

SIERRA CUMULUS

HUMAN ALPINE DRUID 2nd Level



13 STR	18 DEX	13 CON
+1	+4	+1
10 INT	16 WIS	14 CHA
+0	+3	+2
+2 Proficiency		+4 Initiative
+2 INT saving throw		+5 WIS saving throw

ABILITIES

Wild Shape

Twice per day, Sierra can take the shape of a wild beast. A tiny owl, a brown squirrel, and a black spider are her favorites.

Advanced Wild Shape

Sierra can become an owl as often as she likes outside of combat.

SKILLS

Nature +3
Perception +5
Survival +5

Sierra recovers the use of one spell after a short rest.

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Alpine Druid Craft
Stone Sling
Resistance

1ST LEVEL SPELLS

Cast a spell from this list 3 times/day

Sanctuary
Hail of Thorns
Speak with Animals

ICE AXE | +5 to hit | 1d6+3 to damage

STONE SLING | +5 to hit | 1d6+3 to damage



EQUIPMENT

Light leather armor, pouch of polished stones, pouch with 3 healing berries (heals 3d4+3hp), compass, notebook, quill and ink, light boots, warm cloak, ice axe, pitons, small hammer, grappling hook, 50' thin rope, bird seed.

TREASURE

25 Gold



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Sierra is the only daughter of a large family of Alpine Nomads. She has several older brothers. Sierra believes if she jumps there will always be someone nearby to catch her. Her family lives and works on the very tops of the cliffs along the highest ridges above the Rift. Long thought a myth by the flatlanders below, the Cumulus family thrives in the thin, icy air.

Sierra was born with extraordinary magical abilities. Her powers all derive from the air and open sky. The natural world at the highest altitudes is her source of the magical energy that flows through her. The air, the ice, and the cold stone of the highest peaks call to her. Sierra's movements seem to flow like tendrils of mist, and her personality can seem abstract, aloof, or remote at times. Even her close family members think she might be half genie.

Sierra's considerable powers include shape-shifting into airborne creatures. This is a rare ability for someone of only 2nd level. However, she is limited to very small and tiny creatures. Her favorites include a tiny Elf Owl, a Spider, and a Barn Mouse.

Personality Trait — “The open skies call my name!”

Ideal — “All creatures must be free. Without freedom, our feet might as well be chained to the ground.”

Bond — “I call you friend, but if you truly love me, you must set me free!”

Flaw — “I jumped, why didn't anyone catch me?”

SPELLS & CANTRIPS

DRUID CRAFT Sierra can mimic most alpine sounds, make plants blossom, predict the weather, and keep warm on a cold night

STONE SLING Sierra magically slings a tiny rock at an enemy. She rolls to hit one creature within 60' that delivers 1d6+3 damage.

RESISTANCE Sierra, or someone Sierra touches, gets an additional 1d4 added to the roll of any one saving throw.

1st Level Spells **SANCTUARY** For the next minute, anyone who targets Sierra with an attack has to choose another target unless they roll a WISDOM Saving Throw of 13 or higher.

HAIL OF THORNS For the next minute, every time Sierra hits a target with her Stone Sling, it bursts into a flurry of shards, doing an additional 1d10 damage to everyone within 5'. The target can make a DEXTERITY Saving Throw of 13 or higher for half damage.

SPEAK WITH ANIMALS Sierra can speak with any animal for 10 minutes. Your Game Master will have fun roleplaying the animal voices!

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STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES

SKILLS

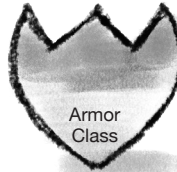
SPELLS

to hit

to damage

to hit

to damage



EQUIPMENT

TREASURE

Cut around the character and then fold in the middle for a flat miniature character to use in your game!

