D&D BEYOND

Drux Hungryjaw

CHARACTER NAME

Druid 6 [Circle of the Land (Swamp)]
CLASS & LEVEL

PLAYER NAME

Lizardfolk
RACE

Urban Bounty Hunter
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+0 (10)
DEXTERITY	+2 (14)
CONSTITUTION	+2 (15)
INTELLIGENCE	+0 (10)
WISDOM	+4 (18)
CHARISMA	+0 (10)

○	+0	Strength
○	+2	Dexterity
○	+2	Constitution
⊙	+3	Intelligence
⊙	+7	Wisdom
○	+0	Charisma

Saving Throw Modifiers

Advantage Against plants that are magically created or manipulated to impede movement

SAVING THROWS

○	+2	Acrobatics	DEX
○	+4	Animal Handling	WIS
○	+0	Arcana	INT
○	+0	Athletics	STR
○	+0	Deception	CHA
○	+0	History	INT
Ⓟ	+7	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
○	+4	Medicine	WIS
○	+0	Nature	INT
Ⓟ	+7	Perception	WIS
○	+0	Performance	CHA
Ⓟ	+3	Persuasion	CHA
Ⓟ	+3	Religion	INT
○	+2	Sleight of Hand	DEX
Ⓟ	+5	Stealth	DEX
Ⓟ	+7	Survival	WIS
○			
○			
○			

SKILLS

+2
INITIATIVE

ARMOR
18
CLASS

DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Swimming)
SPEED

Max HP	Current HP	Temp HP
45		--

HIT POINTS

Total 6d8
HIT DICE

SUCCESSES ○-○-○
FAILURES ○-○-○
DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

=== TOOLS ===
Herbalism Kit, Playing Card Set, Thieves' Tools

=== LANGUAGES ===
Common, Draconic, Druidic

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Wild Shape • 2 / Short Rest
As an action, you can magically assume the shape of a beast that you have seen before twice per short rest. [2nd] Max CR 1/4 (no flying or swimming speed) [4th] Max CR 1/2 (no flying speed) [8th] Max CR 1

You can stay in beast shape for 3 hours before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit points, or die).

=== BONUS ACTIONS ===
Hungry Jaws • 1 / Short Rest
Once per short rest as a bonus action, you can make a bite attack. If it hits, you gain 2 temporary HP.

ACTIONS

17	PASSIVE WISDOM (PERCEPTION)
17	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Moon Sickle, +1	+4	1d4+1 Slashing	Simple, Light
Quarterstaff	+3	1d6 Bludgeoning	Simple, Versatile
Sling	+5	1d4+2 Bludgeoning	Simple, Ammunition, Range, Range (30/120)
Shillelagh	+8	1d8+4 Bludgeoning	D: 1m, V/S/M
Unarmed Strike	+3	1 Bludgeoning	
Bite	+3	1d6 Piercing	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Drux Hungryjaw	Druid 6 [Circle of the Land (Swamp)]	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Lizardfolk	Urban Bounty Hunter
	RACE	BACKGROUND	EXPERIENCE POINTS

=== DRUID FEATURES ===

* Additional Druid Spells • TCoE 35
Your Druid has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 65

* Proficiencies • PHB 65

* Druidic • PHB 66
You know Druidic, the secret language of druids.

* Spellcasting • PHB 66
You can cast prepared druid spells using WIS as your spellcasting modifier (Spell DC 15, Spell Attack +7) and prepared druid spells as rituals if they have the ritual tag. You can use a druidic focus as a spellcasting focus.

* Wild Companion • TCoE 35
As an action, you can expend a use of your Wild Shape feature to cast the find familiar spell, without material components.
When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after 3 hours.

| 1 Action

* Wild Shape • PHB 66
As an action, you can magically assume the shape of a beast that you have seen before twice per short rest.

You can stay in beast shape for 3 hours before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit points, or die).

| 2 / Short Rest • 1 Action

* Druid Circle • PHB 67

| Circle of the Land (Swamp)

* Bonus Cantrip • PHB 68
You learn one additional druid cantrip of your choice.

* Natural Recovery • PHB 68
Once per long rest during a short rest, you choose expended spell slots to recover. The spell slots can have a combined level of up to 3, and none of the slots can be 6th level or higher.

| 1 / Long Rest

* Circle Spells • PHB 68
You gain access to circle spells for your associated land. A circle spell counts as a druid spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

* Cantrip Versatility • TCoE 36
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the druid spell list.

* Wild Shape Improvement • PHB 66
While using your Wild Shape feature, you can transform into beasts of CR 1/2 or lower that don't have a flying speed.

