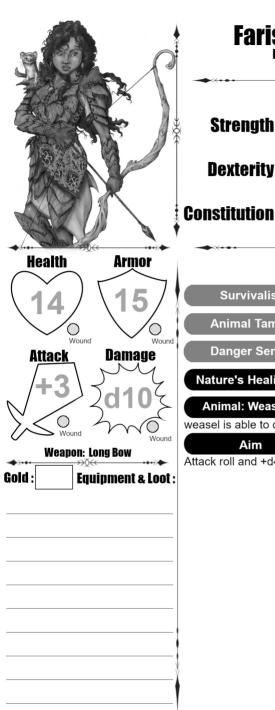


Once per Rest, heal d4 health.

Once per day in combat, your

Nature's Healing

Animal: Weasel



Faris Leafwind Half-Elf Druid Level: 2		bonus / penalty
Traits		
Strength	] <sub>Injury</sub> Intelle	Ct
Dexterity	] Wisdo	m
Constitution	Charisn	1a
→···· Abilities		
Survivalist	Add +2 to all Su	rvival rolls.
Animal Tamer	Add +4 to all Handl	e Animal rolls.
Danger Sense	Add +2 to all rolls	s to avoid traps.
Nature's Healing	Once per Rest, I	neal d4 health.
Animal: Weasel weasel is able to distract the	Once per day in he enemy. Gain a	
Attack roll and +d/4 to the I	Once per Rest,	add +10 to one



Faris Leafwind Half-Elf Druid Level: 3 bonus/penalty		
Traits		
Strength	Intellect Trauma	
Dexterity	Ninjury Wisdom Trauma	
Constitution	Charisma Trauma	
Abilities		
Survivalist	Add +2 to all Survival rolls.	
Expert Animal Tamer Add +6 to all Handle Animal rolls.		
Danger Sense	Add +2 to all rolls to avoid traps.	
Athlete Add +2 to all Athletic rolls.		
Nature's Healing	Once per Rest, heal d4 health.	
Animal: Weasel weasel is able to distract Attack roll.	Once per day in combat, your the enemy. Gain a +2 to a single	
Aim	Once per Rest, add +10 to one	
Attack roll and +d4 to the Damage roll.		
Animal: Eagle	Once per day in combat, gain	

