

| Yùtù (Jade Rabbit) | | Human(Suni) | | Druid(Moon) | | 1st | | Diasporan | | Good | | | | | | | | | | | | | | | | | | | | | |
|--------------------|-----------|-------------|------------|-------------------------|---|-----------|------------|------------|----------|---|--|------------|-----------|-----------|-----------|------------|-----------|--------------|----------|---|--|---|--|---|--|---|--|---|--|---|--|
| Name | | Race | | Class | | Level | | Background | | Alignment | | | | | | | | | | | | | | | | | | | | | |
| Ability | Score | Modifier | Save | Skill | | *Prof. | Speed | Insp. | Exhaust. | Spell | | | | | | | | | | | | | | | | | | | | | |
| STR | 14 | +2 | +2 | Athletics | 2 | +2 | 30' | | | <table border="1"> <thead> <tr> <th>Slots</th> <th>Used</th> </tr> </thead> <tbody> <tr><td>1</td><td>2</td></tr> <tr><td>2</td><td></td></tr> <tr><td>3</td><td></td></tr> <tr><td>4</td><td></td></tr> <tr><td>5</td><td></td></tr> <tr><td>6</td><td></td></tr> <tr><td>7</td><td></td></tr> <tr><td>8</td><td></td></tr> <tr><td>9</td><td></td></tr> </tbody> </table> | | Slots | Used | 1 | 2 | 2 | | 3 | | 4 | | 5 | | 6 | | 7 | | 8 | | 9 | |
| Slots | Used | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 9 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DEX | 12 | +1 | +1 | Acrobatics | 1 | | | | | <table border="1"> <tbody> <tr><td>Hit</td><td>+6</td></tr> <tr><td>DC</td><td>14</td></tr> <tr><td>Mod</td><td>+4</td></tr> <tr><td>Known</td><td>5</td></tr> </tbody> </table> | | Hit | +6 | DC | 14 | Mod | +4 | Known | 5 | | | | | | | | | | | | |
| Hit | +6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mod | +4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Known | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CON | 15 | +2 | +2 | Sleight of Hand | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| INT | 11 | +0 | +2* | Stealth | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WIS | 18 | +4 | +6* | Drinking | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CHA | 14 | +2 | +2 | Arcana | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | History* | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Investigation | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Nature | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Religion | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Animal Handling* | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Insight | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Medicine | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Perception* | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Survival* | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Deception | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Intimidation | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Performance | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Persuasion | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | |

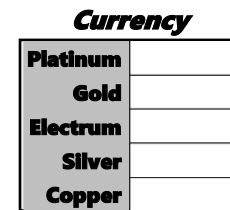
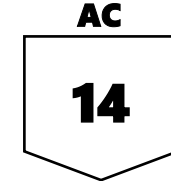
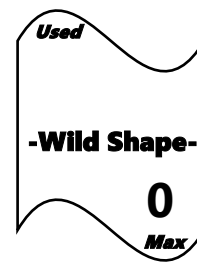
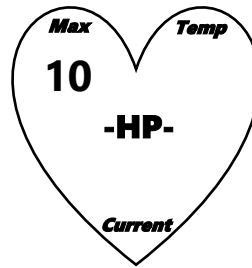
Proficiencies

Common, Suni, Druidic, Elven, Light/Med Armor, Shields, Clubs, Daggers, Darts, Javelins, Maces, Quarterstaves, Scimitars, Sickles, Slings, Spears, Herbalism Kit, Water Vehicles, Animal Handling, History, Perception, Survival, Intelligence Saves, Wisdom Saves.

| Attack | Hit/DC | Damage | Type |
|------------------------------------|-----------|--------|----------|
| Walking Stick (Club) 5' | +4 | 1d4+2 | Bludge |
| Shillelagh 5' | +6 | 1d8+4 | Bludge |
| Poison Spray 10' | DC:14/Con | d12 | Poison |
| Thorn Whip 30', pulls <= large 10' | +6 | d6 | Piercing |
| Produce Flame 30' | +6 | d8 | Fire |

Equipment

| Equipment | lbs. |
|---|------|
| Travelling Clothes: Roughspun Pants, Shirt, Cloak | |
| Leather Armor | 10 |
| Wooden Shield (on back) | 6 |
| Walking Stick (Club) | 2 |
| Origami Bird- flies (Fly 30') to LOS. Kept folded in cloak pocket. | |
| -Write upon with calligraphy brush, and erase by retracing with brush. | |
| -Gift from aunt (Yúmáo), a wu jen mystic who lives on a mountain near Shulan. | |
| -When Yùtù lived in adjacent valley, they used the bird to exchange letters. | |
| Backpack | |
| -Herbalism Kit | 3 |
| -Waterskin | 5 |
| -Rations x 10 | 20 |
| -Calligraphy Set | |
| -50' Hempen Rope | 10 |



Personality Traits

Bear Necessities: Jade Rabbit has an anti-materialist, Taoist-like philosophy. One can, and should, survive off the land and one's own resources, rather than entangle oneself in unnatural debts and obligations to others.

