

5 **ARBOLETH SENTINEL**

2 **2**

WAR CLAWS x2 **+4**

THROW **+2**
PUSH TARGET 3' AWAY

GUARDIAN **RANGE 3**
WHEN AN ALLY TAKES DAMAGE, TAKE UP TO 3 OF THAT DAMAGE INSTEAD

SHIELD FIGHTER **23**

4 **WILD ELF DRUID**

3 **1**

GNARLED STAFF **RANGE 1** **+3**

CRUSHING VINES **RANGE 8** **+4**
BIND 4

BEAR FORM **TURN INTO CAVE BEAR**

NATURE DRUID **26**

3 **CAVE BEAR**

5 **2**

MAUL x3 **+3**

FRENZY **TAKE D3 DAMAGE GAIN THAT MANY BONUS AD THIS ACTIVATION**

ELF FORM **TURN INTO WILD ELF DRUID**

BEAST **-**

4 **WILD ELF PATHFINDER**

3 **1**

ELDERHORN RECURVE x2 **+2**
RANGE 10

SHADOW STRIDER **PLACE PATHFINDER ANYWHERE WITHIN 6 FREE DISENGAGE**

MOUNTAINEER **CLIMB ACTIONS AUTOMATICALLY SUCCEED**

NATURE SCOUT **21**

BRAWLER

AFTER MAKING AN ATTACK IN CLOSE COMBAT THAT FAILS, YOU MAY IMMEDIATELY MAKE AN IMPROVISED ATTACK USING A BONUS DIE

THIS BONUS IMPROVISED ATTACK MAY BE MADE IN ADDITION TO THE IMPROVISED ATTACK BASIC ACTION

FIGHT ON THE INSIDE **IF YOUR CLOSE COMBAT ATTACK MISSES, YOU MAY MAKE AN IMPROVISED ATTACK USING A BONUS DIE** **2**

TRUE GRIT

RECOVERY ROLLS ARE SUCCESSFUL ON A ROLL OF 5 OR 6

TOUGH **RECOVER ON 5+** **2**

PENDANT OF FEROCITY

BEAST ONLY SINGLE USE

NATURAL WEAPON ACTIONS GAIN A +1 DAMAGE BONUS UNTIL YOUR NEXT ACTIVATION

FEROCITY **NATURAL WEAPONS GAIN A +1 DAMAGE BONUS** **1**

BARK SKIN

DRUID

TARGET SELF OR ALLY GAIN +1 ARMOR UNTIL YOUR NEXT ACTIVATION

MAXIMUM ARMOR 3

BARK SKIN **RANGE 6** **+1 ARMOR UNTIL YOUR NEXT ACTIVATION** **2**

REGROWTH

NATURE

THREE USES

TARGET SELF OR ALLY

TARGET RECOVERS TWO HEALTH BOXES

REGROW **RANGE 6** **RECOVER 2 HEALTH BOXES** **3**

