



**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

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,

... : 

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