WANDERVERSE

Druid — **3**
Class — Level

Dwarf (Greystone)
Lineage

Smuggler
Path — Path Upgrade

1,000 → 2,000
Experience Points — Next Level

CHARACTER NAME

PLAYER NAME

Ability Scores

Ability	Score	Modifier
STRENGTH	14	+2
DEXTERITY	10	+0
CONSTITUTION	8	-1
INTELLIGENCE	12	+1
WISDOM	16	+3
CHARISMA	14	+2

Δ TOTAL: **3**

Hit Points / Defenses

HIT POINTS: **23**

DAMAGE THRESHOLD: **17** (AC + CON MOD)

TEMPORARY:

ARMOR CLASS: **18** = 10 + 3 (Armor) + ___ (Shield) + 0 (DEX) + 4 (Natural Armor) + 1 (Misc.)

RESISTANCE CLASS: **18** = 10 + 1 (INT) + 3 (WIS) + 2 (CHA) + ___ (Natural Armor) + 2 (Misc.)

INITIATIVE: **+1**

SPEED: RUN 25 | FLY 0 | SWIM 10 | CLIMB 10

INSPIRATION:

Proficiency Bonus: **+1**

REPUTATION: **5**

DOWNTIME POINTS:

CONDITION TRACKER

STABLE				INCAPACITATED
0	-d4	-d6	-d10	

ALIGNMENT SCORE

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26

Attacks

ATTACK		TO HIT	DAMAGE	
Quarterstaff	Melee ✔ / Ranged ◯	+3	1d6+2	S◯ P◯ B✔
Special Properties: Versatile (1d8)			Weight Slots: 2	
	Melee ◯ / Ranged ◯			S◯ P◯ B◯
Special Properties:			Weight Slots:	
	Melee ◯ / Ranged ◯			S◯ P◯ B◯
Special Properties:			Weight Slots:	

Spells

SPELL	Δ	SPELL TYPE & ATTACK	
Friends (cantrip)	3Δ	Arcane ✔ / Natural ◯ / Orderly ◯	S✔ V◯ M✔
Special Properties: Grants the recipient favorability (+d6) with all communication skills for 1 min.			
Cure Wounds	2Δ	Arcane ◯ / Natural ✔ / Orderly ◯	2d8+3 healing — S✔ V✔ M✔
Special Properties: Range: Touch			
Thornwhip (cantrip)	1Δ	Arcane ◯ / Natural ✔ / Orderly ◯	1d6 — S✔ V◯ M◯
Special Properties: On a hit, the creature (large or smaller) is pulled 10ft closer to you.			

CLASS FEATURES & ABILITIES

Wild Shape 3Δ - Unlimited Use
Trackless Step

FAILURE FEATURES

Roleplay - By the sun and the stars!
When crit failing an Animal Handling, Cosmos, Nature or Survival skill check, the druid immediately gains the effects of the spell Commune with Nature

Combat - I will unleash my natural spirit instead!
When the druid critically fails a spell attack roll, they may choose to immediately Wild Shape as a free action.

SKILL TOTAL

	ABILITY MODIFIER	PROF. BONUS	MISC.

Sensory Skills

		=	+	+
_____ Concentration (Con)		=	+	+
_____ Insight (Wis)		=	+	+
_____ Investigation (Int)		=	+	+
_____ Perception (Wis)		=	+	+
○ _____ Listen (Wis)		=	+	+
○ _____ Sight (Wis)		=	+	+
☑ _5_ Smell (Wis)		= 3	+ 2	+

Creative Skills

		=	+	+
_____ Craft (Dex)		=	+	+
_____ Disguise (Cha)		=	+	+
_____ Forgery (Int)		=	+	+
_____ Performance (Cha)		=	+	+
_____ Profession (Int)		=	+	+

Communication Skills

		=	+	+
✓ _4_ Animal Handling (Wis)		= 3	+ 1	+
✓ _3_ Deception (Cha)		= 2	+ 1	+
_____ Insight (Wis)		=	+	+
_____ Intimidation (Cha)		=	+	+
_____ Leadership (Cha)		=	+	+
_____ Persuasion (Cha)		=	+	+

