

Name: Ryne
Class: Circle of Stars Druid
Experience: 900
Background: Grave Keepers
Race: Tabaxi (Woodkin) Size: Medium Height: 5'6" Weight: 122 lbs
Gender: Catgirl Hair: Brown Eyes: Blue Skin: Fair
Age: 40 Alignment: Chaotic Good Faith: Some Starry Spirit

Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
STR STRENGTH	11	0	0
DEX DEXTERITY	16	+3	+3
CON CONSTITUTION	14	+2	+2
INT INTELLIGENCE	11	0	+2
WIS WISDOM	16	+3	+5
CHA CHARISMA	10	0	0

Saving Throw Advantages / Disadvantages

Ability Save DC

PROFICIENCY
BONUS +
8 +
Wis

Senses

15 Passive Perception

Darkvision 120 ft

Low Light Vision 120 ft

Scent

Limited Features

FEATURE	MAX. USAGES	RECOVERY	USED
Star Map (Guiding Bolt)	2	LR	
Wild Shape (CR 1/4, no fly/swim; 1 h)	2	SR	
Feline Agility (still for 1 turn to recover)	1	Turn	



Skills

ABV	BONUS	NAME (ABILITY)	PROF. EXP.
▲	+3	Acrobatics (DEX)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	+3	Animal Handling (WIS)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	0	Arcana (INT)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	+2	Athletics (STR)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▲	0	Deception (CHA)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	0	History (INT)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	+5	Insight (WIS)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▼	0	Intimidation (CHA)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	0	Investigation (INT)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	+5	Medicine (WIS)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▲	+2	Nature (INT)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▼	+5	Perception (WIS)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▲	0	Performance (CHA)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	0	Persuasion (CHA)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	0	Religion (INT)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	+3	Sleight of Hand (DEX)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	+5	Stealth (DEX)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▼	+5	Survival (WIS)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▲			<input type="checkbox"/> <input type="checkbox"/>

Combat

Defense



12	ARMOR BONUS	Studded Leather	AC DURING REST
+	SHIELD BONUS	Shield	
+	DEXTERITY MOD	MEDIUM ARMOR (MAX = 2) HEAVY ARMOR (MOD = 0)	STEALTH DISADV.
3	MAGIC		
+	MISC MOD 1		
+	MISC MOD 2		

Attacks

ATTACKS
PER ACTION (1)

WEAPON / DESCRIPTION	PROF.	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Luminous Arrow	✓	Wis	60 ft	+5	1d8+3	Radiant
Use as bonus action						
Tabaxi Claws	✓	Str	Melee	+2	1d4	Slashing
Quarterstaff	✓	Str	Melee	+2	1d6	Bludgeoning
Versatile (1d8)						
Dagger	✓	Dex	Melee, 20/60 ft	+5	1d4+3	Piercing
Finesse, light, thrown						
Produce Flame	✓	Wis	30 ft	+5	1d8	Fire
10-ft radius bright light and 10-ft radius dim light until thrown						

Health

RECOVER HALF OF YOUR MAXIMUM
HIT DICE AFTER A LONG REST.

WOUNDS	TEMPORARY HP

HIT DICE

LEVEL

DIE

CON

USED



Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Attack / Cast a Spell

Dash / Disengage / Dodge

Escape Grapple / Help / Hide

Ready / Search / Use Object

Overrun / Tumble (or as bonus action)

As 1 attack: Disarm / Grapple / Shove

Wild Shape (start)

BONUS ACTIONS

Archer Constellation (Luminous Arrow)

Wild Shape (end)

REACTIONS

Opportunity Attack

USED THIS ROUND

TYPE	TOTAL	AMMUNITION	TYPE	TOTAL	AMMUNITION



Status



Possessions

Exhaustion

LEVEL	EFFECT (CUMULATIVE)
1	<input type="checkbox"/> Disadvantage on Ability Checks
2	<input type="checkbox"/> Speed halved
3	<input type="checkbox"/> Disadvantage on Attack Rolls and Saving Throws
4	<input type="checkbox"/> Hit Point maximum halved
5	<input type="checkbox"/> Speed reduced to 0
6	<input type="checkbox"/> Death

FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.

Conditions

- Blinded**
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.
- Charmed**
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.
- Deafened**
Fail checks involving hearing.
- Frightened**
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.
- Grappled**
Speed drops to 0, regardless of any bonus.
- Incapacitated**
Can't take actions or reactions.
- Invisible**
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.
- Paralyzed**
Incapacitated. Can't move or speak. Fail Strength and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.



