



Einar Tidehoof (Roan)

Druid 1
Centaur — Sailor (Norse)

Armor Class

13

Speed

40

Max Hit Points

9

Current HP

Temp HP

Strength: 14



Mod
+2

Save
+2

Athletics: +4

Dexterity: 10



Mod
+0

Save
+0

Initiative: +0
Acrobatics: +0
Sleight of Hand: +0
Stealth: +0

Constitution: 12



Mod
+1

Save
+1

Intelligence: 14



Mod
+2

Save
+4

Arcana: +2
History: +2
Investigation: +4
Nature: +4
Religion: +2

Wisdom: 17



Mod
+3

Save
+5

Animal Handling: +5
Insight: +3
Medicine: +3
Perception: +5
Survival: +3

Charisma: 8



Mod
-1

Save
-1

Deception: -1
Intimidation: -1
Performance: -1
Persuasion: -1

Tools: Herbalism Kit, Navigator's Tools, Vehicles (water)

Languages: Common, Draconic

Coins: Copper 0 · Silver 0 · Gold 9 · Electrum 0 · Platinum 0

ITEM

Sickle

Simple melee weapon (light)

- Attack: +4 to hit
- Damage: 1d4 +2 slashing
- Crescent blade ideal for harvesting — or hamstringing foes

Damage options (style bonuses included):

- Off-hand / extra attack damage: 1d4+0

Use off-hand / extra damage only for a qualifying two-weapon extra attack after attacking with the other weapon. Follow the Light property, Dual Wielder, and Nick rules for your character; this button does not grant an extra attack.



ITEM

Spear

Simple melee weapon (thrown 20/60, versatile 1d8)

- Melee Attack: +4 to hit
- Thrown Attack: +4 to hit
- One-Handed / Thrown Damage: 1d6 +2 piercing
- Two-Handed: 1d8 +2 piercing, and the spear has the Reach property



Einar Tidehoof

Sickle

ITEM

Einar Tidehoof

Spear

ITEM

About Einar Tidehoof

Backstory

Einar Tidehoof was born where the land meets the sea, along rocky shores and quiet inlets where fishing boats rock gently with the waves. Unlike most centaurs who roam deep forests or open plains, Einar grew up among sailors and fishers, helping pull in nets, mend sails, and guide boats safely through fog.



He learned early that the sea is alive.

The wind whispers.

The water listens.

The animals talk — if you know how to hear them.

Einar spent long hours standing knee-deep in cold water, watching fish move beneath the surface and seabirds circle above. Over time, he discovered he could speak with animals, and they spoke back — warning him of storms, guiding boats away from danger, and telling him where the fish would be.

During a violent storm, when a fishing boat nearly smashed against the rocks, Einar planted his hooves firmly in the sand and raised his spear. Green light flared around it, and thorny vines burst from the ground, anchoring the boat just long enough for the sailors to escape. That spear became his arcane focus, a symbol of his bond with nature.

Now Einar carries his spear and shield wherever he goes, using fire to light the dark, ice to slow danger, and magic to protect animals and people alike. He believes balance matters — between land and sea, fire and ice, movement and stillness.

Quiet and thoughtful, Einar doesn't speak much unless it matters. But when he does, the wind seems to pause to listen.

Einar Tidehoof — Mastery

Make a saving throw	
Make an ability check	
Make a skill check	
Make a tool check	
Make an attack roll	
Roll with advantage	
Roll with disadvantage	
Use Dash, Disengage, or Dodge	
Take a Short Rest (spend Hit Dice)	
Take a Long Rest	
Roleplay a character trait or ideal	
Centaur Charge	
Equine Build	
Market Expert (Norse)	
Spell Preparation (Druid)	
Message	
Produce Flame	
Thorn Whip	
Cast a leveled spell	
Herbalism Kit	
Spear	
Shield	
Leather Armor	
Sickle	
Centaur Hooves	
Bedroll	
Oil	
Rations	
Rope	
Tinderbox	
Torch	
Waterskin	
Backpack	

FEATURE

Spell Preparation (Druid)

Prepared-spell limit: 4.

After a long rest, spend time in quiet meditation to choose your prepared druid spells. You can prepare a number of druid spells equal to your Wisdom modifier + your druid level (minimum one). The spells must be from the druid list and of levels you can cast. Circle spells granted by your Druid Circle are always prepared and do not count against this total.



SPELL

Message

Level 0

Transmutation cantrip

- Casting Time: 1 action
- Range: 120 feet
- Components: V, S, M (a short piece of copper wire)
- Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.



Einar Tidehoof

Spell Preparation (Druid)

FEATURE

Einar Tidehoof

Mastery

Einar Tidehoof

Message

SPELL

SPELL

Produce Flame

Level 0

Conjuration cantrip

- Casting Time: 1 action
- Range: Self
- Components: V, S
- Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack (+5 to hit). On a hit, the target takes 1d8 fire damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



SPELL

Thorn Whip

Level 0

Cantrip transmutation

- 1 action
- 30 ft
- Components: V, S, M (a thorny plant stem)
- Instant.

