) checks while in the aura.

**Unicorn Spirit.** You and your allies are granted advantage on all ability checks made to detect creatures in the spirit's aura. If you cast a spell using a spell slot that restores hit points to any creature inside or outside of the aura, each creature of your choice inside the aura also regains hit points equal to your druid level.

**Wild Shape (2/short rest)**

**Class Ability (Druid)**

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

**Beast Shapes Level Max. CR Limitations**

**Example**

2nd	1/4	No flying or swimming speed
Wolf		
4th	1/2	No flying speed
Crocodile		
8th	1	
Giant eagle		

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

**Minor Illusion (At will)**

**Gnome 0th**

*Illusion cantrip*

**Casting Time** : 1 action

**Range** : 30 feet

**Components** : S, M (a bit of fleece)

**Duration** : 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5 foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

### Create Bonfire

Druid 0th

*Conjuration cantrip*

**Casting Time** : 1 action

**Range**: 60 feet

**Components**: V, S

**Duration**: Concentration, up to 1 minute

You create a bonfire on ground that you can see within range. Until the spell ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there.

The bonfire ignites flammable objects in its area that aren't being worn or carried.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

**Appears In** : Xanathar's Guide To Everything

### Shape Water

Druid 0th

*Transmutation cantrip*

**Casting Time** : 1 action

**Range**: 30 feet

**Components**: S

**Duration**: Instantaneous or 1 hour (see below)

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

**Appears In** : Xanathar's Guide To Everything

### Shillelagh

Druid 0th

*Transmutation cantrip*

**Casting Time** : 1 bonus action

**Range**: Touch

**Components**: V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)

**Duration**: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength 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. The spell ends if you cast it again or if you let go of the weapon.

### Entangle

Druid 1st

*1st-level conjuration*

**Casting Time** : 1 action

**Range**: 90 feet

**Components**: V, S

**Duration**: Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20 foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

### Goodberry

Druid 1st

*1st-level transmutation*

**Casting Time** : 1 action

**Range**: Touch

**Components**: V, S, M (a sprig of mistletoe)

**Duration**: Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

### Healing Word

Druid 1st

*1st-level evocation*

**Casting Time** : 1 bonus action

**Range**: 60 feet

**Components**: V

**Duration**: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

### Ice Knife

Druid 1st

*1st-level conjuration*

**Casting Time** : 1 action

**Range**: 60 feet

**Components**: S, M (a drop of water or a piece of ice)

**Duration**: Instantaneous

You throw an ice shard at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

**Appears In** : Xanathar's Guide To Everything

**Thunderwave****Druid 1st***1st-level evocation***Casting Time** : 1 action**Range**: Self (15 foot cube)**Components**: V, S**Duration**: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15 foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

**Dust Devil****Druid 2nd***2nd-level conjuration***Casting Time** : 1 action**Range**: 60 feet**Components**: V, S, M (a pinch of dust)**Duration**: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away from the dust devil. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or light gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

**Appears In** : Xanathar's Guide To Everything

**Flaming Sphere****Druid 2nd***2nd-level conjuration***Casting Time** : 1 action**Range**: 60 feet**Components**: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)**Duration**: Concentration, up to 1 minute

A 5 foot diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20 foot radius and dim light for an additional 20 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

**Spike Growth****Druid 2nd***2nd-level transmutation***Casting Time** : 1 action**Range**: 150 feet**Components**: V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)**Duration**: Concentration, up to 10 minutes

The ground in a 20 foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.