



DUNGEONS &amp; 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 12

INSPIRATION
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PROFICIENCY BONUS
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SAVING THROWS
O +1 Strength
O +3 Dexterity
O 0 Constitution
✓ +4 Intelligence
✓ +4 Wisdom
O -1 Charisma

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

Druid	Lv. 2	Outlander	Corey
CLASS & LEVEL	BACKGROUND	PLAYER NAME	
Ghostwise Halfling		Neutral/Independent	EXPERIENCE POINTS
RACE	ALIGNMENT		

• Race • Class • Background

ARMOR CLASS	14	INITIATIVE	3	SPEED	25
HIT POINT Maximum	15	(druid)		Temporary Hit Points	
HIT DICE	15				
Used	0	Total	2		
d8					
SPELL ATTACK BONUS	+4	SPELL SAVE DC	13	Spell Slots	Used Total
					0 2

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

EQUIPMENT
CP 0
SP 0
GPI 10

>Herbalism Kit  
>Wooden Spear  
>Wooden Shield  
(+2 AC)  
>Leather Armor  
>Explorer's Pack  
>Druidic Focus  
(holly)

-Pouch w/ 10 GP  
-Hunting Trap  
-Traveler's Clothes  
-Staff  
-Animal Trophy

FEATURES & TRAITS

- Lucky: on a 1 roll, I can reroll once, and must accept that reroll.
- Brave: advantage on saving throws against being frightened.
- Nimble: I can move thru the space of any creature that is of a size larger than mine.
- Silent Speech: Speak telepathically to any creature within 30ft. Only understands if share language. Only 1 creature at once.



RACIAL TRAITS

+1 Wisdom [Ghostwise]  
+2 Dexterity [Halfling]  
+2 Athletics  
+2 Survival

PROFICIENCIES

LIGHT ARMOUR	SIMPLE WEAPONS
MEDIUM ARMOUR	MARTIAL WEAPONS
HEAVY ARMOUR	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.

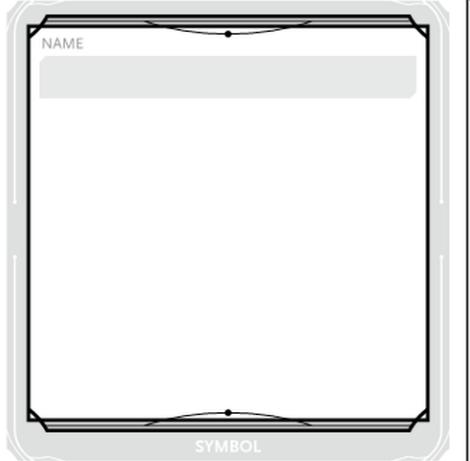


20 AGE	4'4" HEIGHT	95 lbs. WEIGHT
Black EYES	Humanoid, Caramel SKIN	Black HAIR



CHARACTER APPEARANCE

## CIRCLE OF STARS



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

## FIRE STICK 10 SP

TREASURE



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

<p><b>0</b></p> <p>CANTRIPS</p> <ul style="list-style-type: none"> <li>• Primal Savagery</li> <li>• Guidance</li> <li>• Poison Spray</li> </ul> <p>SPELL LEVEL</p> <table border="1"> <tr> <td>SLOTS TOTAL</td> <td>SLOTS EXPENDED</td> </tr> <tr> <td>1</td> <td>3</td> </tr> </table> <p>PREPARED</p> <ul style="list-style-type: none"> <li>• Healing Word</li> <li>• Speak with Animals</li> <li>• Guiding Bolt</li> <li>• Charm Person</li> <li>• Cure Wounds</li> <li>• Absorb Elements</li> <li>• Earth Tremor</li> <li>• Ice Knife</li> <li>• Jump</li> <li>• Purify Food n Drink</li> <li>• Snare</li> <li>• Thunderwave</li> <li>• Wild Cunning</li> </ul> <p><b>2</b></p>	SLOTS TOTAL	SLOTS EXPENDED	1	3
SLOTS TOTAL	SLOTS EXPENDED			
1	3			
<p><b>3</b></p>				
<p><b>6</b></p>				
<p><b>7</b></p>				
<p><b>4</b></p>				
<p><b>5</b></p>				
<p><b>8</b></p>				
<p><b>9</b></p>				

## 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.