

### Foreatha Leaffoot

## FOREATHA LEAFFOOT

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 againts 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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> Saving Throws -Saving Throws -Skills -

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"Fleet of Foot"=>"Your base walking speed increases to 35 feet", "Mask of the Wild"=>"Can attempt to hide even when only lightly obscured by natural phenomenon", "Wood Elf Magic"=>"Once per long rest can cast Guidance, Longstrider and Pass Without Trace without expending a spell slot. Spell DC"}], "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"=>

"Cantrips"=>"Druidcraft, Mending, Produce Flame", "1st Level"=>"Cure Wounds, Goodberry, Purify Food and Water, Entangle", "2nd Level"=>"Lesser Restoration, Protection from Poison, Locates Animals or Plants", "3rd Level"=>"Plant Growth, Speak with Plants, Call Lightning", "4th Level"=>"Control Water, Confusion"}], "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 Stars Abilities"=>[{"Star [{"Description"=>"You've created a star chart as part of your heavenly studies. It is a Tiny object and can serve as a spellcasting focus for your druid spells. You determine its form by rolling on the Star Map table or by choosing one. While holding this map, you have these benefits -", "Additional Information"=>["You know the Guidance cantrip.", "You have the Guiding Bolt spell prepared. It counts as a druid spell for you. and it doesn't count against the number of spells you can have prepared.", "You can cast Guiding Bolt without expending a spell slot. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.", "If you lose the map, you can perform a 1hour ceremony to magically create a replacement. This ceremony can be performed during a short or long rest, and it destroys the previous map."], "Starry Form"=>"you gain the ability to harness constellations' power to alter your form. As a bonus action, you can expend a use of your Wild Shape feature to take on a starry form. rather than transforming into a beast. While in your starry form, you retain your game statistics, but your body becomes luminous; your joints alimmer like stars, and glowing lines connect them as on a star chart. This form sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again. Whenever you assume your starry form, choose which of the following constellations

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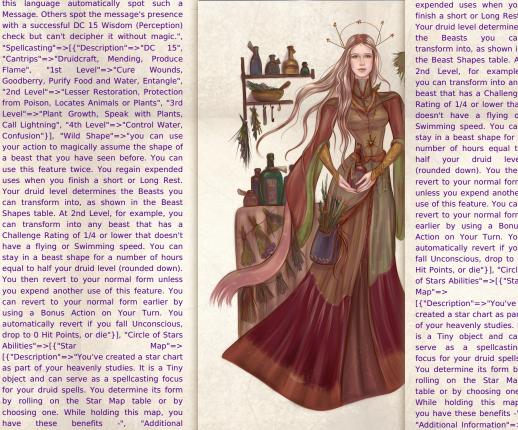
check but can't decipher it without magic.",

"Spellcasting"=>[{"Description"=>"DC 15",

glimmers on your body; your choice gives you

certain benefits while in the form -",

"Archer"=>"A constellation of an archer



## ROLEPLAYING

### Introduction

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

### **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

May the stars quide your soul home

### Mannerisms

She moves in large sweeping motions. Her eyes literally sparkle

### Motivations

Service to her Nature Gods, Helping and healing people

[{"Description"=>"DC 15", "Cantrips"=>"Druidcraft, Mending, Produce Flame", "1st Level"=>"Cure Wounds, Goodberry, Purify Food and Water, Entangle", Level"=>"Lesser Restoration, Protection from Poison, Locates Animals or Plants". "3rd Level"=>"Plant Growth Speak with Plants, Call Lightning", "4th Water, Level"=>"Control Confusion" 1. "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, vou 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"}1, "Circle of Stars Abilities"=>[{"Star Man"=>

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While in your starry form,

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## Introduc

A bea you at th covered lotions Children, I you"

## **Appeara**

Beauti hair and earth-tone shimmerin in her pi eves

## **Expressi**

Allow heal who harmed

May auide home

### Manneri

She r sweeping eves litera

### Motivati

Service Gods, healing pe

### **Passions**

She lo is pass helping t she can

### Secrets

She o future in t

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"}1}1}1}

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:

**Elf Clan** 

**Chamber of Commerce** 

Role:

#### Passions

She loves people and is passionate about helping them any way she can

#### **Secrets**

She can read your future in the stars

you retain your game statistics, but your body becomes luminous: vour joints glimmer like stars, and glowing lines connect them as on a star chart. This form sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required). are incapacitated, die, or use this feature again. Whenever you assume your starry form, choose which of the following constellations glimmers on your body; your choice gives you certain benefits while in the form -", "Archer"=>"A constellation of an archer 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

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**Proficiencies** -

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Adjectives Sweet, Caring, Peaceful,

Special Abilities
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Elf Clan
Role:

Chamber

Commerce Role: of