



DUNGEONS & DRAGONS®

Flora Sora

CHARACTER NAME

{ Passive Wisdom
(Perception) } 1410 + wis mod + prof. bonus
(due 2 bonus in perception skill)your light/med armor
bonus + dex

STRENGTH	+1	INSPIRATION
[12]	12	

DEXTERITY	+3	PROFICIENCY BONUS
[15]	17	det. by level (not every level)
SAVING THROWS		
○ +1	Strength	
○ +3	Dexterity	
○ 0	Constitution	
✓ +4	Intelligence	
✓ +4	Wisdom	
○ -1	Charisma	

CONSTITUTION	0	SPELLS
[10]	10	

INTELLIGENCE	+2	SKILLS
[14]	14	○ +3 Acrobatics (Dex)
○ +2	Animal Handling (Wis)	○ +2 Arcana (Int)
○ +2		✓ +3 Athletics (Str)
✓ +3		○ -1 Deception (Cha)
○ -1		○ +2 History (Int)
○ +2		○ +2 Insight (Wis)
○ -1		○ -1 Intimidation (Cha)
○ +2		○ +2 Investigation (Int)
○ +2		○ +2 Medicine (Wis)
○ +2		○ +2 Nature (Int)
○ +4		○ +4 Perception (Wis)
○ -1		○ -1 Performance (Cha)
○ -1		○ -1 Persuasion (Cha)
○ +2		○ +2 Religion (Int)
○ +3		○ +3 Sleight of Hand (Dex)
○ +3		○ +3 Stealth (Dex)
✓ +6		○ +6 Survival (Wis)

WISDOM	+2	VERSATILE: STR, DEX, WIS MOD
[13]	14	

CHARISMA	-1	ATTACKS & SPELLCASTING
[8]	8	NAME ATK BONUS DAMAGE/TYPE
		Spear(1 Hand) +3,+2 1d6+3 piercing
		Spear(2 Hands) +3,+2 1d8+3 piercing
		Spear(throw) +3,+2 1d6+3 piercing

VERSATILE: STR, DEX, WIS MOD	NAME	ATK BONUS	DAMAGE/TYPE
	Spear(1 Hand)	+3,+2	1d6+3 piercing
	Spear(2 Hands)	+3,+2	1d8+3 piercing
	Spear(throw)	+3,+2	1d6+3 piercing

RACIAL TRAITS	NAME	ATK BONUS	DAMAGE/TYPE
+1 Wisdom [Ghostwise]	Spear(1 Hand)	+3,+2	1d6+3 piercing
+2 Dexterity [Halfling]	Spear(2 Hands)	+3,+2	1d8+3 piercing
+2 Athletics	Spear(throw)	+3,+2	1d6+3 piercing
+2 Survival			

PROFICIENCIES	NAME	ATK BONUS	DAMAGE/TYPE
LIGHT ARMOUR	Spear(1 Hand)	+3,+2	1d6+3 piercing
MEDIUM ARMOUR	Spear(2 Hands)	+3,+2	1d8+3 piercing
HEAVY ARMOUR	Spear(throw)	+3,+2	1d6+3 piercing

LANGUAGES	NAME	ATK BONUS	DAMAGE/TYPE
Common, Halfling (we don't share it w others)	Spear(1 Hand)	+3,+2	1d6+3 piercing
• Druidic, Elvish	Spear(2 Hands)	+3,+2	1d8+3 piercing

TOOLS & OTHER PROFICIENCIES	NAME	ATK BONUS	DAMAGE/TYPE
Clubs, Daggers, Darts, Javelins, Maces, quarterstaffs, scimitars, sickles, slings, spears, Lute.	Spear(throw)	+3,+2	1d6+3 piercing

Druid Lv. 1

CLASS & LEVEL

Ghostwise Halfling

RACE

Outlander

BACKGROUND

Corey

PLAYER NAME

EXPERIENCE POINTS

CHARACTER NAME

14

10 + wis mod + prof. bonus
(due 2 bonus in perception skill)your light/med armor
bonus + dex

det. by race

det. by race

Neutral/Independent

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+1

DEXTERITY

+3

CONSTITUTION

0

INTELLIGENCE

+2

WISDOM

+2

CHARISMA

-1

VERSATILE: STR, DEX, WIS MOD

8

INSPIRATION

2

PROFICIENCY BONUS
det. by level (not every level)

