Faris Leafwind

Half-Elf Druid ◆ Level: 1

Traits

Str	+0
Dex	+2
Con	−2
Int	−2
Wis	+2
Cha	+0

Virtue

-10 -5 0 +5 +10

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

-10 -5 0 +5 +10

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: 3

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

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

HP 17

DEF 16

ATK +4

DMG 2d6

Weapon: Longbow

Gold:

Equipment & Loot:

Bonus

Faris Leafwind

Half-Elf Druid • Level: 4

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

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

-10 -5 0 +5 +10

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

-10 -5 0 +5 +10

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