

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

RACE

ALIGNMENT



PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◇ SAVING THROWS
- ATHLETICS

DEXTERITY

- ◇ SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- ◇ SAVING THROWS

INTELLIGENCE

- ◇ SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- ◇ SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- ◇ SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

FAILURES ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
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OTHER PROFICIENCIES & LANGUAGES

Példa Druida alakok

Warhorse Large beast

Armor Class 11, Hit Points 19, Speed 60 ft.

STR 18 (+4) DEX 12 (+1) CON 13 (+1)

Trampling Charge: If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 4) bludgeoning damage.

Crocodile Large beast

Armor Class 12 (Natural Armor), Hit Points 19, Speed 20 ft., swim 30 ft.

STR 15 (+2) DEX 10 (+0) CON 13 (+1)

Skills Stealth +2 **Hold Breath.** The crocodile can hold its breath for 15 minutes.

Actions Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: (1d10 + 2) piercing damage. The target is grappled (escape dc 12) Until this grapple ends, the target is restrained, and the crocodile can't bite another target

Ape Medium beast

Armor Class 12, Hit Points 19, Speed 30 ft., climb 30 ft.

STR 16 (+3) DEX 14 (+2) CON 14 (+2)

Skills Athletics +5, Perception +3

Actions Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d6 + 3) bludgeoning damage.

Rock. Ranged Weapon Attack: +5 to hit, reach 25/50 ft., one target. Hit: (1d6 + 3) bludgeoning damage.

Cat Tiny beast

Armor Class 12, Hit Points 2, Speed 40 ft., climb 30 ft.

STR 3 (-4) DEX 15 (+2) CON 10 (+0)

Skills Perception +3, Stealth +4

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Actions Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: (1d1) slashing damage.