



FARIS LEAFWIND

Half-Elf Druid • Level: 1

TRAITS



STR +0

DEX +2

CON -2

INT -2

WIS +2

CHA +0



VIRTUE



ABILITIES

- SURVIVALIST** Add +2 to all rolls to survive while traveling.
- ANIMAL TAMER** Add +2 to all rolls to train and handle animals.
- DANGER SENSE** Add +2 to all rolls to avoid traps and surprise hazards.
- NATURE'S HEALING** Once per Rest: restore d4 Health.
- ANIMAL: WEASEL** Once per Page: Gain a +2 to a single Attack roll.

HP 10

DEF 15

ATK +2

DMG D8

WEAPON:
Longbow

GOLD:

EQUIPMENT & LOOT:

Bonus



FARIS LEAFWIND

Half-Elf Druid • Level: 2

TRAITS



STR



DEX



CON



INT



WIS



CHA



VIRTUE



ABILITIES

SURVIVALIST

Add +2 to all rolls to survive while traveling.

ANIMAL TAMER

Add +2 to all rolls to train and handle animals.

DANGER SENSE

Add +2 to all rolls to avoid traps and surprise hazards.

NATURE'S HEALING

Once per Rest: restore d4 Health.

ANIMAL: WEASEL

Once per Page: Gain a +2 to a single Attack roll.

PRECISE AIM

Once per Rest: Add +10 to one Attack roll and +d4 to the Damage roll.

HP 14

DEF 15

ATK +3

DMG D10

WEAPON:
Longbow

GOLD:

EQUIPMENT & LOOT:

Bonus



FARIS LEAFWIND

Half-Elf Druid • Level: 4

TRAITS



STR



DEX



CON



INT



WIS



CHA



VIRTUE



ABILITIES



SURVIVALIST

Add +2 to all rolls to survive while traveling.



ANIMAL TAMER

Add +2 to all rolls to train and handle animals.



DANGER SENSE

Add +2 to all rolls to avoid traps and surprise hazards.



ATHLETE

Add +2 to all rolls to overcome physical and athletic hurdles.



NATURE'S HEALING

Twice per Rest: restore d4 Health.



ANIMAL: WEASEL

Once per Page: Gain a +2 to a single Attack roll.



PRECISE AIM

Twice per Rest: Add +10 to one Attack roll and +d4 to the Damage roll.



ANIMAL: EAGLE

Once per Page: Gain a +2 to a single Damage roll.



ANIMAL: BEAR

Once per Page: Add +2 to an Attack roll and +2 to the Damage roll.

HP 22

DEF 16

ATK +5

DMG 2d8

WEAPON:

Longbow

GOLD:

EQUIPMENT & LOOT:

Bonus



FARIS LEAFWIND

Half-Elf Druid • Level: 5

TRAITS



STR



DEX



CON



INT



WIS



CHA



VIRTUE



ABILITIES



SURVIVALIST

Add +2 to all rolls to survive while traveling.



ANIMAL TAMER

Add +2 to all rolls to train and handle animals.



DANGER SENSE

Add +2 to all rolls to avoid traps and surprise hazards.



ATHLETE

Add +2 to all rolls to overcome physical and athletic hurdles.



NATURE'S HEALING ♦♦

Twice per Rest: restore d4 Health.



ANIMAL: WEASEL ♦

Once per Page: Gain a +2 to a single Attack roll.



PRECISE AIM ♦♦

Twice per Rest: Add +10 to one Attack roll and +d4 to the Damage roll.



ANIMAL: EAGLE ♦

Once per Page: Gain a +2 to a single Damage roll.



ANIMAL: BEAR ♦

Once per Page: Add +2 to an Attack roll and +2 to the Damage roll.



ANIMAL FORM: WOLF ♦

Once per Rest: Add + d4 to all Damage rolls for the Page.

HP 27

DEF 17

ATK +5

DMG 2d10

WEAPON:
Longbow

GOLD:

EQUIPMENT & LOOT:

Bonus



FARIS LEAFWIND

Half-Elf Druid • Level: 6

TRAITS



STR



DEX



CON



INT



WIS



CHA



VIRTUE



ABILITIES



SURVIVALIST

Add +2 to all rolls to survive while traveling.



ANIMAL TAMER

Add +2 to all rolls to train and handle animals.



DANGER SENSE

Add +2 to all rolls to avoid traps and surprise hazards.



ATHLETE

Add +2 to all rolls to overcome physical and athletic hurdles.



NATURE'S HEALING ♦♦

Twice per Rest: restore d4 Health.



ANIMAL: WEASEL ♦

Once per Page: Gain a +2 to a single Attack roll.



PRECISE AIM ♦♦

Twice per Rest: Add +10 to one Attack roll and +d4 to the Damage roll.



ANIMAL: EAGLE ♦

Once per Page: Gain a +2 to a single Damage roll.



ANIMAL: BEAR ♦

Once per Page: Add +2 to an Attack roll and +2 to the Damage roll.



ANIMAL FORM: WOLF ♦

Once per Rest: Add +d4 to all Damage rolls for the Page.



ANIMAL FORM: BEAR ♦

Once per Rest: Add +d4 to all Damage and Combat rolls for the Page.

HP 30

DEF 17

ATK +6

DMG 3D8

WEAPON:

Longbow

GOLD:

EQUIPMENT & LOOT:

Bonus