Notes

- Archer Constellation (Starry Form, TCoE 38) [1d8 + Wisdom modifier radiant damage]
As a bonus action, I can make a ranged spell attack to hurl a luminous arrow 60 ft
I can also do this as part of the bonus action I use to assume the starry form
- Chalice Constellation (Starry Form, TCoE 39) [1d8 + Wisdom modifier hit points restored]
When I cast a healing spell with a spell slot, I can heal myself or another within 30 ft of me
- Dragon Constellation (Starry Form, TCoE 39)
I can treat a roll below 10 as a 10 for Int/Wis checks and saves to maintain concentration
From 10th-level onwards, I also gain a flying speed of 20 ft and can hover
- Additional Druid Spells (Optional Druid 1, TCoE 35)
- Dunamancy Spells (Optional Druid 1, EGtW 186)
All dunamancy spells are added to the druid spell list, each still pending DM's approval
- Wild Companion (Optional Druid 2, TCoE 35) [1 hours]
I can expend a use of wild shape to cast Find Familiar without material components
The familiar always has the Fey type and disappears after half my druid level in hours

Magic Items

 MAGIC ITEM:	<input type="checkbox"/> ATTUNED
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 MAGIC ITEM:	<input type="checkbox"/> ATTUNED
 MAGIC ITEM:	<input type="checkbox"/> ATTUNED
 MAGIC ITEM:	<input type="checkbox"/> ATTUNED

Extra Equipment

Other Holdings



Background

Character History

- Nature Guide
- Grave Keeper
- Catgirl
- Booba Wildshape



Character Portrait

Appearance

Catgirl

Enemies

Allies & Organizations

GRAVE KEEPERS

-- 404: Background Information Not Found --



Organization Symbol

Spell	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
Slots	□	□	□	□	□	□	□	□	□



DRUID Spells

Spells to prepare: 6
 Spell attack modifier: +5
 Spell save DC: 13

Spellcasting ability
Wisdom

Cantrips (0 Level)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Will. Druidcraft	Small nature effect; predict weather, expedite small plant growth, snuff light, harmless sensory effect	—	Trans	1 a	30 ft	V,S	Instantaneous	P	236
Will. Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
Will. Produce Flame	Flame 10 ft bright light; once 30 ft ranged spell attack for 1d8 Fire dmg	—	Conj	1 a	Self	V,S	10 min (D)	P	269

1st Level

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/> Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	X	150
<input type="checkbox"/> Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration	Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="checkbox"/> Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea I can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	X	150
<input type="checkbox"/> Charm Person	1+1/SL humanoids, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="checkbox"/> Create or Destroy Water	Create/destroy 10+10/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input type="checkbox"/> Cure Wounds	1 living creature heals 1d8+1d8/SL+3 (Wis) HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input checked="" type="checkbox"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="checkbox"/> Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="checkbox"/> Earth Tremor	All crea in range except me save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10 ft	V,S	Instantaneous	X	155
<input checked="" type="checkbox"/> Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Str	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
<input type="checkbox"/> Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
SP Find Familiar (R)	Gain the services of a fey familiar; can see through its eyes; it can deliver touch spells; see B	—	Conj	1 h	10 ft	V,S	½ druid lvl h	P	240
<input type="checkbox"/> Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="checkbox"/> Gift of Alacrity	1 willing creature can add 1d8 to its initiative rolls for the duration	—	Div	1 min	Touch	V,S	8 h	W	186
<input type="checkbox"/> Goodberry	Create 10 berries; 1 a to eat 1 berry: heal 1 HP, nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
SP Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
<input checked="" type="checkbox"/> Healing Word	1 living creature heals 1d4+1d4/SL+3 (Wis) HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="checkbox"/> Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	X	157
<input type="checkbox"/> Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="checkbox"/> Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
<input type="checkbox"/> Magnify Gravity	10-ft rad all crea 2d8+1d8/SL Force dmg, half spd; Save halves & no spd reduce; Str check to move obj	Con	Trans	1 a	60 ft	V,S	1 rnd	W	188
<input type="checkbox"/> Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M†	Conc, 10 min	P	270
<input type="checkbox"/> Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="checkbox"/> Snare	5-ft rad trap; Investigation vs spell DC to see; save or restrained 3 ft in the air; save each rnd (5sp)	Dex	Abjur	1 min	Touch	S,M†	8 h, till trigger	X	165
<input checked="" type="checkbox"/> Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277
<input type="checkbox"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	S:15ft cube	V,S	Instantaneous	P	282