* Ability Score Improvement • PHB 67

* Land's Stride • PHB 69
Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed and without taking damage if they have thorns, spines, or a similar hazard. You have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

=== LIZARDFOLK RACIAL TRAITS ===

* Bite • VGtM
You have a bite attack for 1d6 +0 piercing damage that can be used instead of the normal damage for an unarmed strike.

| 1 Action

* Cunning Artisan • VGtM
As part of a short rest, you can create a shield, club, javelin, darts, or blowgun needles from materials from slain creatures.

* Hold Breath • VGtM
You can hold your breath for up to 15 minutes at a time.

* Hunter's Lore • VGtM
You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

* Natural Armor • VGtM
When you aren't wearing armor, your AC is 13 + your Dexterity modifier. A shield's benefits apply as normal.

* Hungry Jaws • VGtM
Once per short rest as a bonus action, you can make a bite attack. If it hits, you gain 2 temporary HP.

| 1 / Short Rest • 1 Bonus Action

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	0

WEIGHT CARRIED	93.6 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Shield, +1	1	6 lb.
Studded Leather	1	13 lb.
Moon Sickle, +1	1	2 lb.
Quarterstaff	1	4 lb.
Sling	1	--
Sling Bullets	20	1.5 lb.
Bedroll	1	7 lb.
Rope, Silk (50 feet)	1	5 lb.
Rations (1 day)	10	20 lb.
Pouch	2	2 lb.
Oil (flask)	2	2 lb.
Mess Kit	1	1 lb.
Clothes, Traveler's	1	4 lb.
Backpack	1	5 lb.
Waterskin	1	5 lb.

NAME	QTY	WEIGHT
Torch	5	5 lb.
Tinderbox	1	1 lb.
Thieves' Tools	1	1 lb.
Shovel	1	5 lb.
Herbalism Kit	1	3 lb.
Whetstone	1	1 lb.
Playing Card Set	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Moon Sickle, +1	1	2 lb.

EQUIPMENT

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D&D BEYOND

Drux Hungryjaw

CHARACTER NAME

Male	20	Medium	5' 1"	160
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Semuanya	Green	Yelliw	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
The best way to get me to do

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I

IDEALS

I'm trying to pay off an old debt I owe to a generous benefactor.

BONDS

I have a "tell" that reveals when I'm lying.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Druid

SPELLCASTING CLASS

WIS	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Shillelagh	Druid	+8	1BA	Touch	V,S,M	1 minute	PHB 275	D: 1m, V/S/M
O	Guidance <C>	Druid	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Create Bonfire <C>	Druid	DEX 16	1A	60 ft./5 ft. Cube	V,S	Concentration, up to 1 minute	EE 152	D: 1m, 5 ft. Cube, V/S
O	Shape Water	Bonus Cantrip	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Absorb Elements	Druid	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Entangle <C>	Druid	STR 16	1A	90 ft./20 ft. Square	V,S	Concentration, up to 1 minute	PHB 238	D: 1m, 20 ft. Square, V/S
O	Healing Word	Druid	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Goodberry	Druid	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Faerie Fire <C>	Druid	DEX 16	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Animal Friendship	Druid	WIS 16	1A	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
O	Charm Person	Druid	WIS 16	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
O	Create or Destroy Water	Druid	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
O	Cure Wounds	Druid	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Detect Magic [R]<C>	Druid	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease [R]<C>	Druid	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O	Fog Cloud <C>	Druid	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
O	Jump	Druid	--	1A	Touch	V,S,M	1 minute	PHB 254	D: 1m, V/S/M
O	Longstrider	Druid	--	1A	Touch	V,S,M	1 hour	PHB 256	D: 1h, V/S/M
O	Purify Food and Drink [R]	Druid	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Speak with Animals [R]	Druid	--	1A + 10m	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
O	Thunderwave	Druid	CON 16	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Beast Bond <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	EE 150	D: 10m, V/S/M
O	Earth Tremor	Druid	DEX 16	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
O	Ice Knife	Druid	DEX 16 / +8	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	EE 157	5 ft. Sphere, S/M
O	Snare	Druid	DEX 16	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Darkvision	Druid	--	1A	Touch	V,S,M	8 hours	PHB 230	D: 8h, V/S/M
O	Pass without Trace <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	D: 1h, V/S/M
O	Spike Growth <C>	Druid	--	1A	150 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 277	D: 10m, 20 ft. Sphere, V/S/M
P	Acid Arrow	Druid (Always Prepared)	+8	1A	90 ft.	V,S,M	Instantaneous	PHB	V/S/M
P	Darkness <C>	Druid (Always Prepared)	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	D: 10m, 15 ft. Sphere, V/M
P	Melf's Acid Arrow	Druid (Always Prepared)	+8	1A	90 ft.	V,S,M	Instantaneous	PHB 259	V/S/M
O	Animal Messenger [R]	Druid	--	1A + 10m	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
O	Barkskin <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 217	D: 1h, V/S/M
O	Enhance Ability <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
O	Find Traps	Druid	--	1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
O	Flame Blade <C>	Druid	+8	1BA	Self	V,S,M	Concentration, up to 10 minutes	PHB 242	D: 10m, V/S/M
O	Flaming Sphere <C>	Druid	DEX 16	1A	60 ft./5 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 242	D: 1m, 5 ft. Sphere, V/S/M
O	Gust of Wind <C>	Druid	STR 16	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
O	Heat Metal <C>	Druid	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
O	Hold Person <C>	Druid	WIS 16	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Lesser Restoration	Druid	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Locate Animals or Plants [R]	Druid	--	1A + 10m	Self	V,S,M	Instantaneous	PHB 256	V/S/M
O	Locate Object <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Moonbeam <C>	Druid	CON 16	1A	120 ft./5 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 261	D: 1m, 5 ft. Cylinder, V/S/M
O	Protection from Poison	Druid	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S