Knowledge Skills

		=	+	+
_____ Appraisal (Wis)		=	+	+
_____ Arcana (Int)		=	+	+
_____ Cosmic (Int)		=	+	+
_____ Geography (Int)		=	+	+
_____ History (Int)		=	+	+
_____ Lore (Int)		=	+	+
✓ _2_ Nature (Int)		= 1	+ 1	+
_____ Religion (Int)		=	+	+

Physical Skills

		=	+	+
_____ Acrobatics (Dex)		=	+	+
○ _____ Balance		=	+	+
○ _____ Tumble		=	+	+
_____ Athletics (Str)		=	+	+
○ _____ Jump (Str)		=	+	+
○ _____ Swim (Str)		=	+	+
✓ _1_ Initiative (Dex)		= 0	+ 1	+
_____ Stealth (Dex)		=	+	+

Trained Skills

		=	+	+
_____ Decryption (Int)		=	+	+
_____ Inscription (Int)		=	+	+
_____ Lockpick (Dex)		=	+	+
✓ _4_ Medicine (Wis)		= 3	+ 1	+
_____ Ride (Dex)		=	+	+
_____ Sleight of Hand (Dex)		=	+	+
✓ _4_ Survival (Wis)		= 3	+ 1	+

SPECIALIZATION SKILLS

	ABILITY MODIFIER	PROF. BONUS	MISC.
☑ Performance (CHA) Sacred rites [7]	= 6	+ 1	+
○ _____ [____]	=	+	+
○ _____ [____]	=	+	+
○ _____ [____]	=	+	+
○ _____ [____]	=	+	+
○ _____ [____]	=	+	+
○ _____ [____]	=	+	+
○ _____ [____]	=	+	+
○ _____ [____]	=	+	+

Spells

TOTAL SPELLS	SPELL SLOTS	SPELL ATTACK	CASTING ABILITY
6	/ 6	+4	Wisdom

SPELL NAME	PG#	Type	Δ	Components	Range	Damage
Friends (Cantrip)	352	Arcane ○ / Natural ◉ / Orderly ○	3Δ	☑S ☑V ☑M	Self	
Elemental Touch (Cantrip)	339	Arcane ○ / Natural ◉ / Orderly ○	2Δ	☑S ☑V ○M	120ft	1d8 element
Thornwhip (Cantrip)	409	Arcane ○ / Natural ◉ / Orderly ○	1Δ	☑S ☑V ☑M	120ft	1d6 piercing
Cure Wounds	331	Arcane ○ / Natural ◉ / Orderly ○	2Δ	☑S ☑V ○M	30ft	2d8+3 healing
Revive (Brings back ally to 1 hp)	390	Arcane ○ / Natural ◉ / Orderly ○	4Δ	☑S ☑V ○M	Touch	
Gaseous Form	353	Arcane ○ / Natural ◉ / Orderly ○	4Δ	☑S ☑V ☑M	Touch	
Goodberry	356	Arcane ○ / Natural ◉ / Orderly ○	2Δ	☑S ☑V ☑M	Touch	
Polymorph	382	Arcane ○ / Natural ◉ / Orderly ○	5Δ	☑S ☑V ☑M	60ft	
Scalesinger's Thunderwave	391	Arcane ○ / Natural ◉ / Orderly ○	2Δ	☑S ☑V ☑M	15ft from self	2d8 thunder
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		
		Arcane ○ / Natural ○ / Orderly ○		○S ○V ○M		

PROFICIENCIES

✓ Simple Weapons (nonmetal)
○ _____
○ _____
○ _____
Martial Weapons
○ _____
○ _____
Exotic Weapons
○ _____
○ _____
○ _____

✓ Tools Herbalism Kit
Tools _____
✓ Light Armor (nonmetal)
✓ Medium Armor (nonmetal)
Heavy Armor
Shields
○ _____
○ _____
Specialty Item
○ _____

LANGUAGES

Language	R	W
Common	R̲	W̲
Druidic	R	W
Dwarven	R̲	W̲
Primordial	R̲	W̲
_____	R	W
_____	R	W
_____	R	W
_____	R	W

	Small	
Age	Height	Weight
Eyes	Skin	Hair

Character Details

Plot Item: A controversial flag.

