

Spell	#	Type	Cast Time	Cost/Maintain	Duration	Notes
Beast Summoning (Animal)	16	Regular	1s	2/1	1m	Summons specified beast. May pay double to summon all in 10 miles.
Create Animal (Animal)	16	Regular	1s	2(SM+)/half	1m	Create a natural animal of size SM.
Detect Magic (Know)	16	Regular	2s	4/2	Instant	Know whether an item is magical.
Dispel Magic (Meta)	16	Area-Resist	Cost s	3xarea/no	Instant	Negates active spells in area.
Earth Vision (Earth)	16	Regular	1s	2 per 3 yards of sight	30s	See through Earth.
Frostbite (Water)	16	Area/info	3s	1-3	Instant	Can not be naturally healed.
Instant Neutralize Poison (VH, Healing)	15	Regular	12	8/no	Instant	Cures poison. No diagnosis required.
Shape Earth (Earth)	16	Regular	1s	1 per cub. yd/No	Instant	Unstable shapes will collapse when spell ends.
Light Tread (Move)	16	Regular	1s	3/0	10m	-8 to attempts to track you
Lightning (Air, Weather)	16	Missile	1-3	1-4 per s.	Missile	X-1 burn per point
Pathfinder (Know)	16	Info	10s	3/One try per day	Instant	Know the how best to travel to a destination.

Notes

- 1 to druidic magic in dungeon settings.
- Only 1 block attempt per turn
- Penetrating cutting(cut) or large piercing(pi+) damage deals x1.5 against most targets (minimum 1).
- Penetrating impaling (imp) or huge piercing (pi++) deals x2 against most targets (minimum 1).
- Penetrating crushing damage deal x1 against most targets (min 0).
- Major Wound: any single wound greater than half current HP. HT roll

to avoid knockdown.

- Crippling (Major) Wound. Damage to an extremity triggers a major wound if its greater than: (HP/2 for arm/leg, HP/3 for hand/foot). This renders the limb useless. Cutting damage beyond twice the cripple threshold severs the limb.
- Knockback. Triggers another HT toll to avoid being knocked prone. Failing by -5 or greater indicates unconsciousness.

DRUID

AELin Rock-Talker(Dwarf male)

Size Humanoid (+0 mod) Base Speed 6 Encumbered Move 3 yards (5)

Strength(ST) 11 Dexterity(DX) 12

IQ 14 Health(HT) 14

Fatigue Points 14 Will 14

Perception 14 Observation 9 Search 9

Hit Points 11

Damage Reduction 4 (5 v Elementals)

Armor Heavy cloth armor (36 lbs.)

Dodge 7 (9 unencumbered)

Encumbrance/Move Penalty -2

Block 11 w/Shield Parry 11 (Sickle)

Thrust / Swing 1d-1 / 1d+1

Reaction Mod +1 (shield etchings)

Language Common, Dwarven (Written, spoken) **"Most nature lies underground."**



Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	12	1d-2	c				
Kick	10	1d-1	c, 1				
Sickle	14	1d+1 cut/imp	1	+0	3	\$40	Dwarven, silver coated
Shield bash	14	1dcr	1	DB1	16	60	Medium shield

Ranged	#	Damage	Acc	Shots	Properties
Lightning	14	x-1 burn	3	1	Half 50 Max 100
{ Targets struck by lightning must make a HT roll at -1 per 2HP or be physically stunned. }					

Advantages

- All his herbal preparations involve fungus.
- Believes gems have a spirit.
- Calls his sickly a "Druidic Axe"
- Desperate to learn Earthquake and Entombment
- Only dwarves can mine properly.

Green Thumb

Bonus to Herb Lore, Naturalist, and Pharmacy skills.

Dwarven Gear - 10% off

Lifting Strength - 2

Strength counts as 2 higher for encumbrance and grappling.

Night Vision - 5

Reduce penalties for low light by up to 5.

Resist Poison - 6

Bonus to HT v poison.

Tough Skin - 1 (Bonus to DR)

Pickaxe Pendant - 2
 Bonus to Axe/Mace, Thrown Weapon(Axe/Mace), and Two-Handed on(Axe/Mace), and Two-Handed Weapon(Axe/Mace).

Beast Flight

You may assume to form of a small (SM -7) bird or bat and may fly at twice your Base Move speed.

Speak with Animals

(Nature strength dependent). You may converse with animals.

Personality Quirks

Disadvantages

Sense of Duty (Nature)

Never harm a plant or animal not attempting to harm you. Defend them from harm. Oppose new settlements, feeling trees, or setting wild fires.

Sense of Duty(Adventuring Companions)

You think of your adventuring party like a family and feel honor bound to protect and defend them.

Greed (12)

Roll 12 or less to resist an offer of money.

Phobia (Crowds) (12)

Roll 12 or less to not avoid crowds.

Vow (Always sleep under earth or stone)

Roll 12 or less to not avoid crowds.

Gear

Item	Location	WT	Cost
Personal ba-sics/clothing	Body	3	5
1-Qt Canteen	Body	3	10
Healer's Kit	B.Pack	10	200
Crowbar	Neck	3	20
Sm. Backpack	Body	3	60
Helmet Lamp	Head	2	100
Rations, 6 meals	B.Pack	3	12
Hobnails (Eliminates footing penalties)	Boots		

Skills

Dex-Based Skills

Axe/Mace-14 (Pickaxe Pendant)
 Climbing-12 (14 unencumbered)
 Innate Attack (Projectile) - 14
 Shield-14

IQ-Based Skills

Animal Handling (Equines) - 13.
 Camouflage - 14. Use natural materials to blend in.
 Hidden Lore (Elementals) - 13.
 Disguise (Animals) - 13. Use skins/furs to appear as an animal.
 Mimicry (Animal Sounds) -
 Naturalist - 13. (Green Thumb Wilderness lore.
 Pharmacy- 13. (Green Thumb)
 Brew herbal medicines, poisons [E69-70], antidotes, or treat disease.
 Religious Ritual (Druidic) - 12. Bless an area or individual.

Veterinary-12.

Weather Sense-13.

Diagnosis-12. Treat disease.

Herbal Lore-13. (Green Thumb)

Brew healing potions.

Hidden Lore (Lost Civilizations)-13.

Poisons-12. Brew and identify.

Prospecting-15. (Pickaxe Pendant)

Geology lore.

Other Skills

Esoteric Medicine(Druidic)-12. Only works in areas of nature strength. Treat wounds, poisons, and diseases.
 Hiking-13. Speed/endurance.
 Observation-13. Observe details near or far.
 Search-13. Requires actively searching an area.

Speed-Range-Size Modifier

Mod	Linear	Mod	Linear
			50
0	2	-9	70
-1	3	-10	100
-2	5	-11	150
-3	7	-12	200
-4	10	-13	300
-5	15	-14	500
-6	20	-15	700
-7	30		