Create a thorny vine whip and make a **melee spell attack (+5 to hit)** (+5).

On a hit, the target takes 1d6 piercing damage, and if it is Large or smaller you can pull it up to 10 feet closer.

Cantrip Upgrade. Damage increases at levels 5 (2d6), 11 (3d6), and 17 (4d6).



SPELL

Animal Friendship

Level 1

1st-level enchantment

- Casting Time: 1 action
- Range: 30 feet
- Components: V, S, M (a morsel of food)
- Duration: 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a DC 13 Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast t level above 1st.



SPELL

Faerie Fire

Level 1

1st-level evocation

- Casting Time: 1 action
- Range: 60 feet
- Components: V
- Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a DC 13 Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.



Einar Tidehoof

Thorn Whip

SPELL

Einar Tidehoof

Produce Flame

SPELL

Einar Tidehoof

Faerie Fire

SPELL

Einar Tidehoof

Animal Friendship

SPELL

SPELL

Goodberry

Level 1

1st-level transmutation

- Casting Time: 1 action
- Range: Touch
- Components: V, S, M (a sprig of mistletoe)
- Duration: Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.



SPELL

Ice Knife

Level 1

1st-level conjuration

- 1 action
- 60 ft
- Instant.

Make a ranged spell attack (+5 to hit); on a hit the shard deals 1d10 piercing damage. It then explodes, forcing the target and creatures within 5 ft to make a **DC 13 Dexterity save** or take 2d6 cold damage (half on success). The cold damage increases by 1d6 per slot level above 1st.



SPELL

Speak with Animals

Level 1

1st-level divination (ritual)

- Casting Time: 1 action
- Range: Self
- Components: V, S
- Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.



ITEM

Leather Armor

Light armor

- Armor Class: 11 + Dexterity modifier (currently 0).
- Soft leather that moves quietly.



ITEM

Shield

Shield. +2 to Armor Class while you wield it. You need a free hand to use a shield.



Einar Tidehoof

Ice Knife

SPELL

Einar Tidehoof

Goodberry

SPELL

Einar Tidehoof

Shield

ITEM

Einar Tidehoof

Leather Armor

ITEM

Einar Tidehoof

Speak with Animals

SPELL

ITEM

Backpack



This sturdy bag with straps is easy to put on your back and even easier to take off.

It holds up to 30 pounds of stuff.

ITEM

Bedroll



Travel gear

- Thick wool roll with leather straps, keeps you off the cold ground while resting.
- Grants no mechanical bonus but makes long rests far more comfortable.

ITEM

Centaur Hooves



Your hooves are deadly weapons!

- Attack: +4 to hit
- Damage: 1d6 +2 bludgeoning

ITEM

Herbalism Kit



A set of tools and other items

- Includes clippers, mortar and pestle, pouches, and vials.
- Lets you craft antitoxin or healer's kits, identify herbs, and add herbal flavor to potions.

ITEM

Oil



A flask of oil. You can splash it on a creature or the ground, or use it as lantern fuel (6 hours per flask).

ITEM

Rations



Dry travel food. One day's rations keeps a person fed on the road.

ITEM

Rope



50 feet of hempen rope. It can hold about 500 pounds of weight.

ITEM

Tinderbox



Flint, fire steel, and tinder. Lighting a torch, campfire, or lantern takes 1 action.

Einar Tidehoof

Herbalism Kit

ITEM

Einar Tidehoof

Centaur Hooves

ITEM

Einar Tidehoof

Bedroll

ITEM

Einar Tidehoof

Backpack

ITEM

Einar Tidehoof

Tinderbox

ITEM

Einar Tidehoof

Rope

ITEM

Einar Tidehoof

Rations

ITEM

Einar Tidehoof

Oil

ITEM

ITEM

Torch

Light source and improvised weapon

- Burns for 1 hour, shedding bright light in a 20 ft radius (dim +20 ft).
- Melee Weapon Attack: +2 to hit, reach 5 ft, 1 fire damage. Ignite targets at DM's discretion.



ITEM

Waterskin

Holds about 4 pints of water, enough for one person for a day.



FEATURE

Centaur

Charge

If you **run at least 30 feet** straight at a target **and hit it with a melee attack**, you can **make a bonus attack with your Hooves**.



FEATURE

Equine Build

You count as **one size larger** when carrying, pushing, or dragging heavy things.

Climbing is harder because of your legs. Each **1 foot of climbing takes 5 feet of movement**.



FEATURE

Market Expert (Norse)

Market Expert means you're a pro at marketplace deals!

From kid to now, you've seen all kinds of traders.

Get **advantage** on *Insight* and *Persuasion* checks when buying or selling!



Einar Tidehoof

Equine Build
FEATURE

Einar Tidehoof

Centaur Charge
FEATURE

Einar Tidehoof

Waterskin
ITEM

Einar Tidehoof

Torch
ITEM

Einar Tidehoof

Market Expert (Norse)
FEATURE