Character Appearance

TRAITS

Trait	R C
Darkvision (60ft)	R C
Durable (Dwarves are carved from stone, +4 natural armor to AC	R C
Mask of the Wild (Favored (+d6) hiding in tundras)	R C
Reputable (+3 to Reputation Score / d100% discount when buying)	R C
	R C
	R C
	R C
	R C
	R C
	R C
	R C

DISADVANTAGE TRAIT:

PLAYER NAMES	CHARACTER NAMES

WORN GEAR	WEIGHT SCORE
Hide	2
Leather pauldrons	2
Crown of Mental Shielding +2 RC	0
Quarterstaff	2

EQUIPMENT	AMOUNT	WEIGHT SCORE	EQUIPMENT	AMOUNT	WEIGHT SCORE
Wanderer's Pack		2			
Herbalism Kit		1			
1 diamond worth 300gp		0			
Spellcasting focus: Crown of Mental Shielding		0			

TOTAL WEIGHT → SCORE **3**

STR ABILITY + SIZE MOD = MAX WEIGHT

14 | | 14

CURRENCY	
CP	
SP	
GP	63
PP	
GEMS	1

Animal Companion

Name
Type (Beast, Companion, Familiar, Minion, etc.)
XP
Level

INITIATIVE

PROFICIENCY

Δ TOTAL

SPEED

RUN | FLY
SWIM | CLIMB

STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA

DAMAGE THRESHOLD
AC + CON MOD

TEMPORARY

$= 10 +$ ☐ Armor $+$ ☐ Shield $+$ ☐ DEX $+$ ☐ Natural Armor $+$ ☐ Misc.

$= 10 +$ ☐ Magical Items $+$ ☐ RES $+$ ☐ Natural Armor $+$ ☐ Misc.

CONDITION TRACKER

STABLE | INCAPACITATED

0 | –d4 | –d6 | –d10

SKILLS, ABILITIES, & TRAITS

ATTACK | **TO HIT** | **DAMAGE**

Melee ✓ Ranged ○ | ○ S ○ P ✓ B

Special Properties

Melee ○ Ranged ○ | ○ S ○ P ○ B

Special Properties

Beast

Name
Type (Beast, Companion, Familiar, Minion, etc.)
XP
Level

INITIATIVE

PROFICIENCY

Δ TOTAL

SPEED

RUN | FLY
SWIM | CLIMB

STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA

DAMAGE THRESHOLD
AC + CON MOD

TEMPORARY

$= 10 +$ ☐ Armor $+$ ☐ Shield $+$ ☐ DEX $+$ ☐ Natural Armor $+$ ☐ Misc.

$= 10 +$ ☐ Magical Items $+$ ☐ RES $+$ ☐ Natural Armor $+$ ☐ Misc.

CONDITION TRACKER

STABLE | INCAPACITATED

0 | –d4 | –d6 | –d10

SKILLS, ABILITIES, & TRAITS

ATTACK | **TO HIT** | **DAMAGE**

Melee ○ Ranged ○ | ○ S ○ P ○ B

Special Properties

Melee ○ Ranged ○ | ○ S ○ P ○ B

Special Properties

Druid Class Abilities

Druidic

   The druids speak a secret language among their people called *Druidic*. The druid can speak this language and use it to leave secret messages. The language utilizes symbols for their written word that is often used in writing their spells. To the untrained eye, the language is invisible among the landscape. Perceiving such messages requires a DC15 *Decryption* while a druid can do so freely.

Wild Shape

   Starting at 2nd level, the druid can expend 3Δ to magically assume the shape of a beast that they have seen before that is no more than one size category larger or one size category smaller than their original size. The druid can use this feature **any number** of times throughout the day. The druid can also stay in their beast shape for an unlimited amount of time. A druid can choose to revert to their normal form by expending 1Δ on their turn in combat. The druid automatically reverts if they fall unconscious, become physically encumbered, drop to 0 hit points, or die. While the druid is transformed, the following rules apply:

- Your combat statistics are replaced by the statistics of the beast, but the druid retains their action points, alignment, personality, *Intelligence*, *Wisdom*, and *Charisma* and RC scores.

