DUNGEONS & DRAGONS®

Muff'n Slaughterfist

CHARACTER NAME

Circle of the Moon Druid 4	Hermit	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Minotaur	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
3
16

DEXTERITY
-1
8

CONSTITUTION
3
16

INTELLIGENCE
-1
8

WISDOM
3
16

CHARISMA
1
12

INSPIRATION

2 PROFICIENCY BONUS

SAVING THROWS
- ○ 3 Strength
- ○ -1 Dexterity
- ○ 3 Constitution
- ● 1 Intelligence
- ● 5 Wisdom
- ○ 1 Charisma

SKILLS
- ○ -1 Acrobatics (Dex)
- ● 5 Animal Handling (…
- ○ -1 Arcana (Int)
- ○ 3 Athletics (Str)
- ○ 1 Deception (Cha)
- ○ -1 History (Int)
- ○ 3 Insight (Wis)
- ○ 1 Intimidation (Cha)
- ○ -1 Investigation (Int)
- ● 5 Medicine (Wis)
- ○ 1 Nature (Int)
- ○ 3 Perception (Wis)
- ○ 1 Performance (Cha)
- ○ 1 Persuasion (Cha)
- ● 1 Religion (Int)
- ○ -1 Sleight of Hand (D…
- ○ -1 Stealth (Dex)
- ● 5 Survival (Wis)

SKILLS

13 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES
TOOL: Herbalism Kit
LANGUAGE: Common, Druidic, Minotaur, Sylvan
ARMOR: Light Armor, Medium Armor, Shields
WEAPON: Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

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14 ARMOR CLASS

-1 INITIATIVE

30 SPEED

Hit Point Maximum _____ 33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____ 4
HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK	DAMAGE/TYPE
Quarterstaff (…	+5	1d6+3 Bludg…
Horns	+5	1d6+3 Piercing
Light Crossbow	1	1d8-1 Piercing
Flame Blade	+5	3d6
Thunderwave	DC13	2d8 Thunder
Heat Metal		2d8 Fire

CP	SP	EP	GP	PP
	93		10	

EQUIPMENT
- 1 Druidic Focus
- 1 Wooden Shield
- 1 Quarterstaff (One Handed)
- 1 Leather Armor
- 1 Explorer's Pack
- 1 Backpack
- 1 Bedroll

PERSONALITY TRAITS
I have a good heart, but sometimes I'm a little clueless I watch over my friends as if they were a litter of newborn pups.

IDEALS
My gifts are meant to be shared with all, not used for my own benefit.

BONDS
My discovery could be dangerous in the wrong hands

FLAWS
I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.

FEATURES & TRAITS
- Armor Proficiency
- Druidic
- Ritual Casting
- Uncscarred Resilience
- Wild Shape
- Lunar Mend
- Goring Rush
- Hammering Horns
- Mutant Form

NAME	ATK	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP

1   Mess Kit

1   Tinderbox

9   Torch

10   Rations

1   Waterskin

1   Hempen rope

1   Drug Related Notebook

1   Bundle of Kelp

1   Bale of Hay

1   Light Crossbow

1   Frost Giant Potion (sets strength to 21)

1   greater health potion

1   Angelic Reprieve Potion (restores like a short rest would) (but spend 2 turns eepy baby)

1   glaive

1   Kinda pretty necklace

EQUIPMENT

Total: 2
———
1

WILD SHAPE

Total: _____

Total: _____

Total: _____

Total: _____

Total: _____

SPELLCASTING CLASS

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
WISDOM	13	5

0 — CANTRIPS

Guidance

Mending

Frostbite

SPELL LEVEL

1 | SLOTS TOTAL **4** | SLOTS EXPENDED

○ Entangle

○ Thunderwave

○ Speak with Animals

○ Healing Word

2 | **3**

○ Heat Metal

○ Flame Blade

○ Summon Beast

3 | 0

4 | 0

5 | 0

6 | 0

7 | 0

8 | 0

9 | 0

FEATURES & TRAITS

Armor Proficiency
Druids will not wear armor or use shields that are made of metal.

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.

Ritual Casting
You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Unscarred Resilience
When you take damage, you can use your reaction to roll a d12. Add your Constitution Modifier to the number rolled, and reduce the damage by that total. Once per long rest.

Wild Shape
You can assume the shape of any animal you've seen as a bonus action on your turn. The animal you turn into must have a challenge rating of 1 or lower, and cannot be able to swim or fly. Doing this consumes a wild shape charge.

Lunar Mend
While in wild shape, you can use a bonus action and a spell slot of any level to heal 1d8 health per spell slot level consumed.

Goring Rush
Immediately after you dash, and move at least 20 feet, you can make one melee attack with your horns as a bonus action.

Hammering Horns
Immediately after you hit a creature with a melee attack as part of the attack action, you can use a bonus action to attempt to shove that target with your horns. The target must be within 5ft of you, and no more than one size larger than you. Unless it succeeds on a STR saving throw against a DC of 8 + Prof + STR (12), it is pushed 10ft away from you.

Mutant Form
When activating Wild Shape, you transform into your Mutant Form. Your Mutant form is randomized from a combination of 3 creatures from the table below. All attacks are made using your wisdom modifier and proficiency bonus. You may use one action and one bonus action per form you take, unless otherwise stated. Your movement is the average from the rolled creatures of each type. Your AC is 10, modified by some creatures in the table. Your size is Large. Being in your mutant form costs 1 Wild Shape charge per turn. When you leave the form, you are lethargic until the end of your next turn. This ability overrides the base wild shape rules. Higher tiers of this path improve the table you can roll from.

SPELLS

Guidance
Divination cantrip
Casting Time: 1 action
Range: Touch
Target: One willing creature
Components: V S
Duration: ConcentrationUp to 1 minute
Description:
You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Mending
Transmutation cantrip
Casting Time: 1 minute
Range: Touch
Target: A single break or tear in an object you touch
Components: V S M
Duration: Instantaneous
Description:
This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Frostbite
Evocation cantrip
Casting Time: 1 action
Range: 60ft
Target: one creature
Components: V S
Duration: Instantaneous
Description:
You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.
At Higher Levels: The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Entangle
Conjuration 1
Casting Time: 1 action
Range: 90 feet
Target: A point within range
Components: V S
Duration: ConcentrationUp to 1 minute
Description:
Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

Thunderwave
Evocation 1
Casting Time: 1 action
Range: Self (15-foot cube)
Target: Self (15-foot cube)
Components: V S
Duration: Instantaneous
Description:
A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Speak with Animals
Divination 1
Casting Time: 1 action
Range: Self
Target: Self
Components: V S
Duration: 10 minutes
Description:
You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Healing Word
Evocation 1
Casting Time: 1 Bonus Action
Range: 60 ft
Target: Creature you can see
Components: V
Duration: Instantaneous
Description:
Does not work on Undead of Constructs
At Higher Levels: Increases healing by 1d4

Heat Metal
Transmutation 2
Casting Time: 1 action
Range: 60 ft
Target: Metal Object
Components: V S M
Duration: Concentrationup to 1 minute
Description:
Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.
At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Flame Blade

Evocation 2

Casting Time: 1 bonus action

Range: Self

Target:

Components: V S M

Duration: Concentrationup to 10 minutes

Description:

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Summon Beast

Conjuration 2

Casting Time: 1 action

Range: 90 ft

Target:

Components: V S M

Duration:

Description:

You call forth a bestial spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Bestial Spirit stat block. When you cast the spell, choose an environment: Air, Land, or Water. The creature resembles an animal of your choice that is native to the chosen environment, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, use the higher level where the spell's level appears in the stat block.