Ideals

Vision Quest to visit, serve, and protect the sacred natural spirits of the world.

"Long ago, before there was a moon, there was a brave but humble Rabbit. Rabbit loved to leap as high as he could, and rejoiced in the breathless moment before he was inevitably pulled back down to earth. He looked up to the windborne crane and thought "There, truly, is the king of creatures, see how free he soars!" Then he saw the crane tire and come back to earth as all mortals are bound to do. "That is not true freedom," admitted Rabbit.

Rabbit then set forth with his fast legs to journey across the breadth of the earth. In every natural place he visited, whether beautiful or terrible, he met a spirit charged with the protection of that sacred demesne. After enjoying the hospitality of this local spirit, Rabbit would endeavor to help them. If they were threatened, he would defend them. If they had a desire, he would strive to make this desire come to pass.

After many long seasons, after many such trials, Rabbit hopped his way into the waves and met the Lord Under the Sea. Like all the rest, this spirit needed help. Rabbit helped him achieve his desire (a small matter involving the betrothal of the lord's daughter), but before leaving this watery realm, Rabbit succumbed to greed and pilfered the deep lord's most prized possession...

Once Rabbit had circled the world, and appeased all the great spirits of the earth, he declared "I am now truly free, because none of the earth can lay claim to me." Upon this realization, Rabbit ascended into the sky as weightless as the stars themselves. Once placed in celestial glory, Rabbit unveiled his stolen treasure: the most prized Great Pearl of the Deep, now known of course as The Moon.

All the spirits of the earth looked upon The Moon and praised Rabbit for his good deeds. The lord of the sea, however, still remembers his stolen treasure, which is why to this day the sea reaches longingly towards The Moon whenever it travels across the sky."

Our hero Jade Rabbit received more than just his name from this legend. He received a vision-quest while in prayer, and has forever since been trying to retrace the steps of Rabbit's journey across the earth. The great spirits of earth now all have new problems and desires, and Jade Rabbit will do his best to help them. He knows he will never reach the heights of his celestial namesake, but this journey itself has become his sacred path.

Bonds

Over Protective of his diminutive friends. He adores/pities the halfling and dwarf for different reasons, but both require his protection. The dwarf's lack of wits require as much protection as the halfling's lack of fortitude.

Flaws

Naïve about foreign cultures. All knowledge of these strange lands comes from dry scrolls, so any recent developments are likely to escape his knowledge.

Lvl Trait Effect

| | | |
|----|-----------------------------|--|
| 1 | Druidic Spellcasting | Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. |
| 2 | Wild Shape | Twice per rest you can change into a beast. |
| | Circle of the Moon | Gain Combat Wild Shape, Circle Forms, Primal Strike, Elemental Wild Shape, and Thousand Forms. |
| | Combat Wild Shape | Wild Shape is a bonus action + bonus action heal d8 healing per SL |
| | Circle Forms | Wild Shape transforms you into a beast with a CR as high as 1. |
| 4 | Ability Score | Int+1, Con+1 |
| | Water Shape | Your wild shapes can now have swimming speed. |
| 6 | Circle Forms | Wild Shape improves to CR = druid level / 3 |
| | Primal Strike | Beast form counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. |
| 8 | Ability Score | Wis +2 |
| | Wind Shape | Your wild shapes can now have flying speed. |
| 10 | Elemental Wild Shape | Expend two uses of Wild Shape to become an elemental. |
| 12 | Ability Score | Con+2 |
| 14 | Thousand Forms | You can cast the <i>alter self</i> spell at will. |
| 16 | Ability Score | Con+2 |
| 18 | Timeless Body | For every ten years that pass, you age only one. |
| | Beast Spells | You can cast druid spells w/o mat components in beast form. |
| 19 | Ability Score | Dex+2 |
| 20 | Archdruid | You can use your Wild Shape unlimited times per day. |



Spell Description

Range Comp Dur.