SAVING THROWS

○ +1

○ +3

○ 0

✓ +4

✓ +4

○ -1

○ +3

○ +2

○ +2

○ +2

○ +2

○ +2

○ +3

○ +3

○ +6

VERSATILE: STR, DEX, WIS MOD

14

RACIAL TRAITS

+1 Wisdom [Ghostwise]

+2 Dexterity [Halfling]

+2 Athletics

+2 Survival

PROFICIENCIES

LIGHT ARMOUR

MEDIUM ARMOUR

HEAVY ARMOUR

SIMPLE WEAPONS

MARTIAL WEAPONS

SHIELDS

LANGUAGES

Common, Halfling

(we don't share it w others)

• Druidic, Elvish

TOOLS & OTHER PROFICIENCIES

Clubs, Daggers, Darts, Javelins,

Maces, quarterstaffs, scimitars,

sickles, slings, spears.

Lute.

ARMOR CLASS

14

DEXTERITY

3

INITIATIVE

8

HIT POINT MAXIMUM

8

HIT DICE

d8

DEATH SAVES

0

SUCCESSES

0

FAILURES

0

SPELL ATTACK BONUS

+4

SPELL SAVE DC

13

USED

0

TOTAL

2

SPELL SLOTS

0

0

2

SPEECH

14

ARMOR CLASS

25

SPEED

Temporary Hit Points

Hit Point Maximum

8

Hit Dice

d8

Death Saves

0

Successes

0

Failures

0

Used

0

Total

2

Spell Slots

0

0

2

Temporary Hit Points

8

Hit Point Maximum

8

Hit Dice

d8

Death Saves

0

Successes

0

Failures

0

Used

0

Total

2

Temporary Hit Points

8

Hit Point Maximum

8

Hit Dice

d8

Death Saves

0

Successes

0

Failures

0

Used

0

Total

2

Temporary Hit Points

8

Hit Point Maximum

8

Hit Dice

d8

Death Saves

0

Successes

0

Failures

0

Used

0

Total

2

Temporary Hit Points

8

Hit Point Maximum

8

Hit Dice

d8

Death Saves

0

Successes

0

Failures

0

Used

0

Total

2

Temporary Hit Points

8

Hit Point Maximum

8

Hit Dice

d8

Death Saves

0

Successes

0

Failures

0

Used

0

Total

2

Temporary Hit Points

8

Hit Point Maximum

8

Hit Dice

d8

Death Saves

0

Successes



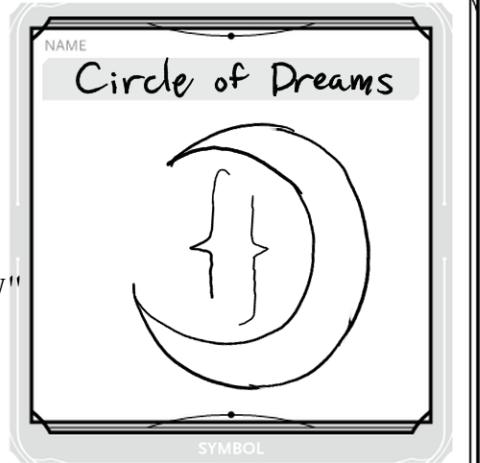
AGE EYES	20 Black	HEIGHT SKIN	4'4" Humanoid, Caramel	WEIGHT HAIR	95 lbs. Black
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CHARACTER APPEARANCE

Strong ties to the Feyworld and its dreamlike realms.

- Level 2 Buff:
"Balm of the Summer Court"
- Level 6 Buff:
"Hearth of Moonlight and Shadow"
- Level 10 Buff:
"Hidden Paths"
- Level 14 Buff:
"Walker in Dreams"



ALLIES & ORGANIZATIONS **Subclass**

Flor was abandoned as an orphan, and then found by a wandering warforged.

She was dropped off at an orphanage under the sword-wielding owner of the orphanage, Madama.

This version of Flor has managed to convince Madama that she can make it on her own in the wild. And made it she has.

Flor has lived out her life mostly in solitude. She enjoys the company of nature, however, she has questions left unanswered.