2nd Level

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/> Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	—	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="checkbox"/> Augury (R)	Omen about specific course of action I plan to take in the next 30 min (25gp)	—	Div	1 min	Self	V,S,Mf	Instantaneous	P	215
<input type="checkbox"/> Barkskin	1 willing crea AC cannot be reduced below 16, regardless of armor it is wearing	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	217
<input type="checkbox"/> Beast Sense (R)	Use 1 willing beast's senses; I'm blinded and deafened while doing so	—	Div	1 a	Touch	S	Conc, 1 h	P	217
<input type="checkbox"/> Continual Flame	Create a permanent flame (50gp cons.)	—	Evoc	1 a	Touch	V,S,M†	Till dispelled	P	227
<input type="checkbox"/> Darkvision	1 willing creature has darkvision 60 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P	230
<input type="checkbox"/> Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; save halves, no push; see book	Str	Conj	1 a	60 ft	V,S,M	Conc, 1 min	X	154
<input type="checkbox"/> Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures safely descend at 60 ft per round	Str	Trans	1 a	300 ft	V	Conc, 1 min	X	154
<input type="checkbox"/> Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
<input type="checkbox"/> Enlarge/Reduce	1 crea/object save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis. -1d4 weapon dmg)	Con	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	237
<input type="checkbox"/> Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	—	Div	1 a	120 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Flame Blade	Summon fiery blade; 1 a to make a melee spell attack for 3d6+1d6/2SL Fire dmg; 10 ft bright light	—	Evoc	1 bns	Self	V,S,M	Conc, 10 min	P	242
<input type="checkbox"/> Flaming Sphere	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; save halves	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
<input type="checkbox"/> Fortune's Favor	1+1/SL crea once roll extra d20 and select which to use for atk, check, save, or atk vs. it (100gp cons.)	—	Div	1 min	Touch	V,S,M†	1 h	W	186
<input type="checkbox"/> Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind save or pushed 15 ft; see book	Str	Evoc	1 a	S:60ft line	V,S,M	Conc, 1 min	P	248
<input type="checkbox"/> Healing Spirit	5-ft cube; any living crea I see start/enter heals 1d6+1d6/SL HP; 1+3 (Wis) uses; bns a move it 30 ft	—	Conj	1 bns	60 ft	V,S	Conc, 1 min	X	157
<input type="checkbox"/> Heat Metal	1 metal obj on touch 2d8+1d8/SL Fire dmg; save or drop obj; if held: dis. atk/clik; bns a reheat obj	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	250
<input type="checkbox"/> Hold Person	1+1/SL humanoids, within 30 ft of each other, save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
<input type="checkbox"/> Immovable Object	1 obj <10 lb fixed in place; holds 4k lb; Str check move, except chosen/password; See B (25gp cons.)	—	Trans	1 a	Touch	V,S,M†	1 h	W	187
<input type="checkbox"/> Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
<input type="checkbox"/> Locate Animal/Plants (R)	Learn direction and distance to closest named or described kind of beast or plant within 5 miles	—	Div	1 a	Self	V,S,M	Instantaneous	P	256
<input type="checkbox"/> Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
<input checked="" type="checkbox"/> Moonbeam	5-ft rad 40-ft high all enter/start turn 2d10+1d10/SL Radiant dmg; save half; 1 a move it 60 ft; see B	Con	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	261
<input type="checkbox"/> Pass Without Trace	Any within 30-ft rad +10 Dex(Stealth) checks, leave no tracks, can't be tracked by nonmagical means	—	Abjur	1 a	Self	V,S,M	Conc, 1 h	P	264
<input type="checkbox"/> Protection from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P	270
<input type="checkbox"/> Skywrite (R)	Write up to 10 words with clouds in a part of the sky I can see; strong wind can disperse the clouds	—	Trans	1 a	Sight	V,S	Conc, 1 h	X	165
<input checked="" type="checkbox"/> Spike Growth	20-ft rad difficult terrain; all 2d4 Piercing dmg per 5 ft moved; Wis(Perc) vs. Spell DC to recognize	—	Trans	1 a	150 ft	V,S,M	Conc, 10 min	P	277
<input type="checkbox"/> Summon Beast	Summon choice of Bestial Spirit; obeys commands; takes turn after mine; disappears at 0 hp (200gp)	—	Conj	1 a	90 ft	V,S,M†	Conc, 1 h	T	109
<input type="checkbox"/> Warding Wind	Strong (20 mph) wind around me deafens/extinguishes unprotected flames/dif. ter./ranged wea dis.	—	Evoc	1 a	S:10-ft rad	V	Conc, 10 min	X	170
<input type="checkbox"/> Wristpocket (R)	Store 1 held obj <5 lb in extradim. space; 1 a to summon obj in free hand or return; reappears at end	—	Conj	1 a	Self	S	Conc, 1 h	W	190