

# SHAPESHIFTER

(CHARACTER NAME)

CLASS: DRUID

PLAYSTYLE: BRUISER

RACE: \_\_\_\_\_

DIFFICULTY: VERY HARD

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2) Druidic

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: \_\_\_\_\_

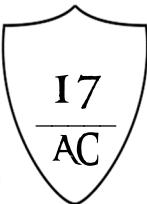
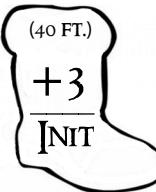
+1  
STRENGTH

+3  
DEXTERITY

+2  
CONSTITUTION

+1  
INTELLIGENCE

+5 -1  
WISDOM CHARISMA



## ITEMS

### EQUIPMENT:

**Main Hand.** Willow Switch.  
**Off-Hand.** Wooden Shield.  
**Armor.** Studded Leather Armor.

### TOOLS/KITS:

**Herbalism Kit.** Clippers, mortar and pestle, herb identification kit, pouches and vials for remedies.

**Healing Salve.**

During a short rest, heal yourself for 1d8+2.

### BACKPACK:

**Explorer's Pack.**

- bedroll
- mess kit
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

MONEY: Copper: \_\_\_\_\_ Silver: \_\_\_\_\_ Gold: 5

## SPECIAL

**Wild Shape.** When you shapeshift, you assume the beast's HP, stats, and actions. When you drop to 0 HP in a *wild shape*, you revert to your normal form and any excess damage is applied to the HP of your normal form.

## REACTIONS

**Opportunity Attack.** In either normal or beast form, make a melee attack when an enemy exits your melee range.

## ATTACKS (+5)

**Savage Claws.** Melee, 1d10 slashing.  
**Thorn Whip.** Reach (30 ft.), 1d6 piercing. Target is pulled 10 ft. towards you.

## BONUS ACTIONS

**Shapeshift.** Transform into or out of a *wild shape* (see special). You may shapeshift into each of the following forms once (see back):

- Brown Bear  
Giant Toad  
Dire Wolf

## ABILITIES (DC 13)

**Dash.**  $\infty$

You double your move speed this turn.

**Animal Friendship.**

Convince a beast that you are friendly. [30 ft. range, lasts 1 day (WIS save: no effect)].

**Animal Messenger.**

A tiny beast delivers a message in your voice to a recipient within 25 miles. [30 ft. range].

## FEATURES

**Mask of the Wild.** You may hide when lightly obscured by foliage, heavy rain, falling snow, mist, etc.

**Mobile.** Difficult terrain doesn't slow you when dashing.

**Speak With Animals.** You can comprehend and speak with beasts.

# BROWN BEAR

## ABILITIES

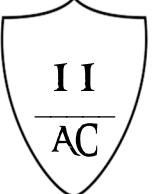
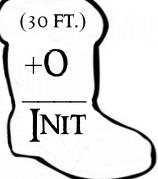
**Multiattack.** Make two attacks: one bite and one claw.

## ATTACKS (+5)

**Bite.** Melee, 1d8+4 piercing.  
**Claws.** Melee, 2d6+4 slashing.

## FEATURES

**Keen Smell.** Advantage on WIS checks using smell.  
**Climbing.** Climbing does not cost extra movement.



<b>STRENGTH</b>	+4
<b>DEXTERITY</b>	+0
<b>CONSTITUTION</b>	+3
<b>INTELLIGENCE</b>	+1
<b>WISDOM</b>	+5
<b>CHARISMA</b>	-1



# GIANT TOAD

## ABILITIES

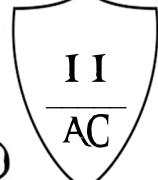
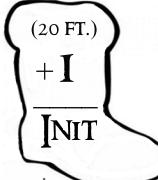
**Swallow.** After you bite a grappled target, you may swallow the target if it's smaller than you, ending the grapple. It is blinded and restrained and takes 3d6 acid at the start of each of your turns until it (or the toad) dies. Only one target may be swallowed at a time.

## ATTACKS (+4)

**Bite.** Melee, 1d10+2 piercing + 1d10 poison. Target is grappled and restrained (escape DC 13). You may not bite a different target while grappling.

## FEATURES

**Standing Leap.** The toad can jump up to its move speed from standing.  
**Amphibious.** The toad can breathe air and water, and it can swim at double movement speed.



<b>STRENGTH</b>	+2
<b>DEXTERITY</b>	+1
<b>CONSTITUTION</b>	+1
<b>INTELLIGENCE</b>	+1
<b>WISDOM</b>	+5
<b>CHARISMA</b>	-1



# DIRE WOLF

## ABILITIES (DC 13)

**Takedown.** After you bite a target, you may attempt to knock it prone (STR save).

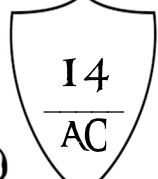
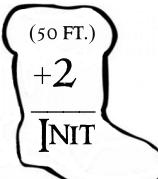
## ATTACKS (+5)

**Bite.** Melee, 2d6+3 piercing.

## FEATURES

**Keen Hearing and Smell.** Advantage on WIS checks using hearing or smell.

**Pack Tactics.** Advantage on attacks against a creature if a non-incapacitated ally is within 5 ft. of the creature.



<b>STRENGTH</b>	+3
<b>DEXTERITY</b>	+2
<b>CONSTITUTION</b>	+2
<b>INTELLIGENCE</b>	+1
<b>WISDOM</b>	+5
<b>CHARISMA</b>	-1

