

Rayney Frostwolf

Female stout halfling druid 4 - CR 1/2

Neutral Good; Small Humanoid; Deity: **Yondalla**;
Background: **Haunted**; Age: **19**; Height: **3'**; Weight: **38lb.**;
Eyes: **Green**; Hair: **Red**; Skin: **Ruddy Pale**

Ability	Score	Modifier	Saving Throw
STR STRENGTH	11	0	+0
DEX DEXTERITY	15	+2	+2
CON CONSTITUTION	16	+3	+3
INT INTELLIGENCE	14	+2	+4
WIS WISDOM	18	+4	+6
CHA CHARISMA	14	+2	+2

AC 14	Initiative +2	Speed 25 ft
Proficiency +2	Inspiration	
HP 38	HD 4d8	Death Saves
Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

Dagger

Main hand: **+4, 1d4+2 piercing** Rng: 20 ft./60 ft.
Ranged: **+4, 1d4+2 piercing** Finesse, Light, Thrown

Scimitar

Main hand: **+4, 1d6+2 slashing** Finesse, Light

Sling

Ranged: **+4, 1d4+2 bludgeoning** Rng: 30 ft./120 ft.
Ammunition

Studded leather

+2



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	+4	WIS (4)	-	
Arcana	+4	INT (2)	+2	
Athletics	+0	STR (0)	-	
Deception	+2	CHA (2)	-	
History	+2	INT (2)	-	
Insight	+4	WIS (4)	-	
Intimidation	+2	CHA (2)	-	
Investigation	+4	INT (2)	+2	
Medicine	+4	WIS (4)	-	
Nature	+4	INT (2)	+2	
Perception	+4	WIS (4)	-	
Performance	+2	CHA (2)	-	
Persuasion	+2	CHA (2)	-	
Religion	+4	INT (2)	+2	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
Survival	+4	WIS (4)	-	

Passive Perception: 14

Feats

Savage Attacker

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Other Proficiencies:

Tools: Herbalism kit

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

Gear

**Total Weight Carried: 73/165 lbs.,
(Maximum: 165 lbs)**

Backpack (17 @ 29 lbs)	5 lbs
Bedroll	7 lbs
Candle <In: Backpack (17 @ 29 lbs)>	-
Component pouch	2 lbs
Dagger	1 lb
Druidic focus (yew wand)	1 lb
Fishing tackle <In: Backpack (17 @ 29 lbs)>	4 lbs
Healer's kit (10 uses) <In: Backpack (17 @ 29 lbs)>	3 lbs
Herbalism kit <In: Backpack (17 @ 29 lbs)>	3 lbs
Holy symbol (amulet, ????)	1 lb
Lantern, hooded <In: Backpack (17 @ 29 lbs)>	2 lbs
Mess kit <In: Backpack (17 @ 29 lbs)>	1 lb
Money	0.66 lbs
Rations x5 <In: Backpack (17 @ 29 lbs)>	2 lbs
Rope, silk (50 feet)	5 lbs
Scimitar	3 lbs
Sling	-
Studded leather	13 lbs
Tinderbox <In: Backpack (17 @ 29 lbs)>	1 lb
Torch x5 <In: Backpack (17 @ 29 lbs)>	1 lb
Waterskin	5 lbs

Special Abilities

Brave

You have advantage on saving throws against being frightened.

Circle Forms

The sacraments of your circle bless you with the power to shape shift into more dangerous animal forms. Beginning at 2nd level, you can use Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR

Circle of the Moon

Circle of the Moon druids are potent protectors of the wilderness. Their order meets under the full moon to share information and exchange cautionary tales. They lurk in the deepest parts of the wild, where they might exist for months before meeting with

Combat Wild Shape

You gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Feature: Heart of Darkness

Describe the benefit for your custom background.

Halfling Nimbleness

You can move through the space of any creature that is of a size larger than yours.

Lucky

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Stout Resilience

You have advantage on saving throws against poison, and you have resistance against poison damage.

Wild Shape (2/short rest)

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Tracked Resources

Candle	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
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"/>
Inspiration	<input type="checkbox"/>
Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Experience & Wealth

Experience Points: 3/4

Current Cash: 15 gp, 9 sp, 9 cp

Role Playing

Personality Trait: Evil intent - Evil is all around me, I'm certain those who are nice to me are hiding their evil intent.

Personality Trait: Questions - I am always curious and asking questions of others.

Ideal: Aspiration - I'm worthy of a better life, I just need to prove it.

Bond: Hardships - I have experienced hardships that no one else should have to endure.

Flaw: Trust - I have difficulty trusting anyone other than myself.

Tracked Resources

Torch	<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
Druidic
Halfling

Sylvan
Winter Wolf

Spell Slots

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 4th)

Spell Save DC 14 Spell Attack +6

2nd—*animal messenger*^R, *barkskin*, *pass without trace*
1st—*entangle*, *faerie fire*, *goodberry*, *healing word*, *ice knife*

Cantrips—*druidcraft*, *frostbite*, *guidance*

Dire Wolf



5th Edition SRD

Dire wolf - CR 1

Unaligned; Large Beast

Ability	Score	Modifier	Saving Throw
STR STRENGTH	17	+3	+3
DEX DEXTERITY	15	+2	+2
CON CONSTITUTION	15	+2	+2
INT INTELLIGENCE	3	-4	-4
WIS WISDOM	12	+1	+1
CHA CHARISMA	7	-2	-2

AC 14	Initiative +2	Speed 50 ft
Proficiency +2	Inspiration	
HP 37	HD 5d10	Death Saves
Damage / Current HP	HD Used	Success/Fail

Bite (Dire Wolf)

Main hand: **+5, 10 (2d6+3) piercing**

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

Passive Perception: 13

Other Proficiencies:

Special Abilities

Keen Hearing and Smell

The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics

The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Background

Living in northern Faerûn, and born into a family who viewed any magic as unnatural and against the will of the gods, Rayney exhibited a magical inclination early in life. Horrified when her father discovered her abilities, Rayney fled into the nearby woods, unsure if she'd ever be able to return to her father. Lonely and ashamed, Rayney was taken in by a kindly henge of druids who both accepted her burgeoning gifts, as well as taught her to manifest in natural ways.

The druids reached too far one day, tapping into a power that nearly consumed them. A curse of lycanthropy fell over them. They submitted to it fully.

Rayney, still hearing her father's disapproval in her head, is ashamed that she feels most alive in her wolf form. Yet her magical abilities have allowed an easy control for her and she's not once felt it could consume her fully.

Having now adventured for several months now, her party visited the World Dragon Inn, where they were suddenly whisked away. Now she finds herself as the lone survivor of her party, lonelier than ever and riddled with guilt that she couldn't do more to keep her companions safe, even if they were not much more than acquaintances to her.