- The druid retains all of their skills and proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- The number of hit points the druid has does not change between forms.

- The druid can't cast spells and their ability to speak or take any action that requires the use of hands is limited to the capabilities of the beast form. Transforming doesn't break concentration on a spell that has already been cast, nor does it prevent the druid from taking actions that are part of a spell. For example, *Call Lightning*, once it has been cast would have the spell's effects continue.

- The druid retains the benefit of any class features. The druid can use them if the new form is physically capable of doing so.

However, the druid can't use any of their special senses, such as *Darkvision*, unless their *Wild Shape* form also has that sense.

- The druid must choose whether their equipment falls to the ground in their space, merges into their new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. The druid's equipment doesn't change size or shape to match the new form and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until the druid is no longer using *Wild Shape*.

Trackless Step

   At 2nd level, the druid leaves no trail behind them in their natural surroundings and cannot be tracked. The druid may choose to leave a trail if desired.

DRUID CLASS FEATURES

Tier 1 Levels 1–5	Tier 2 Levels 6–10	Tier 3 Levels 11–15	Tier 4 Levels 16–20
❑ Animal Companion I ❑ Barkskin ❑ Hybrid Caster ❑ Mythical Wild Shape ❑ Pack Tactics I ❑ Poison Immunity ❑ Revitalize I ❑ Class Skill ❑ Trained Skill ❑ Trait ❑ Additional Spell ❑ Additional Spell ❑ Additional Spell	❑ Animal Companion II ❑ Barkskin II ❑ Disease Immunity ❑ Improved Wild Shape ❑ Magical Resistance I ❑ Pack Tactics II ❑ Revitalize II ❑ Class Skill ❑ Trained Skill ❑ Trait ❑ Additional Spell ❑ Additional Spell ❑ Additional Spell	❑ Animal Companion III ❑ Healing Grove ❑ Pack Tactics III ❑ Magical Resistance II ❑ Resurrection ❑ Class Skill ❑ Trained Skill ❑ Trait ❑ Additional Spell ❑ Additional Spell ❑ Additional Spell	❑ Animal Companion IV ❑ Magical Resistance III ❑ Mass Resurrection ❑ Timeless Body ❑ Wild Shape Casting ❑ Class Skill ❑ Trained Skill ❑ Trait ❑ Additional Spell ❑ Additional Spell ❑ Additional Spell

Listed on the following page are your *CLASS FEATURE* options for your character.

You gain a *Class Feature* at every odd level. Since you are starting with a Level 3 character, you will select TWO *Class Features* on the next page. You may also choose to select an item from one of the listed options below since some of the Druid's Tier 1 Class Features require the full set of rules. Look to another character's sheet for options since you do not have access to the full set of rules.

You may choose to select one of these following:

❑ Class Skill
❑ Trained Skill
❑ Trait
❑ Additional Spell

Animal Companion I

The druid may choose to have an animal companion. The companion has a telepathic bond with the druid and obeys their commands. The druid also shares its action point economy with its animal companion on its turn. As a variant rule, the GM may choose to have the druid roll an *Animal Handling* skill check to determine whether the beast is allotted its own additional action points for any given round equal to the druid's. The animal companion selection options that are available should be discussed with the GM prior to beginning an adventure.

You must take *Animal Companion I* in order for you to take *Animal Companion II*.

Selecting an Animal Companion

A druid may select any creature categorized as a beast as their animal companion from the Tier 1 list. An animal companion must be selected according to the tier of gameplay as listed in the **Animal Companion Table** and the corresponding class feature. Players who wish to select a creature that is not listed in the table should discuss their options with their GM. Once an animal companion has been selected, the beast is a loyal to the druid until it is dismissed or dies. The beast accompanies the druid along their journeys as appropriate for its kind.

