

# DUNGEONS & DRAGONS®

Flora Sora

CHARACTER NAME

Druid

Lv. 1

Outlander

Corey

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Stout Halfling

Neutral/Independent

EXPERIENCE POINTS

RACE

ALIGNMENT

• Race • Class • Background

{ Passive Wisdom (Perception) 14 }

10 + wis mod + prof. bonus  
(due 2 bonus in perception skill)

your light/med armor  
bonus + dex

det. by race

STRENGTH

+1

12

DEXTERITY

+3

17

CONSTITUTION

0

11

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

-1

8

INSPIRATION

2

PROFICIENCY BONUS

det. by level (not every level)

SAVING THROWS

- ☐ +1 Strength
- ☐ +2 Dexterity
- ☐ 0 Constitution
- ☒ +4 Intelligence
- ☒ +4 Wisdom
- ☐ -1 Charisma

SKILLS

- ☐ +3 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +2 History (Int)
- ☐ +2 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☒ +6 Survival (Wis)

14

ARMOR CLASS

3

dex + any bonuses

INITIATIVE

25

SPEED

8

Hit Point Maximum

(druid)

8/8

8 + con. (+ [1d8 + con.] after lv. 1)

Temporary Hit Points

HIT DICE

Used

Total

0

1

SPELL ATTACK BONUS

SPELL SAVE DC

+4

13

DEATH SAVES

SUCCESSSES

FAILURES

Spell Slots

Used

Total

0

2

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Spear	+1, +2	1d6 piercing
Dagger	+3, +2	1d4 piercing

EQUIPMENT

- CP 0
- SP 0
- GP 10

- Herb. Kit
- Dagger
- Leather Poncho + Skirt.
- Flute
- Pouch w/ 10 gp
- Hunting trap
- Wooden Spear, Obsidian tip.
- Traveler's Clothes (1)
- Staff
- Animal Trophy

RACIAL TRAITS

- +1 Constitution
- +2 Dexterity
- +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
- TOOLS & OTHER PROFICIENCIES
- Clubs, Daggers, Darts, Javelins, Maces, quarterstaffs, scimitars, sickles, slings, spears.

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.
- Stout Resilience: Advantage on saving throws against poison, & poison resist.





Flora Sora

CHARACTER NAME

20

AGE

Black

EYES

4'4"

HEIGHT

Humanoid, Caramel

SKIN

95 lbs.

WEIGHT

Black

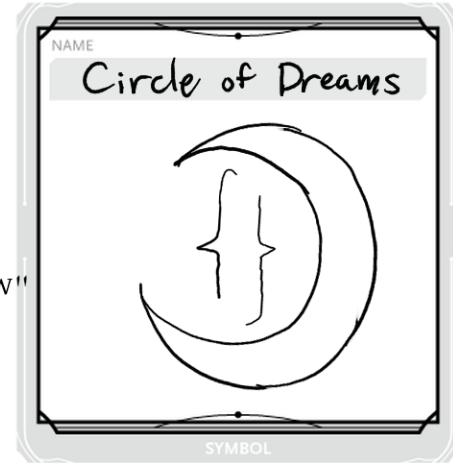
HAIR



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~~ Sybclass

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

+2  
(wisdom)

SPELLCASTING ABILITY

13  
(8 + p.bon. + Int)

SPELL SAVE DC

+4  
(spellcast.ab. + pro.)

SPELL ATTACK BONUS

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

0

CANTRIPS

- Primal Savagery
- Mending

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

0

- Healing Word
- Speak with Animals
- Fog Cloud
- Charm Person
- Cure Wounds
- Absorb Elements
- Earth Tremor
- Ice Knife
- Jump
- Purify Food n Drink
- Snare
- Thunderwave
- Wild Cunning

2

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

3

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

4

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

5

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

6

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

7

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

8

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

9

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
-