



Grix

CHARACTER NAME

Druid 18  
CLASS & LEVELLizardfolk  
RACE

Hermit

BACKGROUND

PLAYER NAME

True neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+0

10

CONSTITUTION

+3

16

INTELLIGENCE

+2

14

WISDOM

+5

20

CHARISMA

-1

8

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +1 Strength  
☐ +0 Dexterity  
☐ +3 Constitution  
☒ +8 Intelligence  
☒ +11 Wisdom  
☐ -1 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)  
☒ +11 Animal Handling (Wis)  
☐ +2 Arcana (Int)  
☐ +1 Athletics (Str)  
☐ -1 Deception (Cha)  
☐ +2 History (Int)  
☐ +5 Insight (Wis)  
☐ -1 Intimidation (Cha)  
☐ +2 Investigation (Int)  
☒ +11 Medicine (Wis)  
☒ +8 Nature (Int)  
☒ +11 Perception (Wis)  
☐ -1 Performance (Cha)  
☐ -1 Persuasion (Cha)  
☒ +8 Religion (Int)  
☐ +0 Sleight of Hand (Dex)  
☐ +0 Stealth (Dex)  
☒ +11 Survival (Wis)

SKILLS

13

ARMOR  
CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 147

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 18d8

18d8

HIT DICE

SUCCESSSES

○○○

FAILURES

○○○

DEATH SAVES

Calm, insightful, and deeply connected to the swamps, often speaks in riddles.

PERSONALITY TRAITS

Harmony with nature and respect for all living things.

IDEALS

Protects the swamp and its creatures as his family.

BONDS

Overly trusting of nature, sometimes neglects the dangers posed by outsiders.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff +7 1d8+1 / b

Dagger +7 1d4+1 / p

Spear +6 1d8+0 / p

ATTACKS &amp; SPELLCASTING

21

PASSIVE WISDOM (PERCEPTION)

Languages: Draconic, Lizardfolk, Common, Druidic

Weapons: Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

Armors: Light Armor, Medium Armor, Shields

Tools: Herbalism kit

Gaming Sets: None

Instruments: None

OTHER PROFICIENCIES &amp; LANGUAGES

CP

SP

EP

GP

PP

Clothes, Quarterstaff, Dagger, Spear  
Weight: 8.0 lb  
Capacity: 180 lb

EQUIPMENT

Features

War Caster  
Observant

FEATURES &amp; TRAITS



Grix

CHARACTER NAME

70

AGE

yellow

EYES

180 cm

HEIGHT

green

SKIN

90 kg

WEIGHT

none

HAIR

An old lizardfolk with deep scales and a wise gaze, wearing tattered robes adorned with natural motifs and carrying a gnarled staff.

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

#### Action

You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

You can cast spells to shape the essence of nature to your will. Wisdom is your spellcasting ability for your druid spells, and you prepare spells based on your Wisdom modifier and Druid level.

Starting at 2nd level, you can magically assume the shape of a beast that you have seen before. You can use this feature twice and regain expended uses after a short or long rest.

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape, performing somatic and verbal components while in beast shape.

#### Bonus Action

You can throw yourself into a feeding frenzy. As a bonus action, you can make a special attack with your Bite. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

#### Reaction

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits: You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

#### Free Action

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land – arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark – and consult the associated list of spells.

#### Passive

You have tough, scaly skin. When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

ADDITIONAL FEATURES & TRAITS

CHARACTER background

TREASURE



# Druid 18

SPELLCASTING  
CLASS

wisdom

SPELLCASTING  
ABILITY

19

SPELL SAVE DC

11

SPELL ATTACK  
BONUS

0

## CANTRIPS

Druidcraft  
Guidance  
Produce Flame  
Thorn Whip  
Control Flames  
Mending

SLOTS TOTAL

SLOTS EXPENDED

1

4

● Goodberry  
● Cure Wounds  
● Entangle  
● Detect Magic  
● Fog Cloud  
● Thunderwave

2

4

● Moonbeam  
● Healing Spirit  
● Pass Without Trace  
○ Flame Blade  
○ Dust Devil  
○ Barkskin

3

3

● Call Lightning  
● Conjure Animals  
● Plant Growth  
○ Protection from Energy  
○ Dispel Magic  
○ Daylight

4

3

○ Blight  
○ Conjure Woodland Beings  
○ Control Water  
○ Ice Storm  
● Polymorph  
● Guardian of Nature

5

3

● Awaken  
● Greater Restoration  
● Insect Plague  
● Tree Stride  
○ Commune with Nature  
○ Mass Cure Wounds

6

3

○ Heal  
○ Find the Path  
● Druid Grove  
○ Transport via Plants  
○ Wall of Thorns  
○ Primordial Ward

7

2

● Regenerate  
● Fire Storm  
○ Plane Shift  
○ Mirage Arcane  
○ Whirlwind  
○ Draconic Transformation

8

1

○ Earthquake  
● Control Weather  
○ Animal Shapes  
○ Sunburst  
○ Feeblemind  
○ Tsunami

9

1

● Shapechange  
○ Storm of Vengeance  
○ True Resurrection  
○ Foresight

SPELLS KNOWN