Animal Companion Table	
Tier 1: Levels 1-5	*Baboon, Badger, Bat, Boar, Camel, Cat, Deer, Dog, Fish, Frog, Insect, Goat, Lizard, Hyena, Mule, Octopus, Owl, Pony, Raven, Spider*
Tier 2: Levels 6-10	*Bear, Eagle, Elk, Horse, Jaguar, Hyena, Lion, Panther, Shark, Tiger, Weasel (giant), Snake (medium), Spider (large), Wolf*
Tier 3: Levels 7-15	*Constrictor Snake (large), Crocodile (large), Dinosaur, Elephant, Elk (giant), Great White Shark, Killer Whale, Rhinoceros, Sabre-Toothed Tiger, Scorpion (giant)*
Tier 4: Levels 16-20	*Bat (giant), Bear (huge), Constrictor Snake (huge), Crocodile (huge), Dinosaur, Elephant, Elk (huge), Great White Shark, Killer Whale, Rhinoceros, Sabre-Toothed Tiger, Scorpion (huge), Dire Wolf (huge), Mammoth, Tyrannosaurus Rex.*

Barskin

The sun and water have granted you the strength to reinforce your flesh with bark. You gain +1 Natural Armor to your AC. This class feature also applies to the druid's *Wild Shape* forms and can be combined with the *Durable* trait.

You must take *Barkskin I* in order for you to take *Barkskin II.*

Hybrid Caster

The druid has learned how to channel magic outside of their casting type and convert it into nature magic. In addition to the spells known, select three spells categorized as either *Arcane* or *Orderly* and add them to your list of spells. The druid can now cast these spells at the action point cost listed in the spell's description as if they were *Nature* spells.

Cure Wounds

Nature & Orderly | Hybrid | Evocation | Type: Defense –
Healing

Casting Time – 2Δ

Range – Touch

Components – V, S

Duration – Instantaneous

Damage – None

Condition – None

Targets – 1 creature

Radiant energy fills your hands as you touch a creature to replenish a number of hit points equal to 2d8 + your spellcasting ability modifier. This spell deals damage to undead, constructs, and creatures with an evil alignment score.

Extension Casting

- **3Δ** – You heal 3d8 + your spellcasting ability modifier to a single creature.
- **4Δ** – You heal 4d8 + your spellcasting ability modifier to a single creature.
- **5Δ** – You heal 5d8 + your spellcasting ability modifier to a single creature.
- **6Δ** – You heal 6d8 + your spellcasting ability modifier to a single creature.
- **7Δ** – You heal 7d8 + your spellcasting ability modifier to a single creature. modifier to all creatures who can hear you within range.

Elemental Touch (Cantrip)

Nature | Combat | Necromancy | Type: Attack–
Elemental

Casting Time – 2Δ

Range – 120 feet

Components – V, S

Duration – 1 round

Damage – 1d8 elemental damage of your choice

Condition – Targeted creature cannot be healed for 1 round

Targets – One creature within range

You create a ghostly, skeletal hand manifested in the element of your choice. The hand is hovering in the space of a creature within range. Make a ranged spell attack against the creature to assail it with an elemental touch. On a successful spell attack roll, the target takes 1d8 of the damage of your choice. On a successful attack to the creature's RC, the target cannot regain hit points for 1 round. Until then, the hand clings to the target.

If you hit an undead target, it is unfavorable (–d6) when making attack rolls against you until the end of your next turn.

Extension Casting

- **3Δ** – The damage increases to 2d8 of an element of your choice.
- **3Δ** – The duration of the target's condition increases to 2 rounds.
- **4Δ** – The damage increases to 3d8 element of your choice and the duration of the target's condition increases to 3 rounds.

Friends (Cantrip)

Arcane | Roleplay | Enchantment | Type: Utility

Casting Time – 2Δ

Range – Self

Components – S, M (a small amount of makeup applied to the face as this spell is cast)

Duration – Concentration, up to 1 minute

Damage – None

Condition – None

Targets – 1 willing creature

For the duration, you are favored (+d6) on all *Communication* skill checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you.

