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# ge Dummy

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"}, {"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**

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

**Actions** -

**Factions**

## ROLEPLAYING

### Introduction

A lavender-skinned Tiedfling 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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