




DRUID

Name: _____ Khali Starsong
Race: _____ Halfling
Title: _____ Witness
Role: _____ Support / Healing
Play style: _____ Primal / Celestial back
rank healing and support
with Beast Calling utility

NAME: Khali Starsong					TITLE: Witness		LEVEL: 4		
RACE: Halfling					CLASS: Druid		GENDER: Female		
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 31		
MELEE-All		+1	5%	4% 97+	Damage	0	HEIGHT: 3'3"		
RANGED-All		0	5%	3% 98+	Damage	0	WEIGHT: 75 lbs.		
FAITH-Primal		+6	5%	14% 87+	Diff Roll	+2	SIZE MODIFIER		
SPIRIT-Celestial/High		+5	5%	6% 95+	Damage	+3	Small -2		
							STATS +/-		
							MOVEMENT	4	
							STRENGTH	9	
							AGILITY	11	
							STAMINA	10	
							INTELLECT	13	
							WISDOM	14	
							AVOIDANCE	12	
							PERCEPTION	10	
							RESOLVE	10	
							INITIATIVE	8	
							CHARM	12	
PRIMARY LOAD OUT		MAIN HAND	Feral Polished Staff (1d6 dam, stun 14%, ward-off, 2-handed, +2 Primal Crit already added)						
		OFF HAND							
SECOND LOAD OUT		MAIN HAND							
		OFF HAND							
BELT SLOTS		Minor Spirit Potion (+10 Spirit)		Minor Spirit Potion (+10 Spirit)					
Traveler's Belt		Light Healing Potion (1d10 HP)		Light Healing Potion (1d10 HP)					
6 slots		Herb Pouch		Herb Pouch					
MONEY POUCH (GP.SP)		4.1							
ARMOR & ITEMS (by slot)	LEGS	Quilted Trousers				2	DEFENSE		
	TORSO	Quilted Shirt				2	AC	25	
	SHOULDERS	Cloth Mantle				1	ARMOR	13	
	FEET	Quilted Boots				2	DODGE	12	
	HANDS	Feral Ironweave Gloves (+2 Primal Crit already added)				3	NOISY	0	
	ARMS	Ironweave Bracers				3	STIFF	0	
	HEAD	High Charged Circlet of Greater Cosmic Power (+2% crit/+2 dam, already added)				0	DOUBLE	0	
	BACK					0	TRIPLE	0	
	NECK						RESISTANCES +/-		
	TRINKET						ARCANE	31	
OTHER						ELEMENTAL	20		
BACK PACK		Sacred Text (Primal)						NATURAL	24
Standard								HOLY	20
10 Slot Pack								DEMONIC	29
MAX CAPACITY								MENTAL	27
9 slots								INIT. SCORE 8+1d12	
HP (MAX:47)									
SPIRIT (MAX:37)									
MAX TIER: 2									
FAITH (MAX:20) 12									
MAX TIER: 2									
If passing Diff Roll gain up to 2 Faith									
If failing Diff Roll lose Faith equal to Diff+2									
EXPERIENCE: 160									
REPUTATION	COMMON: 8								
	CONCLAVE OF STARS: 13								


