**Skype**

**Druid** [6]

[+3] **Form of the Tree** - Standard Utility

You conjure a Form of the Tree onto yourself. You may assume your normal form again as a minor action. While in the Form of the Tree you cannot use your normal combat talents. Instead you may use the combat talents below.

***Strength of Wood*** - Trait

You have resist 2

[+3] ***Grow Bark*** - Standard Utility

You gain 1d4 temporary hit points

[+1] **Rootbind -** Standard Attack

Target creature suffers a -3 penalty to saving throws and a -2 penalty to damage until the end of Its next turn.

[0] **Form of the Elk** - Minor Utility

You conjure a Form of the Elk onto yourself. You may assume your normal form as a minor action. While in the Form of the Elk you cannot use your normal combat talents. Instead you may use the combat talents below.

[+1] ***Call of the Herd***- Standard Utility

You and up to 8 allies gain 1d10 temporary hit points

[-1] ***Inspire Recovery*** - Minor Utility

Target ally makes a saving throw

[0] **Form of the Spitting Cobra** - Minor Utility

You conjure a Form of the Spitting Cobra onto yourself. You may assume your normal form as a minor action. While in the Form of the Spitting Cobra you your size becomes small and you cannot use your normal combat talents. Instead you may use the combat talents below.

[+2] ***Spit Acid*** - Standard Attack

Target creature loses all resistance and suffers vulnerability 1 and ongoing damage 1 (save ends all)

[+1] ***Spit Poison*** - Standard Attack

Roll 1d6. Target creature takes that much ongoing damage (save ends)

[-2] **Barkskin** - Minor Utility

You gain resist 2 until the end of your next turn and 1d10 temporary hit points.

[-3] **Form of the Panther -** Minor Utility

You conjure a Form of the Panther onto yourself. You may assume your normal form as a minor action. While in the Form of the Panther you cannot use your normal combat talents. Instead you may use the combat talents below.

[+4] ***Stalk*** - Standard Utility

Choose target creature. That creature suffers vulnerability 2 to your next attack.

[+1] ***Razor Claws*** - Standard Attack

Deal 1d10 damage to target creature. This attack ignores resistance

[-2] ***Pounce*** - Standard Attack

Deal 2d8 damage to target creature. If this attack triggers vulnerability, that creature is dazed until the end of its next turn.

[-5] ***Maul*** - Standard Attack

Deal 3d8 damage to target creature, that creature suffers 5 ongoing damage and is weakened (save ends both)

**Board**

**Druid** [7]

[+3] **Form of the Tree** - Standard Utility

You conjure a Form of the Tree onto yourself. You may assume your normal form again as a minor action. While in the Form of the Tree you cannot use your normal combat talents. Instead you may use the combat talents below.

***Strength of Wood*** - Trait

You have resist 2

***Rootbound*** - Trait

You are considered restrained

[+3] ***Grow Bark*** - Standard Utility

You gain 1d4 temporary hit points

[+2] **Thornwhip** - Standard Attack

Range: Ranged 5

Pull target creature to a square adjacent to you. That creature takes damage equal to the number of squares it was pulled.

[+1] **Rootbind -** Standard Attack

Range: Ranged 5

Target creature is slowed and suffers a -3 penalty to saving throws until the end of Its next turn.

[0] **Form of the Elk** - Minor Utility

You conjure a Form of the Elk onto yourself. You may assume your normal form as a minor action. While in the Form of the Elk you cannot use your normal combat talents. Instead you may use the combat talents below.

[+1] ***Call of the Herd***- Standard Utility

Range: Burst 10

You and all allies in burst gain 1d10 temporary hit points

[-1] ***Inspire Recovery*** - Minor Utility

Range: Ranged 10

Target ally makes a saving throw

[0] **Form of the Spitting Cobra** - Minor Utility

You conjure a Form of the Spitting Cobra onto yourself. You may assume your normal form as a minor action. While in the Form of the Spitting Cobra you your size becomes small and you cannot use your normal combat talents. Instead you may use the combat talents below.

[+2] ***Spit Acid*** - Standard Attack

Range: Ranged 5

Target creature loses all resistance and suffers vulnerability 1 and ongoing damage 1 (save ends all)

[+1] ***Spit Poison*** - Standard Attack

Range: Ranged 7

Roll 1d6. Target creature takes that much ongoing damage (save ends)

[-2] **Barkskin** - Minor Utility

You gain resist 2 until the end of your next turn and 1d10 temporary hit points.

[-3] **Form of the Panther -** Minor Utility

You conjure a Form of the Panther onto yourself. You may assume your normal form as a minor action. While in the Form of the Panther you cannot use your normal combat talents. Instead you may use the combat talents below.

***Speed of the Hunter*** - Trait

You gain a +1 bonus to speed

[+4] ***Stalk*** - Standard Utility

Choose target creature. That creature grants combat advantage to you for your next attack.

[+1] ***Razor Claws*** - Standard Attack

Range: Melee

Deal 1d12 damage to target creature. This attack ignores resistance

[-2] ***Pounce*** - Standard Attack

Range: Melee

Before the attack, jump up to 5 spaces. Deal 2d10 damage to target creature. If you had combat advantage for this attack, you knock that creature prone.

[-5] ***Maul*** - Standard Attack

Range: Melee

Deal 3d8 damage to target creature, that creature suffers 5 ongoing damage and is weakened (save ends both)