



Moss

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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	DEX	CON	INT	WIS	CHA
6 (-2)	5 (-2)	13 (+2)	15 (+3)	17 (+4)	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
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 rolling 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

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