

# MAIKA SASAKI

## HUMAN DRUID, LEVEL 1

HERITAGE Human CULTURE Villager BACKGROUND Farmer DESTINY Underdog

Armor Class 12 (hide armor)

Hit Points 9

Hit Dice 1 (1d8+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	14 (+2)	16 (+3)	12 (+1)

Proficiency Bonus +2; Maneuver DC 11

Saving Throws Str +3, Wis +5

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

Tools herbalism kit, land vehicles, sewing kit

Senses passive Perception 15

Languages Common, Druidic, Sylvan

**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.

**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.

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

**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.

**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.

**Sharpened Tools.** Maika is proficient with improvised weapons.

**Spellcasting.** Maika is a 1st level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 13; +5 to hit with spell attacks). She has the following spells prepared from the druid's spell list:

Cantrips: *druidcraft*, *pestilence*, *produce flame*

1st-level (2 slots): *cure wounds*, *detect magic*, *faerie fire*, *healing word*

**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.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6+1 bludgeoning damage. Maika's quarterstaff has the parrying property:

**Parrying.** When you are wielding this weapon and you are not using a shield, once before your next turn you can gain an expertise die to your AC against a single attack made against you by a creature you can see.

**Sling.** *Ranged Weapon Attack:* +1 to hit, range 30/120 ft., one target. *Hit:* 1d4 bludgeoning damage.

**Cure Wounds (1st-Level; V, S).** Maika touches a willing living creature, restoring 1d8+3 hit points to it.

**Healing Word (1st-Level; 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.

**Pestilence (Cantrip; 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.

**Produce Flame (Cantrip; 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.

## EQUIPMENT

Backpack, bandages (8; with reminders written on them), bedroll, component pouch, fishing tackle, hempen rope (50 feet), ink, ink pen, mess tin, mosquito netting, pitons (10), sewing kit, signal whistle, soap, string (10 feet), tinderbox, torches (5), traveler's clothes, waterskin, 28 gold.

In addition, Maika's mule (affectionately named Oats) has a saddlebag and carries a 10-foot pole, flour (1 pound), salt (1 pound), a sand bag, torches (5), and wheat (1 pound).

## SUPPLY

Rations (10 Supply)

**AGE 25 HEIGHT 5 feet 8 inches WEIGHT 130 pounds SIZE Medium**

## OVERVIEW

While many adventurers started off on the road out of their own volition, Maika was forced into the turbulent world of adventuring by difficult circumstances. Despite being the subject of a manhunt the druid keeps her spirits high, savoring life and freedom with determination.

## HISTORY

Born in a caravan heading to the frontier, Maika grew up in a pioneering village where she spent her childhood observing the flora and fauna outside its perimeters. Her deep intrigue with nature drew the attention of the fey of the forest and a kind-hearted faun took her under their tutelage, teaching her who to trust in the wild—and who to not.

Maika became an expert in all matters related to nature, including effective fortifications that worked in sync with her village's natural surroundings. After repelling several raids the marauders in the region gave up on capturing her hometown, save for one bandit chief: Barros Barrenbark. He saw the incomplete conquest as an insult to his authority, yet also wanted Maika's ability to plan natural defenses under his thumb. When bribery, coercion, and attempted kidnappings achieved nothing, Barrenbark placed a hefty bounty on the young druid's head, provided she is delivered alive.

Fortunately the trees and flowers caught wind of the news, and Maika's fey friends spirited her away in the middle of the night. Being ever whimsical however, they sent her some three-eighths of the way across the world with only her tree sparrow and a handful of gold to start her journey.

## PERSONALITY

Maika is optimistic, determined, and gentle, and not as evasive or elusive as other fugitives might be. While her knowledge and understanding of nature is second to none she is scatterbrained on menial tasks, requiring the use of many reminder bandages to keep track of them. Combined with her general clumsiness, Maika's talents rarely shine in urban environments. Nevertheless she is drawn to the busy sights and sounds of cities, finding their exciting energy to be infectious. Out on the road and in the forests, Maika acts more serene and relaxed.

## GOALS

Maika is anxious to go back home to check on the situation there, though for the moment she needs to hide from the bounty hunters and bandits on her trail. While getting rid of Barrenbark will solve the problem entirely, doing so probably means destabilizing the region he controls (endangering Maika's home in the process).

## DESTINY: UNDERDOG

Maika gains inspiration whenever she scores a critical hit against a creature larger than she is, rolls a natural 20 on a death saving throw, openly defies a powerful being, or succeeds after taking a risk with long odds.

*A Nose for Trouble.* Whenever Maika or an ally she can see fails an Insight check, she can use her reaction to spend her inspiration and learn any information that would have been gained by a successful Insight check.

## BACKGROUND: FARMER

**Connection** Barros Barrenbark, the chief of the band of marauders responsible for putting a bounty on Maika for thwarting his invasion plans time and time again.

**Memento** A beaded necklace from her faun mentor.

**Bit and Bridle.** Maika and her mule Oats can each carry 2 additional Supply.