

Grunk

CHARACTER NAME

Druid [Frog caller] (5)

CLASS & LEVEL

Tiefling/Bloodline of Glasya

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
9
-1

DEXTERITY
17
+3

CONSTITUTION
14
+2

INTELLIGENCE
3
-4

WISDOM
20
+5

CHARISMA
10
0

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +3 Dexterity
- +2 Constitution
- 1 Intelligence
- +8 Wisdom
- 0 Charisma

SKILLS

- +3 Acrobatics (Dex)
- +8 Animal Handling (Wis)
- 4 Arcana (Int)
- +2 Athletics (Str)
- 0 Deception (Cha)
- 4 History (Int)
- +5 Insight (Wis)
- 0 Intimidation (Cha)
- 4 Investigation (Int)
- +5 Medicine (Wis)
- 4 Nature (Int)
- +8 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- 4 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +8 Survival (Wis)

14 **ARMOR CLASS** +3 **INITIATIVE** 30 **SPEED**

Hit Point Maximum 42

CURRENT HIT POINTS

TEMPORARY HIT POINTS

5x(1d8+2) **HIT DICE** 3 **SUCCESSES** 3 **FAILURES** **DEATH SAVES**

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+6	1d4+3 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

Backpack
Bedroll
Explorer's Pack
Hunting trap
Leather
Mess kit
Rations (1 day) x10
Rope, hempen
Tinderbox
Torch x10
Waterskin
Wooden staff

EQUIPMENT

18 **PASSIVE WISDOM (PERCEPTION)**

Tool Proficiencies: Herbalism Kit

Weapon Proficiencies: Club; Dagger; Dart; Javelin; Mace; Quarterstaff; Scimitar; Sickle; Sling; Spear

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Druidic; Infernal; Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE



Grunk

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



Bloodline of Glasya, Tiefling

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK BONUS

0

CANTRIPS

Minor Illusion
Thaumaturgy

3

2

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Disguise Self
- Hellish Rebuke

4

7

2

3

- Darkness
- Invisibility

5

8

9

SPELLS KNOWN



Druid

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0

CANTRIPS

- Mending
- Produce Flame
- Shillelagh

3

2

- Call Lightning
- Conjure Animals
- Daylight
- Dispel Magic
- Meld into Stone
- Plant Growth
- Protection from Energy
- Sleet Storm
- Speak with Plants
- Water Breathing
- Wind Wall

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Animal Friendship
- Charm Person
- Create or Destroy Water
- Cure Wounds
- Detect Magic
- Detect Poison and Disease
- Entangle
- Faerie Fire
- Fog Cloud
- Goodberry
- Healing Word
- Jump

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- Animal Messenger
- Barkskin
- Darkvision
- Enhance Ability
- Find Traps
- Flame Blade
- Flaming Sphere
- Gust of Wind
- Heat Metal
- Hold Person
- Lesser Restoration
- Locate Animals or Plants
- Locate Object

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SPELLS KNOWN

Darkvision: 60 ft.

Damage Resistances: fire

-----Actions-----

Wild Shape. You can transform into a beast you have seen with CR 1/2 and no flying speed (lasts 2 hours, use twice/rest).

-----Other Traits-----

Legacy of Malbolge. . You know the Minor Illusion cantrip. Once you reach 3rd level, you can cast the Disguise Self spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Invisibility spell once as a 2nd-level spell. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Druidic. You can speak Druidic and use it to leave hidden message and automatically spot messages left by others.

Frog bond. Your wildshape feature is replaced with a frog animal companion you can communicate telepathically with said frog, he's also really cute.

Hellish Resistance. Resistance to fire damage.

Infernal Legacy. You know thaumaturgy and can cast Hellish Rebuke and Darkness once per day. CHA is the spellcasting ability.

One armed. Oof you lost an arm. .