

Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

Notes

Dice Chain: $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$
¹: $1d12 + (1d2-1 * 12)$, ²: $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

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.

failure and lost for 1d4 days	1
lost, failure	2-11
failure but not lost	12-13
successful for (PER+level)/2 rounds	14-15
successful for (PER+level) rounds	16-17
successful for (PER+level)x2 rounds	18+
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Mountain Lion	$\downarrow AGI, +2AGI$
Grizzly Bear	1d8+STR melee attacks
Fox	+2 to AC, REF
Wolf	$\downarrow PER, +2PER$
Coyote	tracking and intrusion
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.

slits

[illegible]

Penalty

Possessions

[illegible]
$$d\vartheta \qquad \qquad \qquad db \qquad \qquad \qquad ds \qquad \qquad \qquad d\varpi$$