

[Previous](#)[Next](#)

moss

2500 x 3235
↔ ↕

Image Dummy

Moss

Moss

middle aged adult Human

Lawful Neutral

Level 5 Druid Circle of Land - Forest

Pronouns -

she/her

Occupations -

Botanist; Florist; Royal Floral Arranger

Armor Class -

7

Hit Points -

44 (TODO Hitdice)

Speed -

20.

STR

6 (-2)

DEX

5 (-2)

CON

13 (+2)

INT

15 (+3)

WIS

17 (+4)

CHA

10 (+0)

Saving Throws -

Skills -

{ "Druid Abilities" => [{ "Druidic" => "You know Druidic, the Secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a Message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.", "Spellcasting" => [{ "Spell DC" => 15, "Cantrips" => "Shillelagh, Druidcraft, Mending", "1st Level" => "Create Water, Entangle, Goodberry, Speak With Animals", "2nd Level" => "Pass Without Trace, Heat Metal, Locate Plants or Animals", "3rd Level" => "Meld Into Stone, Speak to Plants" }], "Wild Shape" => "you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or Long Rest. Your druid level determines the Beasts you can transform into, as shown in the Beast Shapes table. At 2nd Level, for example, you can transform into any beast that has a Challenge Rating of 1/4 or lower that doesn't have a flying or Swimming speed. You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a Bonus Action on Your Turn. You automatically revert if you fall Unconscious, drop to 0 Hit Points, or die" }], "Circle of Land Abilities" => [{ "Natural Recovery" => "you can regain some of your magical energy by sitting in meditation and communing with Nature. During a Short Rest, you choose expended Spell Slots to recover. The Spell Slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a Long Rest.", "Spellcasting" => [{ "Spell DC" => 15, "3rd Level" => "Barkskin, Spider Climb", "5th Level" => "Call Lightning, Plant Growth" }] }] }

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Elvish Halfling Druidic {"id"=>"the_druidic_enclave_of_luu_any_regional_enclave_of_druids_", "name"=>"The
Druidic Enclave of Luu [Any Regional Enclave of Druids]"}

Adjectives -

Sarcastic, Cautious, Naive,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
↔ ↕

Image Dummy

Roleplaying

Introduction

A face peers up from behind a basket of flowers being watered. /"I see the hoodlum convention is in town again,/" the woman says from one side of her mouth.

Appearance

Paralysed on her left side, Moss walks by lifting one graceful, strong leg, then stamping and clobbering the floor with her rigid half. Her face is half frown, lips curled down, and half expressive. White stripes streak her roiling black curled hair.

Expressions

Woman's oldest profession, next to seamstress

Men are nuts

Take in, dearie, take in.

Mannerisms

A facial tick causes Moss to wince, the right side of her face folded into ridges, while the left side of her face remains unmoved in its permanent sadness.

Motivations

Moss leads a simple life, finding pleasure in tending gardens and arranging bouquets. She is meticulously clean, believing that to scrub is to be free.

Passions

Moss loves flowers, especially perennials (rododendrons are among her favourites; she also grows numerous ferns at the royal gardens, and eats the fiddleheads in spring); and chamber music

Secrets

N/A

Moss

middle aged adult Human
Lawful Neutral
Level 5 Druid Circle of Land - Forest

Pronouns -

she/her

Occupations -

Botanist; Florist; Royal Floral Arranger

Armor Class -

7

Hit Points -

44 (TODO Hitdice)

Speed -

20.

STR

6 (-2)

DEX

5 (-2)

CON

13 (+2)

INT

15 (+3)

WIS

17 (+4)

CHA

10 (+0)

Saving Throws -

Saving Throws -

Skills -

{ "Druid Abilities"=>[{ "Druidic"=>"You know Druidic, the Secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a Message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.", "Spellcasting"=>[{ "Spell DC"=>15, "Cantrips"=>"Shillelagh, Druidcraft, Mending", "1st Level"=>"Create Water, Entangle, Goodberry, Speak With Animals", "2nd Level"=>"Pass Without Trace, Heat Metal, Locate Plants or Animals", "3rd Level"=>"Meld Into Stone, Speak to Plants"}], "Wild Shape"=>"you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or Long Rest. Your druid level determines the Beasts you can transform into, as shown in the Beast Shapes table. At 2nd Level, for example, you can transform into any beast that has a Challenge Rating of 1/4 or lower that doesn't have a flying or Swimming speed. You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a Bonus Action on Your Turn. You automatically revert if you fall Unconscious, drop to 0 Hit Points, or die"}], "Circle of Land Abilities"=>[{ "Natural Recovery"=>"you can regain some of your magical energy by sitting in meditation and communing with Nature. During a Short Rest, you choose expended Spell Slots to recover. The Spell Slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a Long Rest.", "Spellcasting"=>[{ "Spell DC"=>15, "3rd Level"=>"Barkskin, Spider Climb", "5th Level"=>"Call Lightning, Plant Growth"}]}}

Proficiencies -

Languages -

Common Elvish Halfling Druidic {"id"=>"the_druidic_enclave_of_luu_any_regional_enclave_of_druids_", "name"=>"The Druidic Enclave of Luu [Any Regional Enclave of Druids]"}

Adjectives -

Sarcastic, Cautious, Naive,

Special Abilities

-

-

Special Equipment

-

Combat Tactics

Moss will often take wild shape to avoid combat by fleeing into the woods. When cornered, she is a fierce and prolific combatant.

Actions

-

Factions

Roleplaying

Introduction

A face peers up from behind a basket of flowers being watered. /"I see the hoodlum convention is in town again,/" the woman says from one side of her mouth.

Appearance

Paralysed on her left side, Moss walks by lifting one graceful, strong leg, then stamping and clobbering the floor with her rigid half. Her face is half frown, lips curled down, and half expressive. White stripes streak her roiling black curled hair.

Expressions

Woman's oldest profession, next to seamstress

Men are nuts

Take in, dearie, take in.

Mannerisms

A facial tick causes Moss to wince, the right side of her face folded into ridges, while the left side of her face remains unmoved in its permanent sadness.

Motivations

Moss leads a simple life, finding pleasure in tending gardens and arranging bouquets. She is meticulously clean, believing that to scrub is to be free.

Passions

Moss loves flowers, especially perennials (rododendrons are among her favourites; she also grows numerous ferns at the royal gardens, and eats the fiddleheads in spring); and chamber music

Secrets

N/A

Background Story

Whispering to an Amyrillis that "the current war will end soon", a young Moss heard a quiet voice in her head. "You have the gift, child." Moss was suddenly struck with a channel of supernatural energy from beyond. Her mind was filled with visions of nature while her body was struck with unfortunate disabilities. At this point, when the Goddess of Blooms, without location but existing within every seed and petal, touched her, Moss became aware that she was destined for more than a life arranging flowers for others. Moss' real name is lost in time. Raised in a testosterone fueled environment with 3 brothers and a long-passed mother, Moss was beleaguered with pseudo-abuse directed towards her womanhood. She absorbed these in her youth, thinking it was normal, but after touched buy the Goddess of Blooms she realized the horrors of which men are capable. In this moment another insight was whispered directly into the center of her mind. "Men are but the seeds. Save the soils, milady. Bless the petals. Love the stems. Revere the roots. But we will always be able to produce more seeds."