

MAIKA

Human Druid 4

Skinchanger

AGE 25

HEIGHT 5 feet 8 inches

WEIGHT 130 pounds

SIZE Medium

CULTURE Villager

Armor Class 12

Hide armor

STR 13 (+2)

SAVE

+4

DEX 8 (-1)

SAVE

-1

CON 12 (+1)

SAVE

+1

INT 14 (+2)

SAVE

+2

WIS 16 (+3)

SAVE

+5

CHA 12 (+1)

SAVE

+1

PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; **Maneuver DC** 11

Saving Throws Strength, Wisdom

Skills Animal Handling +1d4 (*calming* +1d6), Athletics, Insight, Medicine (*herbalism* +1d4), Nature (*fey* +1d4), Perception, Stealth, Survival (*foraging* +1d4)

Passive Perception 15; **Passive Insight** 15

Armor Light armor, medium armor, shields
(Maika is never proficient with metal armors or shields)

Weapons Blowguns, clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, scythes, sickles, slings, spears, improvised weapons

Tools Herbalism kit, land vehicles, sewing kit

Languages Common, Druidic, Sylvan

ARCHETYPE: SKINCHANGER

Skinchangers are nature priests who embrace their animal forms.

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Quarterstaff	A	+4	reach 5 ft	one target	1d6+1 bludgeoning
Sling	A	+1	range 30/120 ft	one target	1d4 bludgeoning

QUARTERSTAFF

Parrying. When she is wielding this weapon and she is not using a shield, once before her next turn Maika can gain an expertise die to her AC against a single attack made against her by a creature she can see.

SPECIAL COMBAT FEATURES

- Sharpened Tools.** Maika is proficient with improvised weapons.
- Stealth Expert.** If she is hidden, Maika remains hidden after missing a ranged attack.

SPELLCASTING

CASTER LEVEL 4 **SPELLCASTING ABILITY** Wisdom **SPELL SAVE DC** 13 **SPELL ATTACKS** +5

Inexorable Concentration (2/Long Rest). When Maika fails a Constitution saving throw to maintain concentration, she can immediately reroll it, taking the new result.

A or B Nature's Bond. Maika can expend a use of her Wild Shape feature to cast the *find familiar* spell, without material components. The familiar she summons is a fey instead of a beast, and it disappears after 2 hours.

CANTRIPS

A Druidcraft (V,S). Maika calls upon her mastery of nature to produce one of the following effects within 30 feet:

- She creates a minor, harmless sensory effect that lasts for 1 round and predicts the next 24 hours of weather in her current location. For example, the effect might create a miniature thunderhead if storms are predicted.
- She instantly makes a plant feature develop, but never to produce Supply. For example, she can cause a flower to bloom or a seed pod to open.
- She creates an instantaneous, harmless sensory effect such as the sound of running water, birdsong, or the smell of mulch. The effect must fit in a 5-foot cube.
- She instantly ignites or extinguishes a candle, torch, smoking pipe, or small campfire.

A Grapevine (V, S). Maika causes a message in Druidic to appear on a tree or plant within 100 miles which she has seen before. She can cast the spell again to erase the message.

A Pestilence (V, S, Concentration). A swarm of insects fills a 10-foot sphere around a point Maika chooses within 60 feet for up to 1 minute. Creatures that begin their turn within the spell's area or who enter the area for the first time on their turn must make a DC 13 Constitution saving throw or take 1d4 piercing damage. The pests also ravage any unattended organic material within their radius, such as plant, wood, or fabric.

A Produce Flame (V, S). Maika creates a flame in her hand which lasts until the spell ends (up to 10 minutes) and does no harm to her or her equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends when she dismisses it, casts it again, or attacks with the flame. As part of casting the spell or as an action on a following turn, Maika can fling the flame at a creature within 30 feet, making a ranged spell attack (+5 to hit) that deals 1d8 fire damage.

1ST-LEVEL (4 SLOTS)

A Cure Wounds (V, S). Maika touches a willing living creature, restoring 1d8+3 hit points to it.

A Detect Magic (V, S, Concentration). Until the spell ends (after 10 minutes), Maika automatically senses the presence of magic within range, and she can use an action to study the aura of a magic effect to learn its schools of magic (if any). The spell penetrates most barriers but is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead.

A Faerie Fire (V, Concentration). Each object in a 20-foot cube within 60 feet is outlined in light. Any creature in the area when the spell is cast is also outlined unless it makes a Dexterity saving throw. Until the spell ends, affected objects and creatures shed dim light in a 10-foot radius. Any attack roll against an affected object or creature has advantage. The spell also negates the benefits of invisibility on affected creatures and objects.

B Healing Word (V). Maika or a living creature within 60 feet regains 1d4+3 hit points. She can't cast this spell and a 1st-level spell on the same turn.

