

Orist Gladewalker

Male Moon Elf Druid 5 - CR 2

Neutral Good Humanoid; Deity: **Chauntea**; Background: **Hermit**; Age: **92**; Height: **5' 5"**; Weight: **93lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	8	-1	-1
DEX DEXTERITY	12	+1	+1
CON CONSTITUTION	14	+2	+2
INT INTELLIGENCE	13	+1	+4
WIS WISDOM	16	+3	+6
CHA CHARISMA	14	+2	+2



AC 13	Initiative +1	Speed 30 ft
Proficiency +3	Inspiration	
HP 50	HD 5d8	Death Saves
Damage / Current HP	HD Used	Success/Fail
Number of Attacks 1		

Longbow
Ranged, both hands: **+4, 1d8+1** piercing Rng: 150 ft./600 ft.
Ammunition, Heavy, Two-Handed

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

Shortsword
Main hand: **+4, 1d6+1** piercing Finesse, Light

Hide
+2

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

Passive Perception: 16

Other Proficiencies:

Tools: Cartographer's tools (+3); Herbalism kit (+3)

Weapons: Club; Dagger; Dart; Javelin; Longbow; Longsword; Mace; Quarterstaff; Scimitar; Shortbow; Shortsword; Sickle; Sling; Spear

Armor: Light armor; Medium armor; Shields

Special Abilities

Circle Forms
Circle of the Moon
Combat Wild Shape
Darkvision (60 feet)
Discovery
Fey Ancestry
Trance
Wild Shape (2/short rest)

Racial Spells & Spell-Like Abilities

Control Flames

Gear

**Total Weight Carried: 94 lbs,
(Maximum: 120 lbs)**

Arrows x60	3 lbs (60 @0.05 lbs)
Backpack (empty)	5 lbs
Bedroll	7 lbs
Cartographer's tools (+3)	6 lbs
Healer's kit (10 uses)	3 lbs
Herbalism kit (+3)	3 lbs
Hide	12 lbs
Longbow	2 lbs
Mess kit	1 lb
Money	-
Quarterstaff	4 lbs
Rations x10	20 lbs (10 @2 lbs)
Rope, hempen (50 feet)	10 lbs
Shortsword	2 lbs
Tinderbox	1 lb
Torch x10	10 lbs (10 @1 lb)
Waterskin	5 lbs

Tracked Resources

Arrows	<input type="text" value=""/> /60
Healer's kit (10 uses)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wild Shape (2/short rest)	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Halfling
Druidic	Sylvan
Elvish	

Spell Slots

3rd level	<input type="checkbox"/> <input type="checkbox"/>
2nd level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spells & Powers

Druid spells memorized (CL 5th)

Spell Save DC 14 Spell Attack +6

3rd—*conjure animals, tidal wave*

2nd—*enhance ability, heat metal, lesser restoration*

1st—*entangle, faerie fire, fog cloud, healing word*

Cantrips—*frostbite, resistance, shape water*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **6500/14000**

Current Cash: **You have no money!**

Role Playing

Personality Trait: Philosophical - I love sharing my ideas about a grand philosophical theory that I am working on.

Personality Trait: Serene - I am always calm and peaceful, even when facing disaster.

Ideal: Free Thinking - Progress is made when there is inquiry and curiosity.

Bond: Insight - While in isolation I received insight into a great evil, and how to destroy it.

Flaw: Dogmatic - I have a strong set of principles in my thoughts and philosophy.

Personality Trait: Quiet - When working on my art, literature, music or manifesto I need a quiet place .

Background

Born and raised in the forest outside of Traboh, Orist is the second son of Glam Gladewalker. Growing up in a reclusive family of druids, Orist often tried to play mediator between his older and younger brother. He left his family home at a relatively young age in order to pursue a more quiet life among nature. Wishing to expand his knowledge of nature, Orist left Ainamsat Isle to explore the Shannondale Valley. Upon hearing rumors about peace talks between the Ogres and the Blue Watch, he decided to, once again, attempt to play the role of mediator. Therefore, Orist is travelling to Yendis to act as an impartial mediator between the two groups.