A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the GM's discretion), depending on the nature of your interaction with it.

Extension Casting

- **4Δ** – You improve the duration to 5 hours.
- **4Δ** – You are heavily favored (+d10) on all communication skills toward a non-hostile target.
- **5Δ** – You improve the duration to 5 hours and you are now heavily favored (+d10) on all communication skills toward a non-hostile target.

Gaseous Form

Nature | Hybrid | Transmutation | Type: Utility

Casting Time – 4Δ

Range – Touch

Components – V, S, M (a bit of gauze and a wisp of smoke)

Duration – Up to 1 hour

Damage – None

Condition – None

Targets – 1 willing creature

You transform a willing creature you can touch, along with everything it's wearing and carrying, into a

misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature cannot be affected by this spell.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it is favored (+d6) when making physical skill checks and *Concentration*.

The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target also cannot attack or cast spells.

Extension Casting

⊬— **5∆** – You improve the duration to 5 hours.

Goodberry

Nature | Hybrid | Transmutation | Type: Defense
Casting Time – 2∆
Range – Touch
Components – V, S, M (a sprig of mistletoe)
Duration – Instantaneous
Damage – None
Condition – None
Targets – None

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can expend **1∆** to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Extension Casting

⊬— **3∆** – The goodberry restores 5 hit points.
⊬— **4∆** – The goodberry restores 10 hit points.
⊬— **5∆** – The goodberry restores 15 hit points.
⊬— **6∆** – The goodberry restores 10 hit points.

Polymorph

Nature | Combat | Transmutation | Type: Defense
Casting Time – 5∆
Range – 60 feet
Components – V, S, M (a caterpillar cocoon)
Duration – Concentration, up to 1 hour
Damage – None
Condition – Special

Targets – 1 creature you can see within range

This spell transforms a creature that you can see within range into a new form. You must make a spell attack roll against an unwilling creature's RC to impose the effect. Your spell attack roll automatically fails against a shapechanger.

The transformation lasts for the duration of the spell, or until the target drops to 0 hit points or dies. The new form can be any creature categorized as *Beast* whose action point economy is equal to or less than yours. For example, if you have 4∆, you can only transform a target into a creature that has 4∆ or less. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in what it can do with its action point economy. The creature can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Extension Casting

⊬— **7∆** – You can polymorph up to 3 creatures. When doing so, you must make an individual spell attack roll against each target's RC.

Scalesinger's Thunderwave

Nature| Combat | Evocation| Type: Attack−Thunder

Casting Time − 2Δ

Range − Self (15-foot cube)

Components − V, S

Duration − Instantaneous

Damage − 2d8 thunder

Condition − None

Targets − Each creature in a 15-foot cube

   A wave of thunderous force sweeps out from you. You must make a single spell attack roll against the AC of each target in the 15-foot cube originating from you. On a successful spell attack roll against the creature's AC, it takes 2d8 thunder damage, or half as much damage on a failed roll.

   In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Extension Casting

- **3Δ** − The spell's damage increases to 3d8 thunder.
- **4Δ** − The spell's damage increases to 4d8 thunder.
- **5Δ** − The spell's damage increases to 5d8 thunder.
- **6Δ** − The spell's damage increases to 6d8 thunder.
- **7Δ** − The spell's damage increases to 7d8 thunder.
- **12Δ** − The spell's damage increases to 12d8 thunder.

Thornwhip (Cantrip)

Nature| Combat | Transmutation | Type: Attack−Piercing

Casting Time − 1Δ

Range − 30 feet

Components − V, S, M (the stem of a plant with thorns)

Duration − Instantaneous

Damage − 1d6 piercing

Condition − None

Targets − 1 creature within range

   You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target's AC. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is *Large* sized or smaller, you pull the creature up to 10 feet closer to you.

Extension Casting

- **2Δ** − The spell's damage increases to 2d6 piercing.
- **3Δ** − The spell's damage increases to 3d6 piercing.

