

Nadere Aylrae

Druid 5

NG Medium Human Sylph Humanoid

Perception +13; Low-Light Vision

Languages Common, Draconic, Druidic, Sylvan

Skills Acrobatics +10, Athletics +6, Intimidation +9, Lore: Farming +9, Medicine +13, Nature +11, Religion +11, Society +9, Stealth +10, Survival +11

Str +0, Dex +4, Con +2, Int +2, Wis +4, Cha +0

Items Studded Leather, Backpack, Bedroll, Chalk (11), Flint and Steel, Rope, Rations (2), Torch (5), Waterskin, Soap, Healer's Tools, Writing Set, Lantern (Bull's-Eye), Oil, Holly and Mistletoe, Cookware, Candle, Healing Potion (Lesser), Healing Potion (Minor), Wooden Shield (Hardness 3, HP 12, BT 6)

AC 22 (+24 with shield raised); Fort +11, Ref +13, Will +13

HP 58; Resistances poison 2

Shield Block ➤ **Trigger** While you have your shield raised, you would take damage from a physical attack. You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Catharsis ➤ **Trigger** determined by your catharsis emotion; **Effect** You gain the catharsis activation effects listed for your catharsis emotion. You gain that emotion's emotional fervor benefits for 3 rounds. When your emotional fervor ends, you suffer the listed emotional fallout. After using Catharsis, you can't use it again until you use the Settle Emotions activity.

Speed 25 feet

Melee Dagger +11 (Agile, Finesse, Thrown 10 ft., Versatile S), Damage 1d4 P

Melee Staff +7 (Two-Hand d8), Damage 1d4 B

Ranged Sling +11 (Propulsive), Damage 1d6 B

Reach Spell ♦ (Concentrate, Metamagic) You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Battle Medicine ♦ (General, Healing, Manipulate, Skill) **Prerequisites** trained in Medicine **Requirements** You are holding or wearing healer's tools. You can patch up yourself or an adjacent ally, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Primal Known Spells DC 17, attack +7; Cantrips *Prestidigitation*

Primal Prepared Spells DC 21, attack +11; 3rd *Lightning Bolt*, *Slow*; 2nd ; 1st *Heal*, *Shocking Grasp*, *Swampcall*; Cantrips *Electric Arc*, *Light*, *Gale Blast*, *Guidance*, *Healing Plaster*

Focus Spells (3 points) **Tempest Surge** ♦♦ **Range** 30 feet; **Targets** 1 creature **Saving Throw** Reflex You surround a foe in a swirling storm of violent winds, roiling clouds, and crackling lightning. The storm deals 1d12 electricity damage. The target must attempt a basic Reflex save. On a failure, the target also is clumsy 2 for 1 round and takes 1 persistent electricity damage. **Heightened (+1)** The initial damage increases by 1d12, and the persistent electricity damage on a failure increases by 1.

Athletic Rush ♦ **Duration** 1 round Your body fills with physical power and skill. You gain a +10- foot status bonus to Speed and a +2 status bonus to Athletics checks. As a part of Casting this Spell, you can use a

Stride, Leap, Climb, or Swim action. The spell's bonuses apply during that action.

Additional Feats Assurance, Basic Cathartic Spellcasting, Cathartic Focus Spell, Cathartic Mage Dedication, Clever Improviser, Continual Recovery, Natural Skill, Poison Resistance, Storm Born, Sylph, Untrained Improvisation

Additional Specials Anathema, Cathartic Mage Emotion (Anger), Cathartic Mage Tradition (Primal), Druidic Language, Druidic Order (Storm Order), Great Fortitude, Settle Emotions, Skilled (Intimidation), Skilled (Society), Wild Empathy