

Druid

Medium, Humanoid, Any Alignment

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ARMOR CLASS

11

HIT POINTS

27 (5d8 + 5)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +1

Saving Throws N/A

Skills Nature +3, Medicine +4, Perception +4

Senses Passive Perception 14

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Languages Druidic plus any two languages

STR

10
+0

DEX

12
+1

CON

13
+1

INT

12
+1

WIS

15
+2

CHA

11
+0

Actions

Quarterstaff. Melee Attack Roll: +2, reach 5 ft. Hit: 3 (1d6) Bludgeoning damage, or 4 (1d8) Bludgeoning damage if used with two hands.

Spellcasting. The druid casts nature magic using Wisdom as the spellcasting ability, usually favoring entangle, thunderwave, barkskin, and flame blade.

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