- **4Δ** − The spell's damage increases to 4d6 piercing.
- **5Δ** − The spell's damage increases to 5d6 piercing.
- **6Δ** − The spell's damage increases to 6d6 piercing.
- **7Δ** − The spell's damage increases to 7d6 piercing.

Animal Companion Options

Bat

Tiny Beast

Alignment Score − None

Action Points: 3Δ

Challenge Rating: Tier 1

STR 2 (−4) | **DEX** 15 (+2) | **CON** 8 (−1) |
INT 2 (−4) | **WIS** 11 (+0) | **CHA** 4 (−3) |

Hit Points: 1 (1d4 − 1)

Damage Threshold: 11

Speed: 5ft. Run, 30ft. Fly

AC   **12** = 10 +0 Armor +2 DEX +0 Natural Armor
RC   **10** = 10 +0 INT +0 WIS +0 CHA +0 Natural Armor

SENSES: Blindsight 60ft.

SKILLS: *Perception: Listening +4*

TRAITS: *Keen Senses*

SPECIAL:

Echolocation

The bat can only use its blindsight as long as it is not deafened.

ATTACK:

Bite

Type: *Melee Weapon Attack (2Δ)*

To Hit: *-3 (−4 Strength +1 Proficiency Modifier)*

Reach: 5 ft., one target

Damage: 1 piercing damage

Cat

Tiny Beast

Alignment Score − None

Action Points: Shared

Challenge Rating: Tier 1

STR 3 (−4) | **DEX** 15 (+2) | **CON** 10 (+0) |
INT 3 (−4) | **WIS** 12 (+1) | **CHA** 7 (−2) |

Hit Points: 2 (1d4)

Damage Threshold: 12

Speed: 40ft. Run, 30ft. Climb

AC   **12** = 10 +0 Armor +2 DEX +0 Natural Armor
RC   **11** = 10 +0 INT +1 WIS +0 CHA +0 Natural Armor

SKILLS: *Perception: Listen +2, Perception: Smell +4, Stealth +4*
TRAITS: *Beast Traits, Keen Senses*

ATTACK:
Claws

Type: *Melee Weapon Attack (2Δ)*
To Hit: *-3 (-4 Strength +1 Proficiency Modifier)*
Reach: 5 ft., one target
Damage: 1 slashing damage

Dog
Small Beast
Alignment Score – None
Action Points: Shared
Challenge Rating: Tier 1

STR 15 (+2) | **DEX** 15 (+2) | **CON** 15 (+2) |
INT 3 (-4) | **WIS** 14 (+2) | **CHA** 8 (-1) |

Hit Points: 13 (2d10 + 2)
Damage Threshold: 16
Speed: 50ft. Run

AC 14 = 10 +2 Armor +2 DEX +0 Natural Armor
RC 12 = 10 +0 INT +2 WIS +0 CHA +0 Natural Armor

SKILLS: *Perception: Smell +6*
TRAITS: *Beast Traits, Keen Senses, Pack Tactics*

ATTACK:
Bite
Type: *Melee Weapon Attack (2Δ)*

Frog
Tiny Beast
Alignment Score – None
Action Points: Shared
Challenge Rating: Tier 1

STR 1 (-5) | **DEX** 13 (+1) | **CON** 8 (-1) |
INT 1 (-5) | **WIS** 8 (-1) | **CHA** 3 (-4) |

Hit Points: 1 (1d4 - 1)
Damage Threshold: 11
Speed: 20ft. Run, 20ft. Swim

AC 12 = 10 +0 Armor +1 DEX +0 Natural Armor
RC 10 = 10 +0 INT +0 WIS +0 CHA +0 Natural Armor

SENSES: Blindsight 60ft.
SKILLS: *Perception +1, Stealth +3*
TRAITS: *Amphibious*

SPECIAL:
Leaping Jump

The frog can make a leaping jump without any prior movement. The frog can jump up to 10 feet across and 5 feet high.