v1.3

PASSIVE SKILLS:		DETAILS:
Armor Proficiencies		Cloth
Weapon Proficiencies		Knives, Bludgeons, Staves, Wands
Languages		Halfling, Common
Survival		receive a bonus +10% when resting & take 10% less damage from environmental and AoE attacks
Natural insight		Any successful Spirit power from the Natural Domain generates 1 Faith
		Faith can also be consumed in place of Spirit to cast Natural powers
		Natural Domain spirit costs are reduced by 10% (min. 1 reduction but never reducing costs below 1)
		-1 difficulty to all Primal Faith powers (already added)
Light of Foot		Can sneak (move while hidden) at 3/4 speed instead of the regular 1/2 speed and always ignore naturally occurring Difficult Terrain movement penalties
Thick Footed		don't suffer the -1 movement penalty if not wearing footwear/armor
Small Race		smaller than average race, must under-size all armor; cannot wield extra large (XL sized) weapons, however gain a natural +2 damage with any small (S sized) weapon that they have Proficiency with
Supremacy (High Magic)		Gain +10% dam or effectiveness of the currently cast power for every persistent spirit effect (of any school) currently on the target (beneficial or negative), crafting/enchants excluded
SECONDARY SKILLS:		RANK: DETAILS:
Herblore	1	Can usually find edible food such as berries, roots, mushrooms, etc... to provide fresh food while on the road, can locate/harvest simple herbal alchemy components if available, and cure simple poisons and most minor illnesses with the correct herbs
	2	Can locate/harvest complex herbal alchemy components if available, and can cure complex poisons and most major illnesses with the correct herbs
Bushcraft	1	Can start fires and create crude torches with naturally occurring materials in almost any environment (no flint, fuel or other store bought items required)
	2	Possess natural navigational skills such as navigating by stars or other celestial bodies, reading signs in the surrounding environments (i.e. growth of moss, direction of running water, prevailing winds, and other such natural/instinctual methods). Also when resting in natural environments, your entire party receives a minimum Shelter value of 10%
Cook	1	Can cook a decent meal, something most people will pay for. Just be careful you don't anger the local inn... Must have this skill in order to use "Cooking Supplies"
	2	The entire party gets an extra 1d10 +1/lvl HP's back every time they rest, provided the cook is conscious and can actually cook
EXTRA:		
Conclave of Stars		Khali was born into the reclusive druidic Conclave of Stars, and has spent her lifetime studying the movements of the stars and constellations. She believes there is a natural connection between the celestial and the terrestrial, and that all life in Gant is connected to the movement of these celestial bodies through the cosmos.
Dangerous Curiosity		Because of her affiliation with the Conclave of stars, paired with her natural Halfling curiosity, Khali is often at risk of throwing herself into situations without a second thought of the potential consequences to her own health or well being. If there is some new knowledge to be discovered, Khali will pursue it no matter the costs.

Khali Starsong

SPIRIT POWERS

Known	Spell Name	Tier	Discipline	Domain	School of Magic	School of Powers	Spirit Cost	Use	Range	Description	Archetype	Archetype Details
✓	Sense Spirit	0	None	Natural	Wild, High	None	1	instant	15	detects/identifies all spirit buffs/effects/enhancements (Spirit-based) on a given target or item as a mental impression or "feeling" that lasts for up to 1 hour • the more specific the target the more specific the results will be	Reveal	reveals hidden mysteries of the spirit world, allowing the caster and/or allies to exploit this knowledge
✓	Spirit Heal	0	None	Natural	Wild, High	None	2/level	instant	10	heals 1d6 HP +1/level, on a single target, cannot cast using HP	Healing	single target powers with direct healing capabilities • LoS required • cannot be cast from HP • critical cast results in double the healing value
✓	Wild Cantrip	0	None	Natural	Wild	None	2	action	15	Druid only: 1d4 wild damage • if target is successfully wounded, grants caster +1 faith	Burst	no direct projectile therefore no LOS required and no dodge allowed, however caster must still have some reason to know that a target exists
✓	Disperse Magic	1	Alteration	Natural	High	Celestial	0.5/lvl against	instant or action	15	can dispel one known Spirit effect, use resistance equal to level*4 of the caster of the effect • if successful creates a field of loose spirti energy ina 3" radius aroundn the target, the next power caster by ANY target within the field costs 50% less spirit, after which the field dissapears • also can dispel one Spirit based enchant/crafting	Dispel	action OR can be used as an instant for double the Spirit cost
✓	Celestial Ward	2	Fortification	Natural	High	Celestial	5	instant	8	while ward is active target is immune to Re-Roll and Gravity effects • when consumed the ward grants +50 Natural Resistance, increases to +60 if resisting Celestial Powers	Ward	single target • places a ward on the caster or on individual party members that lasts for up to one day (unless dispelled) • the ward can be consumed at any time (even after an enemy rolls to hit) to add additional specific resistances which can potentially turn a hit into a miss • there is no limit to the number of wards that may be present on the battlefield but only one of each School of powers can be stacked on any single target
✓	Gravity Leash	2	Conjuration	Natural	High	Celestial	5	instant	8	radius 4" • while active no target (except caster) may leave the totem's radius of effect	Totem	• once consumed Wards may be re cast can be cast an unlimited number of times, provided any Totems from previous castings are no longer present • stationary conjuration that has an effect in an area around • lasts for 1 +1/Tier of caster rounds (minutes if out of combat) or until destroyed or dispelled • totems are typically 10-20 inches tall ("tiny", size mod -4) and have 10 HP and 0 AC/Resist unless otherwise stated • not worth any XP
✓	Dormant Creation	1	Fortification	Natural	High	Celestial	2/Tier	action	15	immediatly following the next time the target takes damage, they are healed for 1d6+1 HP per Tier and gain an Honor Code stack of their choice • if the effect is forcibly removed or dispelled it also triggers its effects	Healing	single target powers with direct healing capabilities • LoS required • cannot be cast from HP • critical cast results in double the healing value
✓	Eradicate	1	Devastation	Natural	High	Celestial	5/Tier	action	8	1d6 dam per Tier • single hit roll to all targets along a line, 2% per Tier chance that targets cease to exist	Beam	fires in straight line from caster to target, LOS not required, dodge is allowed unless otherwise stated • hit rolls and bonus damage distribution is spell specific

