



Rahiga

HOUSE DIVINE - DRUID

All things end. It is the only way something new can start. That does not make it any less beautiful.

Living on the road, Rahiga was raised in a nomadic community that moved with the wind, travelling across breath-taking landscapes from endless rainforests to barren deserts. It was on these trips Rahiga recognised that nature craves a balance, whether it be a swamp, forest, or desert. Part of that balance is understanding that though a flower will wilt and fade, that does not make it any less miraculous or part of life.

While at the Academy, Rahiga is rarely seen without flowers adorning their clothing, a constant reminder of the impermanence of life. Content to listen as often as they talk, Rahiga is a regular sight on the common grass in between lessons, just listening to the noise of the Academy around them.



Action Reference Guide

IN ONE ROUND YOU MAY TAKE

ONE MOVE ACTION

Move up to your speed on your turn. Movement can be interrupted to perform any other action then finished afterwards.

ONE ACTION

Attack with a weapon or cast a spell.

Two-Weapon Fighting allows two attacks using a pair of light weapons, using your Bonus Action.

Grapple a foe with a free hand. Using your Athletics vs their Athletics or Acrobatics.

Dash allows you to move up to your speed, in addition to your move action.

Disengage from your melee with a foe. Your movement no longer provokes attacks for this turn.

Dodge to focus on defense. Attacks made against you have disadvantage.

Help gives an ally advantage to an ability check or attack.

Hide gives you an advantage to attacking visible foes and them disadvantage to hit you.

Ready an Action performs a single action later in a round, using your Reaction, once a trigger occurs.

Search devotes your turn to finding something. This may require a Perception or Investigation check.

Shove lets you push a foe back 5 feet or knock them prone using Athletics vs their Athletics or Acrobatics.

Use an object lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)

You can use a reaction once at any point during the round until it is your turn again.

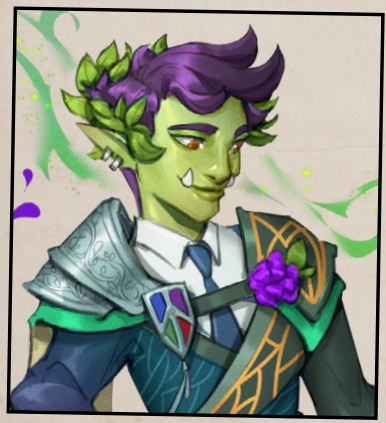
- perform a single attack of opportunity.
- Using a Readied Action that has been triggered.
- Some spells can only be used as a Reaction.

ONE INTERACTION

A short amount of speaking and a simple action (e.g. drawing a weapon).

ONE BONUS ACTION (WHEN GRANTED)

Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name **Rahiga** Class **Druid** Level **---**

Half-Orc

HERITAGE

Successfully introduce wildlife into every part of the Academy grounds.

BEST FRIEND

Balance the chaos of a great foe or being.

RIVAL

SHORT TERM GOAL

LONG TERM GOAL

ARMOUR CLASS **INITIATIVE** **SPEED** **HIT DIE (D8)** **DEATH SAVES**

STRENGTH **DEXTERITY** **CONSTITUTION** **INTELLIGENCE** **WISDOM** **CHARISMA**

ANCESTRAL ITEM

Moon Staff. When wielded by you it is a melee weapon as detailed in your attacks. It uses your WIS modifier for attacks and damage rolls.

SAVING THROWS

Strength +4 Intelligence
 Dexterity +6 Wisdom
 Constitution Charisma

LANGUAGES

Common, Orcish, Druidic and 1 additional language

EQUIPMENT

CP SP GP

House Badge
Ancestral Moon Staff
Druidic Focus
Explorer's Pack
Leather Armour
Wooden Shield

ATTACKS

Moon Staff. 5ft Reach. +6 to hit. On hit 1d8+4 MAGIC SLASH DMG.

FEATURES & TRAITS

Academy Student.

When reduced to 0 HP they can immediately spend any number of hit dice as if during a Short Rest. The student cannot use this feature again until they have gained a level.

House Badge. Divine. Once per Short Rest you can cause a creature within 30ft of you to reroll a d20 (on an ATTK, CHECK, SAVE or Death SAVE). You must use the new result.

Darkvision. 60 ft.

Relentless Endurance.

When you are reduced to 0 HP but not killed outright, you can drop to 1 HP instead. You can't use this feature again until you finish a Long Rest.

Savage Attacks. When you score a critical hit with a melee weapon ATTK, you can roll one of the weapon's DMG dice one additional time and add it to the extra DMG of the critical hit.

SPELLCASTING

Cantrips

- Mending. 1 minute, repairs a single break or tear in an object you touch no larger than 1ft in any dimension.
- Poison Spray. 1 ACT, 10ft, 1 creature CON DC 14 SAVE 1d12 PSN DMG.

1st level

- Cure Wounds. 1 ACT, touch, regains 1d8+4 HP.
- Faerie Fire. 1 ACT, 60ft, concentration 1 minute, all creatures in a 20ft cube, creatures of your choice DEX SAVE, FAIL ATTK rolls targeting creature ADV and shed dim light 10ft.
- Jump. 1 ACT, 1 minute, 1 creature you touch, jump distance is tripled for duration.
- Thunderwave. 1 ACT, 15ft cube from self, each creature CON DC 14 SAVE 2d8 THUND DMG and pushed 10ft away on FAIL, half DMG on SUC.
- Entangle. 1 ACT, 90ft, affects a 20ft square, up to 1 minute, area is treated as difficult terrain, a creature that starts its turn in the area STR DC 14 SAVE or be RESTRAINED.



Skills (Proficient)

- +2 (CHA) Intimidation
- +4 (INT) Nature
- +2 (CHA) Persuasion
- +4 (INT) Religion
- +6 (WIS) Survival

PROFICIENCY BONUS **PASSIVE PERCEPTION** **INSPIRATION**

Spellcasting

Two 1st level slots, five prepared, change spells and regained expended slots on a Long Rest, two cantrips known.

Character Levelling

LEVEL II 1ST

HP: Increase Rahiga's maximum and current HP by 6 (to a total of 15), they also gain 1 additional hit die (for a maximum of 2d8).

Features and Abilities:

Wild Shape.

Transform into a 1/4 CR or lower creature Rahiga has seen before. It cannot have a swim or fly speed. Rahiga takes on their stats. They revert to their original form if unconscious, 0 HP or on death. Duration 1/2 druid level rounded down.

Druid Circle. Pick one or Circle of the Land (forest), Circle Spells, Natural Recovery.

Spellcasting: You can prepare one additional spell, gain one additional 1st level slot.

LEVEL III 1ST 2ND

HP: Increase Rahiga's maximum and current HP by 6 (to a total of 21), they also gain an additional hit dice (for a maximum of 3d8).

Features and Abilities:

Ancestral Item: Moon Staff. When you hit a creature with your Moon Staff, you gain 6 temp HP. (Temp HP doesn't stack).

Spellcasting: You can prepare 1 additional spell, gain one additional 1st level slot and two 2nd level slots.