

2ND LEVEL
ELFMARKED DRUID

NAME:

ONE UNIQUE THING:



BACKGROUNDS:

(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
12	16	14	10	16	12
+1	+3	+2	+0	+3	+1

INITIATIVE → +5

BASIC ATTACKS

MELEE (SPEAR) | +4 vs AC

Hit: 2d8+2 damage

Miss: 2 damage

RANGED (SHORTBOW) | +4 vs AC

Hit: 2d6+2 damage

As a warrior druid your melee attacks are flexible:
they can trigger once-per-battle flexible attacks (below)

			MAX	NOW
Armor Class	AC	15	HIT POINTS	36
Physical Defense	PD	15	RECOVERIES	8
Mental Defense	MD	14	RECOVERY VALUE	2d6+3

SPELLS

(as a warrior druid, your ranged spells don't cause opportunity attacks)

Earth Strength (ranged, quick action, 1x per day)

Two nearby allies (one chosen, one random) gain a benefit depending on their status:

Unstaggered: The ally gains +2 to attack and damage rolls until it ends its turn staggered or the end of the battle.

Staggered: The ally can heal using a recovery.

Gust (close-quarters, 1x per day)

Before rolling, you can attempt to disengage as a free action.

Attack: +5 vs. PD (one nearby enemy)

Hit: 3d6 damage, and 5 ongoing cold damage.

Miss: You don't expend the spell.

Hail Hail (ranged, at-will)

Attack: +5 vs. PD (the enemy you can see w/ the most hp)

Natural Even Hit: 1d6+3 cold damage, and a different nearby enemy takes 2 cold damage.

Natural Odd Hit: 1d6+3 cold damage, and each nearby mook takes 1d3 damage.

Miss: 2 damage.

FLEXIBLE ATTACKS

Elemental Pivot (trigger: natural 18+)

Next turn, you can cast *Hail Hail* as a quick action (instead of a standard action). The spell's attack roll gains +2.

Invoke the Storm (trigger: natural 5, 10, 15, or 20)

Roll a d3. Deal lightning damage equal to five times the number you rolled to a different nearby enemy.

FEATURES

Nature Talking

Twice per day, a druid can talk with a non-hostile animal or plant for a short time (skill check required).

Wilderness Survival

Inclement weather doesn't bother you, and you can go longer than most without food or water.

RACIAL POWER

Surprising

Once per battle, subtract 1 from the natural result of one of your own d20 rolls.

Feats (already accounted for): Air mastery, elemental pivot

Equipment: Leather armor, Weapons, Lantern, Rope, Adventurer's kit, 20 gold pieces, symbol of Mavros-Perun