Horse (Riding)
Large Beast
Alignment Score – None
Action Points: Shared
Challenge Rating: Tier 1

STR 16 (+3) | **DEX** 10 (+0) | **CON** 12 (+1) |
INT 2 (-4) | **WIS** 11 (+0) | **CHA** 7 (-2) |

Hit Points: 13 (2d10 + 2)
Damage Threshold: 11
Speed: 60ft. Run

AC 10 = 10 +0 Armor +0 DEX +0 Natural Armor
RC 10 = 10 +0 INT +0 WIS +0 CHA +0 Natural Armor

SKILLS: *Perception +2*
TRAITS: *Fleet of Foot*

ATTACK:
Hooves
Type: *Melee Weapon Attack (2Δ)*
To Hit: *+5 (+3 Strength +2 Proficiency Modifier)*
Reach: 5 ft., one target
Damage: 2d4 +3 bludgeoning damage

Owl
Tiny Beast
Alignment Score – None
Action Points: Shared
Challenge Rating: Tier 1

STR 3 (-4) | **DEX** 13 (+1) | **CON** 8 (-1) |
INT 2 (-4) | **WIS** 12 (+1) | **CHA** 7 (-2) |

Hit Points: 1 (1d4-1)
Damage Threshold: 10
Speed: 10ft. Run, 60ft. Fly

AC 11 = 10 +0 Armor +1 DEX +0 Natural Armor
RC 12 = 10 +0 INT +2 WIS +0 CHA +0 Natural Armor

SKILLS: *Perception: Sight +6, Stealth +3*
TRAITS: *Beast Traits, Keen Senses*

SPECIAL:
Flyby
The owl does not provoke any attacks of opportunity when passing in and out of enemy reach. This overrides any abilities that would result in an opportunity attack.

ATTACK:
Talons
Type: *Melee Weapon Attack (2Δ)*
To Hit: *+2 (+1 Dexterity +1 Proficiency Modifier)*
Reach: 5 ft., one target
Damage: 1 slashing damage

ACTION POINT OPTIONS	
Acrobatic movement (Flipping, sliding, etc.)	**+1Δ to normal movement**
Activating or adjusting an item or object	1Δ
Bull rushing	**+1Δ**
Burying an object	1Δ (+1Δ per size category above Medium)
Casting a spell	1Δ+ (See spell description for Δ cost)
Channeling divinity	–
Crafting an improvised object in combat	1Δ
Communication Skills	–
Consuming food, drink, or potion	1Δ
Controlling an independent mount	1Δ
Decryption / Inscription	**Out of combat only**
Defending	1Δ+
Disarming	2Δ
Disengaging from melee combat	1Δ
Drawing an item or weapon	–
Dropping an object	–
Falling prone	–
Fixing a broken object (Simple fix)	2Δ
Forging a signature or document	2Δ
Grappling (Escaping)	3Δ
Grappling (Initiating)	2Δ
Grasping an item or object while falling	1Δ
Infusing a potion	1Δ
Knowledge Skills	–
Lifting an object	2Δ (+1Δ per size category above Medium)
Lockpicking (during combat rounds)	2Δ
Medicine skill	1Δ
Melee or ranged attack (Not proficient)	**+1Δ to attack**
Melee or ranged attack (Proficient)	2Δ
Mounting and dismounting	1Δ
Movement	1Δ
Movement with a controlled mount	–
Moving up the Condition Tracker	3Δ
Offhand Weapon Attack	2Δ
Opening a heavy chest or door	1Δ
Operating a complex machine or vehicle	2Δ
Opportunity Attack	1Δ
Performance	1Δ
Physical skills	1Δ+
Pushing	2Δ
Rage	1Δ
Reloading	1Δ
Sensory Skills	–
Stealth (1/2 movement speed)	1Δ
Throwing a willing creature	3Δ (+1Δ per size category above Medium)
Throwing an unwilling creature (Must be grappled prior to throw)	4Δ (+1Δ per size category above Medium)
Tripping	2Δ
Tug-of-war	2Δ (+1Δ per creature engaged with the object)
Tying a rope	1Δ
Unarmed strike attack	2Δ
Using tools (Trained)	1Δ
Using tools (Untrained)	2Δ
Wielding an oversized weapon	3Δ (+1Δ per size category above Large)
Wild shape	1Δ