



SEEDLING

Stopping by the edge of the stream to soak up the rays of the sun and enjoy the company of the butterflies, Lillybloom noticed something shining in the clear crystal water. A few whispers later to the cattails growing alongside the bank, and the roots lifted a colorful red button out of the water. She would have to sew that onto her blouse for certain!

From half an earshot away, her friends called her to come join them back upon the road. There had been another sighting in the next town over, and they couldn't afford the time to dally any longer. Lillybloom plucked a flower from her leafy green hair and planted it in the soil as a thanks for the hospitality, and rushed to join her friends. There was a dragon waiting to be slain, and she couldn't wait to get back to the adventure.

CHILDREN OF NATURE

Seedlings are the result of the union between a forest nymph or dryad and a particularly adventurous halfling. Clever and colorful, but with a deep connection to nature, they are sometimes referred to by other races a "flower children" and carry with them an infectious optimism and a thirst for life unmatched by most other races. Seedlings don't like sitting in one place for very long - they tend to draw odd looks for their eccentric ways, and take great pride in pollinating the world they explore with colors and joy from far off places.

There is very little that a seedling takes seriously in the way that other races do, but this cheerful nature is born not out of any lack of maturity. Seedlings are all too aware of the passing seasons of life and death, and always seek to enjoy the spring and summer wherever they might find it, be that in the simplest joys of a warm ray of sun, or the thrilling excitement of a magical journey.

SMALL BUT COLORFUL

Seedlings most closely resemble their halfling parents and are predominantly female, although male seedlings are not unheard of. They are relatively small, and seldom grow to be more than 3 ft in height, with slightly lankier builds than their halfling kin and bright, colorful eyes of flowery hues. Their feet are often smaller by comparison, however their most striking feature is the mop of hair-thin vines that adorns their head. Seedlings will almost never choose to cover their hairlike foliage, and often take great pride in the various flowers and blooms that flourish there. It is not uncommon to see a Seedling surrounded by butterflies, bumblebees, and other pollinators, whom they take great delight in hosting. As a seedling ages, the types of flora that adorns their head changes with the seasons. Bright and green in their youth, as they grow into the later years of their life, leaves often take on the brilliant reds and yellows of fall. Seedlings dress almost exclusively in earthy tones, with bright splashes of flowering color.



BRIGHTHEARTED ADVENTURERS

Most often the children of some forest lover's mischief, Seedlings are not a common folk, and do not always find a good fit with either of their parent's kin. Among Dryads, seedlings are sometimes seen as immature or stunted, while their halfling kin frequently fail to understand their whimsical nature and quest for excitement. This often leads seedlings towards the life of an adventurer, where their inscrutable good cheer and eccentric personalities can help to brighten the tone of the most dangerous situations.

SEEDLING TRAITS

The child of a wistful halfling and a fey-like dryad, as a Seedling, you gain the following traits:

Ability Score Increase. Your Charisma score increases by 2. Your Dexterity score increases by 1.

Age. Seedlings are the children of nature, and grow quickly in the spring of their youth, reaching maturity often around the age of 20. However, their growth slows greatly through the later seasons of life, allowing them to live two centuries or more on average.

Alignment. Their natural freedom and propensity for cheer most often lends Seedlings towards chaotic good, but this is hardly a set rule.

Size. Seedlings inherit their diminutive size from their halfling parents. Your size category is small

Speed. Your base walking speed is 25 feet.

Photosynthesis. You do not need to eat or drink as long as you spend at least 4 hours a day in direct sunlight.

Sunny Optimist. When you make an ability check, saving throw or attack you are proficient in while in direct sunlight, you can reroll the die and you must use the new roll.

Blossoming Magic. You know the druidcraft cantrip. Once you reach 3rd level, you can cast the entangle spell once. Once you reach 5th level, you can also cast the plant growth spell once. You regain the ability to cast them this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

Nature's Kin. You have advantage on Dexterity (Stealth) checks you make while obscured by plants, and ignore difficult terrain caused by plants.

Languages. You can Speak, Read, and Write Common and Sylvan, and can converse with plants as if you shared a language.

SEEDLING NAMES

Seedlings enjoy taking the halfling tradition of nicknames to heart, choosing one of their own or adopting one from those nearby which they prefer to use over any given name.

Female Names: Aspenleaf, Berryblossom, Goodberry, Cloverlass, Daisydill, Fairymoss, Hollybud, Laceflower, Redbud, Rosevine, Thimbleberry, Willowsong

Male Names: Alfalfa, Appleheart, Beansprout, Elderberry, Fernfellow, Grapevine, Huckleberry, Sharpnettle, Teakeeper, Tickleweed, Wineberry, Wildvine



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FAN CONTENT NOTICE

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http://steamtradingcards.wikia.com/wiki/Bloodline_Champions_-_Dryad

(This artwork has a clear artists signature in the form of date and initials, but I have not been able to track down the actual artist. Any help with that would be appreciated)

Giana The Rotted - Mariusz Gandzel

<https://mariuszgandzel.carbonmade.com/>

Pathfinder Sample: Lini The Druid - Lucas Durham

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