Khali Starsong

FAITH POWERS

Known	Spell Name	Tier	Domain	Discipline	Difficulty	Use	Range	Description
✓	Commune with Nature	0	Primal	System	none	whole turn	self	caster spends an entire turn communing with nature (cannot move or take action including instant abilities) • caster is Vulnerable for the duration • awards one Faith for every round spent in Communion and grants knowledge related to the natural world within a nearby radius
✓	Healing Circle	0	Primal	System	none	whole turn	self	cannot move or take action (including instant abilities), Vulnerable until start of next turn, self heal for 1d6 HP per 2 levels for each round spent with the Healing Circle formed • can include others in the circle if touching, even if they are not a Faith Class, but if they gain the healing effect they lose their own turn
✓	Karma	0	Primal	System	none	instant	self	self cast only, consumes Faith • for every Faith point consumed 10% of the healing and/or damage of the next action used are also applied to the caster • if there is self inflicted damage as a result of Karma it cannot reduce Focus but generates 2x the Fury
✓	Taxonomy	0	Primal	System	none	instant	15	detects all Faith based buffs, enhancements, and effects within 15" • also gives the caster knowledge regarding the general classification and properties of any created thing (i.e. what alignment, polarity, race, class, etc... an enemy creature might be) • costs 1 Faith or 1 HP then must pass a Faith test
✓	Bloodletting	0	Primal	System	none	action	self	once/day, may use next power without having enough Faith, must still roll Difficulty, no Faith gained or lost, must remove HP equal to Difficulty
✓	Beast Calling	1	Primal	Call	as per beast threat rating	action	nearest edge	Calls and controls 1 Beast (of a given class) with a maximum allowable beast Threat Rating equal to one less than the casters level • Beasts enter from closest allowable edge of the battlefield unless otherwise stated
✓	Silent Snarl	2	Primal	Call	2	instant	self	Next Ambusher class beast can effectively enter anywhere on the battlefield that would provide reasonable stealth coverage
✓	Coagulate	2	Primal	Hemomancy	4	action	20	heals 1d10 HP +1/level of target
✓	Youthful Blood	2	Primal	Hemomancy	2	instant	15	consumes 5% of max HP, next healing effect on target is 50% more effective, if self-cast: 1/2 spirit cost of next spell or doubles honor code stack
✓	Lifeforce	1	Primal	Force	1/level	action	template	any target touched by template is healed if friend and damaged if enemy, for 1d6+2 per level, single hit roll
✓	Erosion	2	Primal	Force	5	action	15	single target, no LOS required, 2d6+1d4 damage, damaged targets have their armor reduced by 20 until the caster has another turn