2ND-LEVEL (3 SLOTS)

A Flaming Sphere (V, S, M). A 5-foot-diameter sphere of fire appears within 60 feet, lasting for the duration. It casts bright light in a 20-foot radius and dim light for another 20 feet, and ignites unattended flammable objects it touches. Maika can use a bonus action to move the sphere up to 30 feet. It can jump over pits 10 feet wide or obstacles 5 feet tall. If she moves the sphere into a creature, the sphere ends its movement for that turn and the creature makes a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much on a successful one. A creature that ends its turn within 5 feet of the sphere makes a Dexterity saving throw against the sphere's damage.

R Force of Will (V, S). Maika's iron resolve allows her to withstand an attack. The damage she takes from the triggering attack is reduced by 2d10 +3.

A Seed Bomb (S, M). Up to four seeds appear in Maika's hand and are infused with magic for 1 minute. As an action, a creature can throw one of these seeds at a point up to 60 feet away. Each creature within 5 feet of that point makes a Dexterity saving throw or takes 4d6 piercing damage. Depending on the material component used, a seed bomb also causes one of the following additional effects:

Pinecone. Seed shrapnel explodes outward. A creature in the area of the exploding seed bomb makes a Constitution saving throw or it is blinded until the end of its next turn.

Sunflower. Seeds enlarge into a blanket of pointy needles. The area affected by the exploding seed bomb becomes difficult terrain for the next minute.

Tumbleweed. The weeds unravel to latch around creatures. A creature in the area of the exploding seed bomb makes a Dexterity saving throw or it becomes grappled until the end of its next turn.

WILD SHAPE

A or B Wild Shape (2/Long Rest). Maika knows 4 wild shapes (giant eagle, giant spider, lance crab, stirge) for creatures of CR 1 or less that have the beast or plant type. As an action or bonus action she can magically assume one of her known wild shapes.

Whenever Maika uses Wild Shape to transform into a creature, she gains a number of temporary hit points equal to $2d4 \times$ the creature's CR (minimum 2d4). She can stay in a wild shape for 4 hours. Maika then reverts to her normal form unless she expends another use of this feature. She can revert to her normal form earlier by using a bonus action on her turn. Maika automatically reverts if she falls unconscious, drops to 0 hit points, or dies.

While Maika is transformed, the following rules apply:

- Her game statistics are replaced by the statistics of the creature, except she retains her hit points and Hit Dice, personality, the ability to speak and understand any languages she knows, and her Intelligence, Wisdom, and Charisma scores. Maika also retains all of her skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has a higher bonus to a skill or saving throw, she may use the creature's bonus instead.
- She gains all of the wild shape's senses, movement speeds, resistances, immunities, vulnerabilities, traits, actions, and attacks. If Maika takes a Multiattack action of a creature, she cannot make any further attacks that turn even if another feature would normally allow her to do so.
- While in a wild shape her Armor Class equals 16. If Maika's wild shape would have a higher AC, she may use that instead.
- While in a wild shape she may only cast spells with a range of Self or Touch. Maika can perform the vocalized and seen components of such spells while in a wild shape and her wild shape itself acts as her spellcasting focus. Transforming doesn't break Maika's concentration on a spell she's already cast, nor does it prevent her from taking actions that are part of a spell, such as call lightning, that she's already cast.
- She still retains the benefit of any features from her class, destiny, or culture and can use them if her wild shape is physically capable of doing so. However, Maika can't utilize any features gained from her heritage or heritage gift while in a wild shape.
- Any equipment she is wearing or wielding merges into her new form. Equipment that merges with Maika's form has no effect until she leaves the form.

Dire Shape. When Maika would gain temporary hit points from assuming a wild shape, she gains twice as many temporary hit points instead. In addition, she adds 3 to her AC while in a wild shape. Both are included below.

OTHER FEATURES

Fast Learner. Maika requires half as much time as normal to train herself in the use of a suit of armor, skill, tool, or weapon during downtime.

Intrepid (1/Rest). When Maika makes an attack roll, ability check, or saving throw, she can choose to gain an expertise die on that roll.

EXPLORATION

A Way With Animals. Beasts understand anything Maika verbally communicates in Druidic, and she can comprehend them in return. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum beasts can give her information about nearby locations and monsters, including whatever they have perceived within the past day. At the Narrator's discretion, Maika might be able to persuade a beast to perform a small favor for her.

Herbal Apothecary. Maika gains an expertise die on checks made using an herbalism kit and checks made to locate herbal ingredients. In addition, whenever she obtains a medicinal or rare herb using an herbalism kit, she gains twice as many medicinals or rare herbs.

Master Forager. Maika has advantage on checks made to locate or harvest edible flora in the wild and gains twice as many Supply as normal when doing so.

Resident Expert. When Maika makes a Nature check and the d20 shows a natural result of less than 10, she can count the d20 result as being 10.

Stealth Expert. Maika gains the following benefits:

- When lightly obscured, she may attempt the Hide action.
- Maika's Wisdom (Perception) checks are not adversely affected by dim light.

Tall Tales. Maika may always choose to use Wisdom when making History, Nature, or Religion checks. However, the Narrator may decide that the results of a check made in this way are distorted or exaggerated forms of the truth.

Village Watch. Maika gains an expertise die on Perception checks made while keeping watch during a rest.

NOTES
