

Foreatha Leaffoot

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Young Adult Elf
Lawful Good
Level 8 Druid Circle Of Stars

Pronouns - she/her
Occupations - Herbalist
Armor Class - 13
Hit Points - 67 (TODO Hitdice)
Speed - 35.

STR	DEX	CON	INT	WIS	CHA
13	15	14	17	19	17
(+2)	(+3)	(+2)	(+4)	(+5)	(+4)

Saving Throws -
Skills -
{ "Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws againsts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Keen Senses"=>"You have proficiency in the Perception skill", "Trance"=>"Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The

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ROLEPLAYING

Introduction

A beautiful Elf greets you at the market table covered in herbs and lotions "Greetings my Children, how may I serve you"

Appearance

Beautiful, long blonde hair and long flowing earth-toned robes. A shimmering glint of stars in her piercing emerald eyes

Expressions

Allow nature to heal what man has harmed

May the stars guide your soul home

Mannerisms

She moves in large sweeping motions. Her eyes literally sparkle

Motivations

Service to her Nature Gods, Helping and healing people

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Secrets

She can heal people in the future in the past

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appears on you. When you activate this form, and as a bonus action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of you. On a hit, the attack deals radiant damage equal to 1d8 + your Wisdom modifier.", "Chalice"=>"A constellation of a life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores hit points to a creature, you or another creature within 30 feet of you can regain hit points equal to 1d8 + your Wisdom modifier.", "Dragon"=>"A constellation of a wise dragon appears on you. When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain concentration on a spell, you can treat a roll of 9 or lower on the d20 as a 10", "Cosmic Omen"=>[{"Description"=>"you learn to use your star map to divine the will of the cosmos. Whenever you finish a long rest, you can consult your Star Map for omens. When you do so, roll a die. Until you finish your next long rest, you gain access to a special reaction based on whether you rolled an even or an odd number on the die -", "Weal (even)"=>"Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and add the number rolled to the total.", "Woe (odd)"=>"Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and subtract the number rolled from the total"}]]}]}

Proficiencies -

Proficiency Mod - +3

Languages -

Common Elvish Dwarvish Halfling Druidic

Adjectives - Sweet, Caring, Peaceful,

Special Abilities -

Special Equipment -

Combat Tactics Will try not to fight

Actions -

Factions

Druid Circle

Role:

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Role:

Chamber of Commerce

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