

Yùtù (Jade Rabbit)		Human(Suni)		Druid(Moon)		3rd		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'			Slots	Used
DEX	12	+1	+1	Acrobatics	1			1	2	1	4
				Sleight of Hand	1			3	2		
				Stealth	1			4			
CON	15	+2	+2	Drinking	2			5	6	7	
				Arcana	0			8			
INT	11	+0	+2*	History*	2			6	9		
				Investigation	0			7			
				Nature	0			8			
				Religion	0			9			
				Animal Handling*	6						
WIS	18	+4	+6*	Insight	4			4			
				Medicine	4						
				Perception*	6						
				Survival*	6						
				Deception	2						
				Intimidation	2						
CHA	14	+2	+2	Performance	2			2			
				Persuasion	2						
					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	Druid 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	Wis +2
	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	Int+1, Con+1
	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	Spell	Description	Range	Comp	Dur.
	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	
	Animal Messenger	○ (R) Tiny beast delivers 25 word message up to (50 miles if flyer); +48h/SL	30'	V,S,M	24h
	Barkskin	○ 1 willing creature AC cannot be reduced below 16, regardless of armor it is wearing	Touch	V,S,M	C:1h
	Beast Sense	○ Use 1 willing beast's senses; you are blinded and deafened while doing so	Touch	S	C:1h
	Darkvision	○ 1 willing creature has darkvision 60' for the duration	Touch	V,S,M	8h
	Dust Devil	○ 5' cube; all in 5' 1d8+1d8/SL bludgeon dmg and pushed 10' away; Str save halves, no push; see book	60'	V,S,M	C:1m
	Earthbind	○ 1 creature's Str save or fly speed is reduced to 0; airborne creatures descend at 60' per round	300'	V	C:1m
	Enhance Ability	○ 1+1/SL creature adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	Touch	V,S,M	C:1h
	Find Traps	○ Sense presence of any trap within line of sight; not exact location, but general nature of trap	120'	V,S	
	Flame Blade	○ Bonus action to summon a fiery blade; 1a to make a melee spell attack for 3d6+1d6/2SL Fire dmg; 10' bright light	Self	V,S,M	C:10m
	Flaming Sphere	○ 2.5' rad flaming sphere; bonus action to move 30'; all within 5' rad 2d6+1d6/SL Fire dmg; Dex save halves	60'	V,S,M	C:1m
	Gust of Wind	○ 60' long 10' wide line of wind; creature starting turn in wind Str save or pushed 15'; see book	60'line	V,S,M	C:1m
	Heat Metal	○ 1 metal obj 2d8+1d8/SL Fire dmg to touch; Con save or drop obj; if held: dis. atk/chk; bonus action reheat obj	60'	V,S,M	C:1m
	Hold Person	○ 1+1/SL humanoid within 30' of each other Wis save or paralyzed; extra save at end of each turn	60'	V,S,M	C:1m
	Lesser Restoration	○ 1 creature cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	Touch	V,S	
	Locate Ani./Plants	○ (R) Learn direction and distance to closest named or described kind of beast or plant within 5 miles	Self	V,S,M	
	Locate Object	○ Learn direction to closest named or described kind or specific object within 1000'; see book	Self	V,S,M	C:10m
	Moonbeam	○ 5' rad 40' high with dim light; all Con save or 2d10+1d10/SL; 1a to move it 60'; see book	120'	V,S,M	C:1m
	Pass Without Trace	○ Any within 30' rad +10 Dex (Stealth) checks, leave no tracks, can't be tracked by nonmagical means	Self	V,S,M	C:1h
	Prot. from Poison	○ 1 creature cured from 1 poison, gains resistance to Poison damage, and adv. on saves against being poisoned	Touch	V,S	1h
	Skywrite	○ (R) Write up to 10 words with clouds in a part of the sky you can see; strong wind can disperse the clouds	Sight	V,S	C:1h
	Spike Growth	○ 20' rad dif. terrain; all 2d4 Piercing dmg every 5' moved; Wis (Perception) vs. Spell DC to recognize	150'	V,S,M	C:10m
	Warding Wind	○ Strong (20 mph) wind in area deafens/extinguishes unprotected flames/dif. ter./ranged weapons have dis	10'rad	V	C:10m