

lunathien calenmaethor

13th
AGE

Race: Wood Elf Class: Druid Gender: Female Age: 62

my firstborn will be the next elf queen

8	Strength	-1	8	Intelligence	-1	20	AC
12	Constitution	+1	18	Wisdom	+4	15	PD
18	Dexterity	+4	12	Charisma	+1	16	MD

Level 2

Initiative +7

Hits: 35

Staggered: 17

Recoveries:

3d6+1



Druid Features

Nature Talking: Everybody knows that druids can talk with plants and animals. It may not always work, but druids won't admit it. The DC of speaking to nature depends on the information you are requesting and who you are speaking with.

Wilderness Survival: You never suffer from natural weather-related cold, heat, or exposure. You can go longer than most people without eating or drinking, but only a couple days longer.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One Creature

Attack: +7 vs AC

Hit: 3d6+4 (axe)

Miss: level damage

Ranged Basic Attack

At-Will

Standard Action

Nearby

Target: One Creature

Attack: +6 vs AC

Hit: 3d6+4 (bow, axe)

Miss: level damage

Elemental Pivot

Encounter

Flexible Attack

Trigger: Natural 18+

Effect: During your next turn, you can cast an Elemental Mastery at-will feat spell of your choice once as a quick action, even if you don't normally know that spell.

Shillelagh

Encounter

Flexible Attack

Trigger: Natural 3, 13

Effect: If the target is not staggered after attack, attack becomes a critical hit. Otherwise, heal with a recovery and the target is stuck until end of next turn

Ruin (3)

Encounter

Ranged Terrain Feat Spell

Nearby

Target: All nearby enemies

Attack: +7 vs MD

Hit: 4d6 to all nearby enemies (once per mook group)

Note: Targets the highest MD of all nearby enemies (don't have to be able to see them)

Elven Grace

Wood Elf

At the beginning of each of your turns, roll a d6 to see if you get an extra standard action. If your roll is equal or lower than the escalation die, you get an extra standard action. Every time you gain a standard action, increase the die size

Terrain Spell

Daily

Various spells depending on the surrounding terrain; cannot use the same terrain twice.

Beast Form

Daily

Quick action: You leave your humanoid form behind and assume the form of a deadly predator such as a wolf, panther, tiger, bear, wolverine or lion.

Beast Form Attack

Melee Attack:

+6 vs AC

Natural Even Hit: 2d10+4

Natural Odd Hit: 2d6+4

Miss: Repeat the attack against the same or a different target. This has no miss effect.

Aspect of the Bear

Daily

Quick action: Until the end of the battle, while in beast form, gain +2 to attack and damage against mooks and enemies of lower level

Scout Form

Daily

Retrospective Action

DC 15/20/25

Scout Form Background: d4+1

Normal success: Gain +4 bonus to initiative this battle.

Hard success: As a free action at some point during the battle, you can grant one of your allies a re-roll on an attack roll or save.

Ridiculously hard success: GM chooses between giving a re-roll at some point during the battle, or a floating icon relationship result of 6 with a random icon.

Cave, Dungeon, Underworld

Terrain Spells

Spider Climb

Quick • Self

p54

Climb, fight on ceilings and walls; get one attack re-roll

Fungal Ambuscade

Attack vs PD Ranged

p54

Target takes ongoing poison

Icon Relationships

Elf Queen	♡ ♡
High Druid	♡

Backgrounds

Princess of the Elven Courts	3
Inventive Explorer	4
Madly In Love with a Stupid Guy	4

Druid Talents

Warrior Druid Initiate: You are trained to survive the wilds and fight in combat. Your AC in light armor is 12 instead of 10 like most other druids.

Terrain Caster Initiate: Access to daily spells that you can only cast in one of the eight specific types of terrain

Shifter Initiate: Enables you to shift your form in two ways: scout form transformations into quick-moving animals for out of combat reconnaissance, and beast form transformations into combat-ready predators.

Forest, Woods		Terrain Spells
Barkskin	Quick • Self/Ally	p55
Target in light armor gains +3 to AC (not fire damage)		
Entangle	Attack d3 vs PD Ranged	p55
Target takes damage and may be stuck		

Ice, Tundra, Snow		Terrain Spells
Ice Shield	Quick • Self	p55
Attacker who rolls 1-15 takes 4d6 cold		
Icicle	Attack Nearby/Far Ranged	p56
Target takes cold damage and may be hampered		

Mountains		Terrain Spells
Rumble	Quick • Self	p58
When you end adjacent to 2+, each takes 2d6+4 thunder		
Stonekskin	Quick • Self/Ally	p58
Resist damage 16+ until two 16+ attacks hit target		

Ruins		Terrain Spells
Inevitable Collapse	One nearby	p59
Damage and ongoing damage with special save		

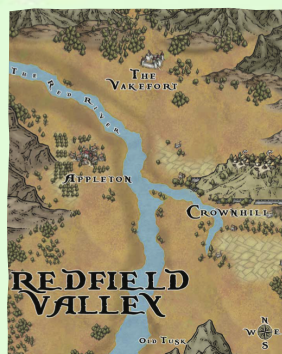
Swamp, Lake, river		Terrain Spells
The Big Muddy	All nearby	p60
Enemies with low hit points are stuck		
Reclamation	2 weakest • Ranged	p58
Damage and cannot heal		

Leather Surcoat	+1 Magic Armor
Tight-fitting tooled leather armor	
Light armor improves AC, MD	

Pearl of Wisdom	Magic Item
+1 to saves when ≤ 10 hp	
Daily: Re-roll a wisdom skill, taking better result (recharge 11)	
Quirk: Bookworm	

Misc Items
Potion of Healing +d8
Silk rope, Climbing kit, lantern, chalk
Sketch book, charcoal, pencils
Small harp

Feats
Further backgrounding
Terrain spell <i>Ruination</i>
<i>Shillelagh</i> adventurer feat



As the campaign started, you all got to know each other while adventuring in and around Redfield Valley, a bucolic area. The valley featured two towns: on the west side of the valley was Appleton (where you spent more time), and on the east side was Crownhill. At the north end of the valley was a fortress, the Vakefort, which guarded the entrance to the Vakevale, a wild area which was said to be full of monsters.

You got to know many of the residents of Redfield Valley, and you undertook several missions into the Vakevale, dealing with monsters, and gaining some treasure.

As you were returning to Redfield Valley, the floating city of Vantage (one of the Archmage's main cities) came crashing to earth, directly into the valley.

After surviving the fall of the city itself, you scrambled to help the valley's residents. You were able to rescue a number of people in Appleton (though many are badly injured); you went across the valley to Crownhill to help them, as well, but that town was more heavily damaged, and fewer survived there.

The ruins of Vantage are now strewn across Redfield Valley, and many of its contents, including once-captive monsters, as well as treasures, lie in the ruins, ripe for exploration.

Characters

Chris	Solea Orr	Human Rogue	<i>I am the only human in this Age to be resurrected by the Great Gold Wyrms</i>
Graham	Lunathien "Luna" Calenmaethor	Wood Elf Druid	<i>My firstborn will be the next Elf Queen</i>
Josh	Friend (Watcher of the Pit)	Forgeborn Demonologist	<i>I am the constructed container of a stolen Hellmouth; it fuels my core</i>
Suzanne	Lorcan Laoch	Aasimar Barbarian	<i>Every statue of an angel in the Dragon Empire looks exactly like me</i>
Vic	Degavor	Tiefling Necromancer	<i>I know everyone's name</i>
Wes	Ferran Broadwell	Human Ranger	<i>I lost a foolish wager to a powerful dwarf warlord</i>