



**FILE
NAME**

Sylceran

background

CLASS

Druid

AL Neutral **ALIGNMENT**

TITLE

ABILITY SCORES

STR	8
INT	$11-2=9$
WIS	$8+1=9$
DEX	16
CON	13
CHA	10

SAVING THROWS

- D DEATH, POISON
 - W WANDS
 - P PARALYSIS,
PETRIFY
 - B BREATH ATTACKS
 - S PELLS, RODS,
STAVES

WEAPONS, ARMOR, MAGIC ITEMS, SPELLS, + EQUIPMENT

SPELLS,+ EQUIPMENT

Dagger 1d4 Melee, Missile (5'-10' / 11'-20' / 21'-30')

Spear 1d6 Brace, Melee, Missile (5'-20' / 21'-40' / 41'-60')

Sling 1d4 Blunt, Missile (5'-40' / 41'-80' / 81'-160')

**** All three are +2 is used as missile, -1 if Melee ****

Two spells per day out of this list:

1. Animal Friendship
 2. Detect Danger.
 3. Entangle
 4. Faerie Fire.
 5. Invisibility to Animals
 6. Locate Plant or Animal
 7. Predict Weather
 8. Speak with Animals

Track consumables

(rations, arrows,
torches, spikes, etc,

A horizontal row of 15 numbered circles, each containing a black number from 1 to 15. The circles are arranged in a single line, with a small gap between each circle.

A horizontal row of fifteen black circles, each containing a white dot, arranged in a single line.

AC: 9 8 7 6 5 4 3 2 1 0
TO-HIT ROLL NEEDED: 10 11 12 13 14 15 16 17 18 19