SPELLS

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Druid

SPELLCASTING CLASS

WIS	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Beast Sense [R]<C>	Druid	--	1A + 10m	Touch	S	Concentration, up to 1 hour	PHB 217	D: 1h, S
O	Dust Devil <C>	Druid	STR 16	1A	60 ft./5 ft. Cube	V,S,M	Concentration, up to 1 minute	EE 154	D: 1m, 5 ft. Cube, V/S/M
O	Earthbind <C>	Druid	STR 16	1A	300 ft.	V	Concentration, up to 1 minute	EE 154	D: 1m, V
O	Skywrite [R]<C>	Druid	--	1A + 10m	Sight	V,S	Concentration, up to 1 hour	EE 165	D: 1h, V/S
O	Warding Wind <C>	Druid	--	1A	Self/10 ft. Sphere	V	Concentration, up to 10 minutes	EE 170	D: 10m, 10 ft. Sphere, V
O	Healing Spirit <C>	Druid	--	1BA	60 ft./5 ft. Cube	V,S	Concentration, up to 1 minute	XGtE 157	D: 1m, 5 ft. Cube, V/S
O	Summon Beast <C>	Druid	--	1A	90 ft.	V,S,M	Concentration, up to 1 hour	TCoE 109	D: 1h, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Conjure Animals <C>	Druid	--	1A	60 ft.	V,S	Concentration, up to 1 hour	PHB 127	Creatures: (See Description)*, D: 1h, V/S
O	Dispel Magic	Druid	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
P	Stinking Cloud <C>	Druid (Always Prepared)	CON 16	1A	90 ft./20 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 278	D: 1m, 20 ft. Sphere, V/S/M
P	Water Walk [R]	Druid (Always Prepared)	--	1A	30 ft.	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Call Lightning <C>	Druid	DEX 16	1A	120 ft./60 ft. Cylinder	V,S	Concentration, up to 10 minutes	PHB 220	D: 10m, 60 ft. Cylinder, V/S
O	Daylight	Druid	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O	Meld into Stone [R]	Druid	--	1A + 10m	Touch	V,S	8 hours	PHB 259	D: 8h, V/S
O	Plant Growth	Druid	--	S	150 ft.	V,S	Instantaneous	PHB 266	V/S
O	Protection from Energy <C>	Druid	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
O	Sleet Storm <C>	Druid	DEX 16	1A	150 ft./40 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 276	D: 1m, 40 ft. Cylinder, V/S/M
O	Speak with Plants	Druid	--	1A	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
O	Water Breathing [R]	Druid	--	1A + 10m	30 ft.	V,S,M	24 hours	PHB 287	D: 24h, V/S/M
O	Wind Wall <C>	Druid	STR 16	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 288	D: 1m, V/S/M
O	Feign Death [R]	Druid	--	1A + 10m	Touch	V,S,M	1 hour	PHB 240	D: 1h, V/S/M
O	Erupting Earth	Druid	DEX 16	1A	120 ft./20 ft. Cube	V,S,M	Instantaneous	EE 155	20 ft. Cube, V/S/M
O	Flame Arrows <C>	Druid	--	1A	Touch	V,S	Concentration, up to 1 hour	EE 156	D: 1h, V/S
O	Tidal Wave	Druid	DEX 16	1A	120 ft.	V,S,M	Instantaneous	EE 168	V/S/M
O	Wall of Water <C>	Druid	--	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	EE 170	D: 10m, V/S/M
O	Summon Fey <C>	Druid	--	1A	90 ft.	V,S,M	Concentration, up to 1 hour	TCoE 112	D: 1h, V/S/M

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