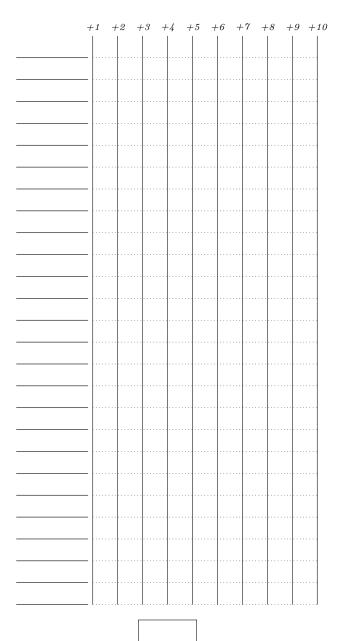


Skills



Penaltu

Druid

Weapon training: Druids can use any weapon or armor they choose, however using weapons or armor made of metal causes them to use their *call of the animal, woodland stride*, and *animal shape* abilities for 24 hours.

Call of the animal: Druids can channel the savagery of nature into their being. Making a personality roll, a druid can call an animal spirit into their body for relevant bonuses.

1	failure and lost for 1d4 days
2-11	lost, failure
12-13	failure but not lost
14-15	successful for (PER+level)/2 rounds
16-17	successful for (PER+level) rounds
18+	successful for (PER+level)x2 rounds
Mountain Lion	$\uparrow AGI, +2AGI$
Grizzly Bear	1d8+STR melee attacks
Fox	+2 to AC, REF
Wolf	$\uparrow PER, +2PER$
Coyote	tracking and infravision
Hawk	+2 to any ranged attacks
Snake	backstab skill as per thief class
Mouse	sneak and hide as per thief class

Natural lore: Druids can identify flora and fauna with ease, and if water is clean and safe to drink. With an INT check, they can tell the weather for the next 12 hours.

Natural weapons: Given materials, druids can construct weapons from stone, wood, and bone.

Woodland stride: Druids can move through natural obstructions such as brambles or thick branches as if they were water. A druid will take no damage from such obstacles, and does not leave tracks.

Animal shape: Druids can cast the animal shape spell using 1d20+level+PER. They cannot spellburn, but can suffer from corruption and misfire.

Possessions

Item	#

