Druid Abilities

First Level

Skills	+%/Lvl	%
Secret Writing (Ogrhune)	5	
Regional Geography & History	5	
Knowledge of Sacred Sites	5	
Recognize enchantment on animals	5	
Level of Magic/Spell Control		

Magic	P.P.E.
See and Use Ley Lines	0
Ley Line Drifting	0
Ley Line Rejuvenation	0
Globe of Daylight	2
Repel Animals	7

Second Level

Skills	+%/Lvl	%
Druid Versification	5	

Magic	P.P.E.
Healing Touch (animals) 4D6	7
Chameleon	6
Faerie Speak	5

Third Level

Skills	+%/Lvl	%
Druid Astronomy	5	
Weather Identification	5	

Magic	P.P.E.
Negate Poisons/Toxins	5
Heal Wounds	10
Control the Beasts	18
Familiar Link	55

Fourth Level

Magic	P.P.E.
Prophecy	0
Forecast Weather Change:100 mile dia.	0

Fifth Level

Magic	P.P.E.
Extinguish Fire Area:_____	0
Kindle Flame	0
Communication Range:_____	0

Sixth Level

Magic	P.P.E.
Metamorphosis: Animal	13
Summon & Control Canines	50
Purification	20

Seventh Level

Magic	P.P.E.
Phoenix Healing	0
Divination	0

Eighth Level

Magic	P.P.E.
Protection Charm	0
Water to Wine	40
Witch Bottle	28

Ninth Level: Master Druid

Magic	P.P.E.
Weather Control	0
Spoil Faeries' Dance	55
Monster Insect	50/100

Tenth Level

Select two Wizard Spells from Magic Levels 1 through 3 per each additional level of experience beyond ninth level.

Armor:_____
A.R.:____ ☐.D.C.:_____/_____
Weight:_____ Cost:_____
Prowl Penalty:-_____%

Armor:_____
A.R.:____ ☐.D.C.:_____/_____
Weight:_____ Cost:_____
Prowl Penalty:-_____%

Animal Companion

Name:_____
Type:_____
H.P.____ ☐.D.C.:_____ A.R.:____
A.P.M.:___ Strike:+___ Parry:+___
Dodge:+___ Damage:+___ Roll:+___
Claws:___D____ Mouth:___D____
_____:___D____ _____:___D____

Natural Abilities

Damage Record

Hit Points:_____
☐.D.C.:_____

Character History

Contacts

Name:	Occupation:	Notes:

Weapon Proficiencies

	Range	Damage	Str/Thr Aim/Burst	Parry	Rate
			/		
			/		
			/		
			/		
			/		
			/		
			/		

Ammunition(_____):_____
Ammunition(_____):_____

Psionics

Sensitive	I.S.P.
❑ Astral Projection	8
❑ Clairvoyance	4
❑ Commune w/Animals	6
❑ Commune with Spirits	8
❑ Dispel Spirits	10
❑ Empathy	4
❑ Meditation	0
❑ Mind Block	4
❑ Object Read	6
❑ Presence Sense	4
❑ See Aura	6
❑ See the Invisible	4
❑ Sense Dimen. Anomoly	6
❑ Sense Evil	2
❑ Sense Magic	3
❑ Sixth Sense	2
❑ Speed Reading	2
❑ Telepathy	4
❑ Total Recall	2

Physical	I.S.P.
❑ Alter Aura	2
❑ Death Trance	1
❑ Ectoplasm	(varies)
❑ Float	8
❑ Impervious to Cold	2
❑ Impervious to Fire	4
❑ Impervious to Poison	4
❑ Levitation	(varies)
❑ Mind Block	4
❑ Nightvision	4
❑ Resist Fatigue	4
❑ Resist Hunger	2
❑ Resist Thirst	6
❑ Summon Inner Strength	4
❑ Spont. Combustion	6
❑ Telekinesis	(varies)
❑ Telekinetic Punch	6
❑ Telekinetic Leap	8
❑ Teleport Object	10

I.S.P.:_____

Healing	I.S.P.
❑ Attack Disease	12
❑ Bio-Regenerate (Self)	6
❑ Deaden Pain	4
❑ Detect Psionics	6
❑ Exorcism	10
❑ Healing Touch	6
❑ Increased Healing	10
❑ Induce Sleep	4
❑ Lust for Life	15
❑ Psychic Diagnosis	4
❑ Psychic Purification	8
❑ Psychic Surgery	14
❑ Resist Fatigue	4
❑ Suppress Fear	8
❑ Transfer I.S.P.	4+

Super	I.S.P.
❑ Advanced Trance State	10
❑ Bio-Manipulation	10
❑ Bio-Regen. (Super)	20
❑ Catatonic Strike	40
❑ Cause Insanity	30
❑ Cure Insanity	30
❑ Electrokinesis	(varies)
❑ Empathic Transmission	6
❑ Group Mind Block	22
❑ Hydrokinesis	(varies)
❑ Hypnotic Suggestion	6
❑ Induce Nightmare	15
❑ Insert Memory	25
❑ Invisible Haze	30
❑ Mental Illusion	20
❑ Ment. Possess Others	30
❑ Mnd Blck Auto Def.	(special)
❑ Mind Bolt	(varies)
❑ Mind Bond	10
❑ Mind Wipe	(special)
❑ P.P.E. Shield	10
❑ Psi-Shield	30
❑ Psi-Sword	30
❑ Pyrokinesis	(varies)
❑ Telekinesis (Super)	10+
❑ Telekinetic Force Field	30
❑ Telemechanics	10

I.S.P. at/on or within one mile of a ley line: _____
I.S.P. at or near a ley line nexus: _____
I.S.P. Spent:_____

Magic: ❑ Weapon ❑ Object

Name:_____
Type:_____
Abilities:_____
P.P.E.:(_____)_____
_____:(_____)_____

Magic: ❑ Weapon ❑ Object

Name:_____
Type:_____
Abilities:_____
P.P.E.:(_____)_____
_____:(_____)_____

Magic: ❑ Weapon ❑ Object

Name:_____
Type:_____
Abilities:_____
P.P.E.:(_____)_____
_____:(_____)_____

Animal Companion

Name:_____
Type:_____
H.P.____ ☐.D.C.:_____ A.R.:____
A.P.M.:___ Strike:+___ Parry:+___
Dodge:+___ Damage:+___ Roll:+___
Claws:___D____ Mouth:___D____
_____:___D____ _____:___D____

Natural Abilities

Damage Record

Hit Points:_____
☐.D.C.:_____

Outfits

❑ _____
❑ _____
❑ _____
❑ _____
❑ _____

Magic: ❑ Weapon ❑ Object

Name:_____
Type:_____
Abilities:_____
P.P.E.:(_____)_____
_____:(_____)_____

Magic: ❑ Weapon ❑ Object

Name:_____
Type:_____
Abilities:_____
P.P.E.:(_____)_____
_____:(_____)_____

Magic: ❑ Weapon ❑ Object

Name:_____
Type:_____
Abilities:_____
P.P.E.:(_____)_____
_____:(_____)_____