

# Orros Enimorn

CHARACTER NAME

**Druid 5**  
CLASS & LEVEL

**Forest Gnome**  
RACE

**Hermit**  
BACKGROUND

**True Neutral**  
ALIGNMENT

PLAYER NAME

**0**  
EXPERIENCE POINTS

**STRENGTH**  
**8**  
-1

**DEXTERITY**  
**14**  
+2

**CONSTITUTION**  
**16**  
+3

**INTELLIGENCE**  
**10**  
+0

**WISDOM**  
**18**  
+4

**CHARISMA**  
**8**  
-1

**INSPIRATION**

**+3** PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +2 Dexterity
- +3 Constitution
- +3 Intelligence
- +7 Wisdom
- 1 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +7 Animal Handling (Wis)
- +0 Arcana (Int)
- 1 Athletics (Str)
- 1 Deception (Cha)
- +0 History (Int)
- +4 Insight (Wis)
- 1 Intimidation (Cha)
- +0 Investigation (Int)
- +7 Medicine (Wis)
- +0 Nature (Int)
- +4 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +7 Survival (Wis)

**18** ARMOR CLASS  
**+2** INITIATIVE  
**30** SPEED

Hit Point Maximum **43**  
**43**  
CURRENT HIT POINTS

**0**  
TEMPORARY HIT POINTS

Total **5**  
**5** HIT DICE  
SUCCESSSES ○○○○  
FAILURES ○○○○  
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

- **Temperament:** Orros is a storm of conflicting emotions, a blend of nurturing wisdom and smoldering rage. While he can be calm and reflective, his anger sometimes overtakes him.  
...  
PERSONALITY TRAITS

- **Redemption:** "I must make amends for the failures of my past, no matter the cost".  
- **Nature's Wrath:** "The forces of nature are neither ...  
IDEALS

- **Lost Tribe:** Orros carries a small talisman of twisted wood and ash, a reminder of the Verdant Spiral and a symbol of his pledge to avenge them.  
...  
BONDS

- **Uncontrolled Anger:** Orros often struggles to contain his fury, sometimes lashing when provoked.  
- **Paralyzing Guilt:** His failure to protect his tribe can ...  
FLAWS

**14** PASSIVE WISDOM (PERCEPTION)

Weapons: Martial, Simple;  
Armor: Medium, Light, Shields;  
Tools: Herbalism Kit, Horn;  
Languages: , Common, Gnomish, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP **0**  
SP **0**  
EP **0**  
GP **25**  
PP **0**

Adamantine Breastplate, Pearl of Power, Quarterstaff, Scimitar, Shield, Sickle, Staff, Traveler's Clothes, Unarmed Strike

EQUIPMENT

Features: Circle Forms, Circle of the Moon Spells, Druidic, Gnomish Cunning, Gnomish Lineage: Forest Gnome, Healer, Primal Order, Primal Order: Warden, Spellcasting, War Caster, Wild Companion, Wild Resurgence, Wild Shape

FEATURES & TRAITS



# Orros Enimorn

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

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ALLIES & ORGANIZATIONS

**\*Backstory** Orros was once an elder of the Verdant Spiral, a druidic tribe that thrived in the heart of the Evershade Forest. His role was one of guidance and protection, and he was respected for his wisdom and connection to nature. However, his wisdom failed him in the tribe's darkest hour. When rumors of the Dominion of Zur's aggression reached the forest, Orros dismissed the warnings as fearmongering, convinced that their sacred woods were protected by their druidic magic. When the Dominion attacked, they did so with brutal efficiency, burning the Evershade Forest to ash and slaughtering the tribe. Orros survived, but the weight of his failure as a leader crushed his spirit. Seeking redemption and driven by a fiery need for vengeance, he joined the Imperial Army in the fight against the Dominion. But after the armistice was signed, Orros found himself stationed in a distant garrison, far from the vengeance he craved. Known for: in a battle against a raiding party of Dominion forces, Orros transformed into a massive bear and held the line against overwhelming odds, giving his comrades the chance to regroup. His ferocity and tactical brilliance saved dozens of lives, earning him a reputation as both a fearsome warrior and a stalwart protector among the soldiers.

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CHARACTER BACKSTORY

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ADDITIONAL FEATURES & TRAITS

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TREASURE

# Druid

SPELLCASTING CLASS

Wis

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

*Druidcraft* (VS)

*Minor Illusion* (SM)

*Spare the Dying* (VS)

*Starry Wisp* (VS)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

0

PREPARE

*Absorb Elements* (S) SPELL NAME

*Animal Friendship* (VSM)

*Beast Bond* (VSMC)

*Charm Person* (VS)

*Create or Destroy Water* (VSM)

*Cure Wounds* (VS)

*Detect Magic* (VSRC)

*Detect Poison and Disease* (VSMRC)

*Earth Tremor* (VS)

*Entangle* (VSC)

*Faerie Fire* (VC)

*Find Familiar* (VSMR)

*Fog Cloud* (VSC)

2

3

0

*Aid* (VSM)

*Animal Messenger* (VSMR)

*Augury* (VSMR)

*Barkskin* (VSM)

*Beast Sense* (SRC)

*Continual Flame* (VSM)

*Darkvision* (VSM)

*Dust Devil* (VSMC)

*Earthbind* (VC)

*Enhance Ability* (VSMC)

*Enlarge/Reduce* (VSMC)

*Find Traps* (VS)

*Flame Blade* (VSMC)

3

2

0

*Aura of Vitality* (VC)

*Call Lightning* (VSC)

*Conjure Animals* (VSC)

*Daylight* (VS)

*Dispel Magic* (VS)

*Elemental Weapon* (VSC)

*Erupting Earth* (VSM)

*Feign Death* (VSMR)

*Flame Arrows* (VSC)

*Freedom of the Waves* (VSM)

*Meld into Stone* (VSR)

*Plant Growth* (VS)

*Protection from Energy* (VSC)

4

5

6

7

8

9

SPELLS KNOWN