Having found a team, Flor now seeks to unlock the ability to uncover her strange history. Mostly regarding her elusive mother that abandoned her as a child...

CHARACTER BACKSTORY

Personality: Nature itself is the one thing that has never betrayed Flor, in her eyes. Thus, she values independence. As most druids do, Flor merely sees herself as a servant of nature, however as someone who also values independence, she thinks mother nature should start doing her own chores. Maybe she should offclass?

Ideals: Flor puts distant friendships on a pedestal. Friends who are too close start demanding gifts and "love." If two people are that close, do they really need to confirm that feeling with such a loaded word? That has to be a trap.

Bonds: Resents her mother for abandoning her, and is equally distant to the father who she knows nothing of.

Flaws: Quick to anger. Not very socialized as she's lived the better part of her 20 years surviving as a nomad. Slave to her whims.

ADDITIONAL FEATURES & TRAITS

TREASURE



(Druid "Level" Spells req. Long Rest to replenish)

Druid

SPELLCASTING CLASS

SPELLCASTING ABILITY

13
g + p.bon. + I_{nt})

+4
(pleast.ab.+pro.)

of TOTAL prepared spells per day for druid = Wis. Mod + Character Level

0 CANTRIPS

- Primal Savagery
- Mending

3

3

6

6

A horizontal rectangular button with rounded ends and a central circular icon containing a small number.

5

9

○ _____

○ _____

○ _____

○ _____

○ _____

○ _____

○ _____

ITEMS - WEAPONS - EQUIPMENT

SPEAR

melee weapon (simple, spear)

Category: Items

Damage: 1d6

Damage Type: Piercing

Item Rarity: Standard

Properties: Range, Thrown, Versatile

Range: 20/60

Weight: 3

Now let's look at how you typically calculate the attack bonus for a specific attack.

For **melee attacks using a weapon you're proficient with**, the attack bonus is the strength modifier plus the proficiency bonus. If you use a weapon that you are not proficient with, the attack bonus is just the strength modifier.

For **melee attacks using a weapon with the finesse property**, you can use the dexterity modifier instead of the strength modifier if you wish. As before, you also include your proficiency bonus if you're using a weapon you're proficient with.

For **ranged attacks**, the attack bonus always uses the dexterity modifier. As before, you should add the proficiency bonus if you're proficient with the weapon.

For **thrown weapons**, the attack bonus is calculated just as with melee weapons. So throwing a hand axe always uses strength, but throwing a dagger can use strength or dexterity because it's a finesse weapon.

For **spell attacks**, the attack bonus is the spellcasting modifier plus the proficiency bonus. Spellcasters always have proficiency in making spell attacks.

HUNTING TRAP

adventuring gear

Category: Items

Damage: 1d4

Damage Type: Piercing

Item Rarity: Standard

Save: Dexterity

Weight: 25

When you use your Action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its Movement is limited by the length of the chain (typically 3 feet long). A creature can use its Action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

EXPLORER'S PACK

(equipment pack)

Category: Items

Item Rarity: Standard

Backpack,bedroll,mess kit,tinderbox,torch (10),rations (10),waterskin,hempen rope

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a Bedroll or a coil of rope, to the outside of a backpack.

(tinderbox)

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch - or anything else with abundant, exposed fuel - takes an Action. Lighting any other fire takes 1 minute.

TRAVELER'S CLOTHES

adventuring gear (clothing)

Category: Items

Item Rarity: Standard

Weight: 4

HERBALISM KIT

adventuring gear

Category: Items

Item Rarity: Standard

Weight: 3

This kit contains a variety of Instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and Potions. Proficiency with this kit lets you add your Proficiency bonus to any Ability Checks you make to Identify or apply herbs. Also, Proficiency with this kit is required to create Antitoxin and Potions of Healing.

Explorer's Pack contains: 1 Backpack, 1 Bedroll, 1 Mess Kit, 1 Tinderbox, 10 torches, 10 days rations, 1 Waterskin, and 50 ft of Hempen Rope.

A waterskin can hold up to 4 pints of liquid.

Rations consist of dry foods suitable for extended Travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 Hit Points and can be burst with a DC 17 Strength check.