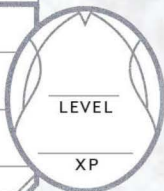








CHARACTER NAME _____ BACKGROUND _____ CLASS _____ SPECIES _____ SUBCLASS _____	 LEVEL _____ XP _____	ARMOR CLASS _____ SHIELD _____	HIT POINTS _____ CURRENT _____ MAX _____ TEMP _____	HIT DICE _____ SPENT _____ MAX _____	EXHAUSTION ◆◆◆◆◆ -2 -4 -6 -8 -10 DEATH SAVES ◆◆◆◆◆ SUCCESS FAILURE
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## DUNGEONS & DRAGONS

PROFICIENCY BONUS	INSPIRATION	INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
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<b>STRENGTH</b>  MODIFIER _____ SCORE _____ <input type="radio"/> Saving Throw	<b>INTELLIGENCE</b>  MODIFIER _____ SCORE _____ <input type="radio"/> Saving Throw
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<b>DEXTERITY</b>  MODIFIER _____ SCORE _____ <input type="radio"/> Saving Throw	<b>WISDOM</b>  MODIFIER _____ SCORE _____ <input type="radio"/> Saving Throw
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<b>CONSTITUTION</b>  MODIFIER _____ SCORE _____ <input type="radio"/> Saving Throw	<b>CHARISMA</b>  MODIFIER _____ SCORE _____ <input type="radio"/> Saving Throw
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WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes

CLASS FEATURES
<div style="display: flex; border-bottom: 1px solid black;"> <div style="flex: 1; border-right: 1px solid black;"></div> <div style="flex: 1;"></div> </div>

SKILL & TOOL PROFICIENCIES	
<input type="radio"/> Acrobatics (Dex)	<input type="radio"/> Medicine (Wis)
<input type="radio"/> Animal Handling (Wis)	<input type="radio"/> Nature (Int)
<input type="radio"/> Arcana (Int)	<input type="radio"/> Perception (Wis)
<input type="radio"/> Athletics (Str)	<input type="radio"/> Performance (Cha)
<input type="radio"/> Deception (Cha)	<input type="radio"/> Persuasion (Cha)
<input type="radio"/> History (Int)	<input type="radio"/> Religion (Int)
<input type="radio"/> Insight (Wis)	<input type="radio"/> Sleight of Hand (Dex)
<input type="radio"/> Intimidation (Cha)	<input type="radio"/> Stealth (Dex)
<input type="radio"/> Investigation (Int)	<input type="radio"/> Survival (Wis)
<input type="radio"/> _____	<input type="radio"/> _____
<input type="radio"/> _____	<input type="radio"/> _____

OTHER PROFICIENCIES	
LANGUAGES	
ARMOR ◆ Shields ◆ Light ◆ Medium ◆ Heavy	WEAPONS ◆ Simple ◆ Martial ◆ Improvised

SPECIES TRAITS

FEATS



**AC:** While in Wild Shape = 13 + Wis Mod (17) if higher than beast AC.

**Temp HP:** 3x Druid level worth = 9.

**Game Stats:** Retain creature type, HP, Hit Dice, Int, Wis, Cha, Class Features, Languages and Feats. Also skill and save pro's, and use primary Pro bonus for them. Gain Pro's of new form. If Skill or Save mod is higher than mine, use the higher one.

**Spellcasting:** No, but doesn't break Concentration or otherwise interfere.

**Wild Shape:** Bonus action, "a number of hours equal to half Druid level, or until Wild Shape again (or are unconscious/dead), or leave as a Bonus Action.

### **Tiger (Large) Shape 1**

AC: 17                      Init: +3                                      Str: 17 (+3), Dex 16 (+3), Con 14 (+2).

HP: 39                      Speed: 40'

Skills: **Perception +3, Stealth +7**

Senses: Darkvision 60', Pass Perception 13

Rend Attack: +5 (2d6+3) Slashing. If foe is Large or smaller, it has the Prone condition.

Bonus Actions: Nimble Escape, take the Disengage or Hide action.

### **Giant Spider (Large) Shape 2**

AC: 17                      Init: +3                                      Str: 14 (+2), Dex 16 (+3), Con 12 (+1).

HP: 39                      Speed: 30', Climb 30'.

Skills: **Perception +4, Stealth +7**

Senses: Darkvision 60', Pass Perception 14

*Spider Climb:* Climb difficult surfaces, including along ceiling, without needing to make an ability check.

*Web Walker:* Ignores movement restrictions caused by webs, and know location of any creature in contact with the same web

Bite Attack: +5 (1d8+3 Piercing +2d6 Poison.)

Web: Recharge 5-6, Dex Save DC 13, one visible creature within 60'. Failure: Target has Restrained condition. Web AC 10, HP 5, Vulnerable to Fire, Immune to Poison and Psychic.

### **Giant Octopus (Large) Shape 3**

AC: 17                      Init: +1                                      Str: 17 (+3), Dex 13 (+1), Con 13 (+1).

HP: 39                      Speed: 10', Swim 60'.

Skills: **Perception +4, Stealth +5**

Senses: Darkvision 60', Pass Perception 14

*Water Breathing:* Can only breathe underwater. Can hold breath for 1 hour outside water.

Tentacle Attack: Reach 10', +5 (2d6+3 Bludgeoning). If target is Medium or smaller, it has Grappled condition (Escape DC 13). While Grappled, also has Restrained condition.

### **Reaction**

Ink Cloud 1/Day. If damaged underwater, release ink that fills 10-ft cube centered on me, and move upto Swim Speed. The cube is Heavily Obscured for 1 minute, or until a strong current disperse the ink.

**Cloud Rat (Tiny) Shape 4**

AC: 17                      Init: +0                      Str: 2 (-4), Dex 11 (+0), Con 9 (-1).

HP: 39                      Speed: 20', Climb 20'.

Skills: **Perception +2**

Senses: Darkvision 30', Pass Perception 12

*Agile:* Doesn't provoke Opportunity Attack when moving out of an enemy's reach.

Bite Attack: +2 (1 Piercing).