klarion

2500 x 3235

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Image Dummy

Klarion

middle aged adult Tiefling
Lawful Good
Level 2 Druid Circle of Spores

Pronouns -

he/him

Occupations -

Gardener / Groundskeeper

Armor Class -

11

Hit Points -

44 (TODO Hitdice)

Speed -

30.

STR

12 (+1)

DEX

11 (+1)

CON

14 (+2)

INT

14 (+2)

WIS

14 (+2)

CHA

15 (+3)

Saving Throws -

Skills -

{"Tiefling Abilities"=>[{"Darkvision"=>"You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray", "Hellish Resistance"=>"You have Resistance to fire damage", "Asmodeal Legacy"=>"You know the Thaumaturgy cantrip. When you reach 3rd Level, you can cast the Hellish Rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a Long Rest. When you reach 5th Level, you can cast the Darkness spell once with this trait and regain the ability to do so when you finish a Long Rest. Charisma is your Spellcasting Ability for these Spells"}], "Druid Abilities"=> [{"Druidic"=>"You know Druidic, the Secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a Message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.", "Spellcasting"=> [{"Description"=>"Spell DC 12", "Cantrips"=>"Mold Earth, Shape Water", "1st Level"=>"Create Water, Speak with Animals, Goodberry"}], "Wild Shape"=>"you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or Long Rest. Your druid level determines the Beasts you can transform into, as shown in the Beast Shapes table. At 2nd Level, for example, you can transform into any beast that has a Challenge Rating of 1/4 or lower that doesn't have a flying or Swimming speed. You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a Bonus Action on Your Turn. You automatically revert if you fall Unconscious, drop to 0 Hit Points, or die"}], "Circle of Spores Abilities"=> [{"Halo of Spores"=>"you are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your

spell save DC. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level", "Spellcasting"=>[{"Description"=>"Spell DC 12", "2nd Level"=>"Chill Touch"}], "Symbiotic Entity"=> [{"Description"=>"you gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4", "Additional Information"=>["temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits;", "When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.", "Your melee weapon attacks deal an extra 1d6 necrotic damage to any target they hit.", "These benefits last for 10 minutes, until you lose all these temporary hit points. or until you use your Wild Shape again"]}]}]}

Proficiencies -

Proficiency Mod -

+2

Languages -

Common Infernal Druidic {"id"=>"druid_circle", "name"=>"Druid Circle)"}

Adjectives -

Solitary, Hardworking, Awkward,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Roleplaying

Introduction

A lavender-skinned Tiefling rakes the leaves at the back of the manor house's lawn. He casually waves as you pass

Appearance

Lavender skin, red hair and elk-like horns on his head. He wears dirty grass-stained work clothes and carries a staff

Expressions

Plants are a precious as animals

Mannerisms

Constantly seems to be rubbing dirt off of his hands

Motivations

Loves nature, making a living doing what he loves

Passions

Horticulture

Secrets

He enjoys his own "fancy" mushrooms

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Proficiencies -

Languages -

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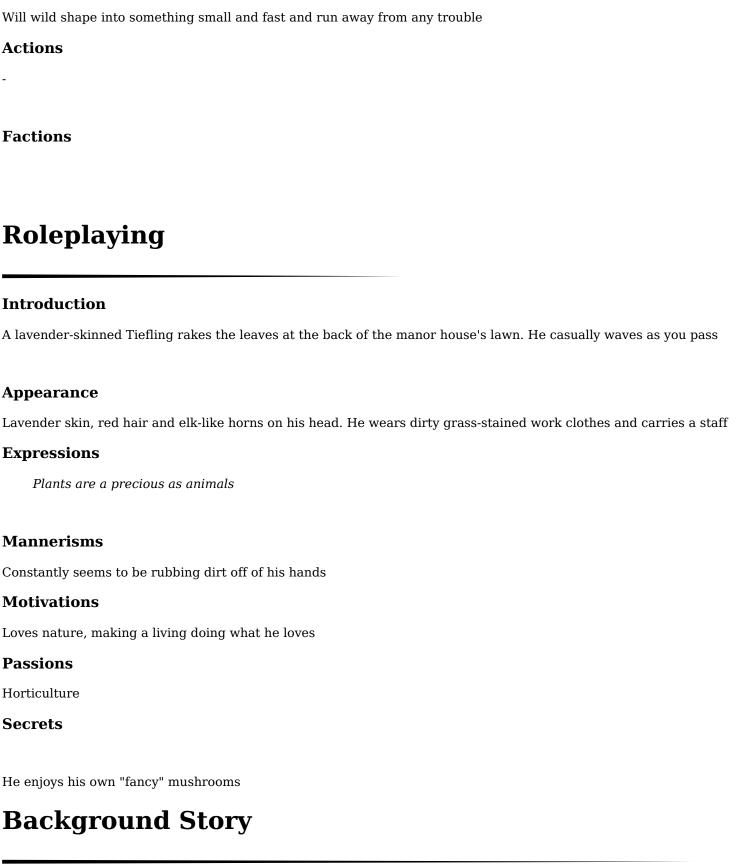
Adjectives -

Solitary, Hardworking, Awkward,

Special Abilities

-

-

Special Equipment

-

Combat Tactics

Will wild shape into something small and fast and run away from any trouble

Actions

-

Factions

Roleplaying

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Background Story

Klarion is a simple man who grew up on his own, living off of the land. As his gifts with plants and fungi grew, he was able to secure work as the gardener and groundskeeper for the large estate at the edge of town. He's good at his job and loves to work with the gardens. He's done a sufficient enough job that he gets very little interference from his boss and mostly does what he wants. He rarely goes into town proper and deals with other people as little as possible