

Flora Sora

Druid

Lv. 1

Outlander

Corey

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Stout Halfling

Neutral/Independent

EXPERIENCE POINTS

CHARACTER NAME

• Race • Class • Background

{ Passive Wisdom (Perception) 14 }

STRENGTH

+1

12

DEXTERITY

+3

17

CONSTITUTION

0

11

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

-1

8

INSPIRATION

PROFICIENCY BONUS

2

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) ••

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.

14
ARMOR CLASS

3
INITIATIVE

25
SPEED

8
Hit Point Maximum

8/8

Temporary Hit Points

HIT DICE

Used Total
0 1d8

DEATH SAVES

SUCCESSSES FAILURES

SPELL ATTACK BONUS

+4

SPELL SAVE DC

13

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

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.
- Lv 2 Buff.
"Balm of the Summer Court"
- Lv 6 Buff.
"Hearth of Moonlight & Shadow"
- Lv 10 Buff.
"Hidden Paths"
- Lv 14 Buff.
"Walker in Dreams"

NAME

Circle of Dreams



SYMBOL

ALLIES & ORGANIZATIONS Subclass

• Abandoned as an orphan in a harsh desert, Flor was fortunately saved by a robot that happened to sense her in the sparse shrubbery. Unable to fit into society having been raised mostly by a robot and having minimal human contact. Flor can speak just fine, but is still adjusting to social norms in the real world.

CHARACTER BACKSTORY

- Personality: Happy alone, but craves intimate relationships, with trust. Mommy issues.
- Ideals: Independence. Self-sufficiency. Values the individual. Love should be mutually benef.
- Bonds: Emotional gifts are huge. Not used to healthy relationships. Gets quickly attached, but is afraid to trust even close friends.
- Flaws: Highly emotional. Can go primal when under emotional stress or when angry.

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

0

CANTRIPS

- Primal Savagery
- Mending

3

6

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

4

7

8

5

9