



# Sylceran

### background

# CLASS

## Druid

# **AL** Neutral **ALIGNMENT**

TIE

## 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,

: ●

A horizontal row of fifteen small, dark, circular icons, each containing a white silhouette of a person's head and shoulders. The icons are evenly spaced and aligned horizontally.

A decorative horizontal border at the bottom of the page, featuring a repeating pattern of small, dark, circular shapes arranged in a grid-like fashion.

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