

Mira Cherryblossom

CHARACTER NAME

Druid 1

CLASS & LEVEL

Wood Elf

RACE

Outlander

BACKGROUND

Neutral good

ALIGNMENT

Katherine

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+1

13

CONSTITUTION

+1

13

INTELLIGENCE

+1

13

WISDOM

+2

14

CHARISMA

-1

9

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☒ +4 Wisdom
- ☐ -1 Charisma

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

+1

INITIATIVE

35

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I have a lesson for every situation drawn from observing nature.

PERSONALITY TRAITS

Nature: The natural world is more important than all the constructs of civilization.

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it.

BONDS

I remember every insult I've ever received and nurse a silent resentment toward anyone who's ever wronged me.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

+3

1d6+1/s

Shortbow

+3

1d6+1/p

Armor: Leather Armor  
Shield: None

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields (druids will not wear armor or use shields made of metal), clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears, longwords, shortwords, shortbows, longbows.

Languages:

Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

40

PP

0

Shortbow, Scimitar, Leather Armor, Backpack, Bedroll, Hempen Rope (50 feet), Mess Kit, Tinderbox, Torches (10), Rations (10), Waterskin, Wooden Staff, Hunting Trap, Owlbear Bone Ring, Travelers Clothes, Belt pouch

EQUIPMENT

(See Features Page)

--Darkvision (60')

--Fey Ancestry

--Mask of the Wild

--Trance

--Wanderer

FEATURES & TRAITS



Druid 1

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

Mending (V,S,M)

Produce Flame (V,S)

3

0

6

0

1

2

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

7

0

4

0

8

0

2

0

5

0

9

0

# Features and Magic Items

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## Subclasses

## Magic Items

### Features

#### Darkvision (60')

**Source:** Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

#### Fey Ancestry

**Source:** Race (Elf)

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

#### Mask of the Wild

**Source:** Race (Wood Elf)

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

#### Trance

**Source:** Race (Elf)

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

#### Wanderer

**Source:** Background (Outlander)

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

# Spell Descriptions

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## Mending

*Transmutation Cantrip*

**Casting Time:** 1 minute

**Duration:** Instantaneous

**Range:** Touch

**Components:** V, S, M (Two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin.

As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

## Produce Flame

*Conjuration Cantrip*

**Casting Time:** 1 action

**Duration:** 10 minutes

**Range:** Self

**Components:** V, S

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

**At Higher Levels:** This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).