| 0 | Druidcraft | Small nature effect; predict weather, expedite small plant growth, snuff light, harmless sensory effect | 30' | V,S | |
|---|-----------------------------|--|----------|-------|-------|
| | Guidance | One willing creature can add d4 to one check, before or after making the check. | Touch | V,S | C:1m |
| | Mending | Repair a single broken object no larger than 1 cu'; can't restore magic to broken magic item | Touch | V,S,M | |
| | Poison Spray | 1 creature Con save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12 | 10' | V,S | |
| | Produce Flame | Flame 10' bright light; once 30' ranged spell attack for 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8 | Self | V,S | 10m |
| | Resistance | 1 willing creature can add 1d4 to one saving throw after rolling, once during the duration | Touch | V,S,M | C:1m |
| | Shillelagh | Club or quarterstaff you hold does 1d8 dmg and you use your wis mod instead of Str | Touch | V,S,M | 1m |
| | Thorn Whip | Melee spell attack for 1d6 Piercing dmg and pull creature 10' to you; CL5:2d6, CL11:3d6, CL17:4d6 | 30' | V,S,M | |
| 1 | Absorb Elements | ○ Reaction: Acid, Cold, Fire, Lightning, or Thundering Resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg | Self | S | 1 rnd |
| | Animal Friendship | ○ 1+1/SL beasts Int<4 Wis save or charmed for the duration | 30' | V,S,M | 24h |
| | Beast Bond | ○ Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. creature you can see | Touch | V,S,M | C:10m |
| | Charm Person | ○ 1+1/SL humanoid Wis save or charmed; creature adv. on save if you or your allies are fighting it | 30' | V,S | 1h |
| | Create/Destroy Water | ○ Create/destroy 10+2/SL gal of water in open container, or create rain/destroy fog in 30+5/SL' cube | 30' | V,S,M | |
| | Cure Wounds | ○ 1 creature is healed for 1d8+1d8/SL+wis mod hp | Touch | V,S | |
| | Detect Magic | ○ (R) Know presence of magic within 30'; 1a to see auras and determine school | Self | V,S | C:10m |
| | Detect Poison/Dis. | ○ (R) Know presence, location, and type of poisons, poisonous creatures, and diseases within 30' | Self | V,S,M | C:10m |
| | Earth Tremor | ○ All creature in area except you Dex save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter. | 10' rad | V,S | |
| | Entangle | ○ 20' square Str save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain | 90' | V,S | C:1m |
| | Faerie Fire | ○ 20' cube all obj/creature Dex save or outlined in 10' dim light and attacks had adv.; see invisible creature | 60' | V | C:1m |
| | Fog Cloud | ○ 20'+20'/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it | 120' | V,S | C:1h |
| | Goodberry | ○ Create 10 berries; 1a to eat 1 berry for 1 hp and nourishment for 1 day; berries lose potency after 24h | Touch | V,S,M | |
| | Guiding Hand | ○ (R) Spend 1m casting and create hand of light that will lead you towards a single major landmark (on the same plane) for the duration. | 5' | V,S | C:8h |
| | Healing Word | ○ Bonus Action: Heals 1 living creature 1d4+1d4/SL+wis mod | 60' | V | |
| | Ice Knife | ○ Ranged atk for 1d10 Piercing dmg; hit/miss 5' rad on target all creature Dex save or 2d6+1d6/SL Cold dmg | 60' | S,M | |
| | Jump | ○ 1 creature's jump distance is tripled for the duration | Touch | V,S,M | 1m |
| | Longstrider | ○ 1+1/SL creature's speed increases by 10' for the duration | Touch | V,S,M | 1h |
| | Purify Food/Drink | ○ (R) 5' rad of food and drink is rendered free of all poison and disease (Ritual) | 10' | V,S | |
| | Snare | ○ 1m to create trap from 30' rope, Dex save or restrained. Disad Dex save EOT or ally's Int(Arcana) check vs spell DC to free. | Touch | V,S,M | |
| | Speak with Animals | ○ (R) Speak verbally with and understand beasts for duration; interaction limited by intelligence of the beasts | Self | V,S | 10m |
| | Thunderwave | ○ All creature/obj in area 2d8+1d8/SL Thunder dmg, pushed 10' away; Con save halves and not pushed | 15' cube | V,S | |
| | Wild Cunning | ○ Find tracks and Survival adv to track; find forage/water/shelter; spirits gather wood and make/break/hide camp. | 120' | V,S | |