DRUID

Wounds:	1D6+6
Move:	4
Weapon Skill:	2
Ballistic Skill:	6+
Strength:	3
Toughness:	3
Initiative:	3
Attacks:	1

Equipment: Salve, Healing Herbs
Weapon: Sickle, causing 1D6+3 Wounds.
Armour: None.
Pinning: Breaks from pinning on a roll of 4+.
Special Rules
The Druid has the skill of Herblore (see p. 49 of the Roleplay Book, or the Healing Herbs card), and the ability to cast spells as a Wizard. For initial spell selection, the Druid gains only one Defense and one Healing spell. For his Healing spell he may select *Life Force* automatically, which he can cast at a power cost of 4.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

• THE DRUID •

Deep in the forests of the Old World, there are practitioners of an ancient school of magic that concerns itself with the raw forces of life and death, and with the cycles of nature. They are known as members of the Jade College, and as the Druids.

While they are most at home in the woodlands, wearing no shoes so that their feet may stay in contact with the life-bearing earth, there are some who may respond to the ever-present threat of Chaos by taking up adventuring. The Druid is one such Warrior, foregoing more extended training in his field of magic in order to delve into the dangers of the dungeons and other places where monsters may lurk.

Druids are most certainly out of their element in the rocky depths of the dungeons, but their proficiency with herbs is welcome to any party of adventurers.

DRUID ADVANCED PROFILES

Battle Level 2

Wounds:	2D6+6	**Wpn./Bal. Skill:**	2/6+
Strength/Dice:	3/1	**Toughness:**	3
Initiative:	4	**Attacks:**	1

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	3	4	4	4	5	5	6	6	6	6

POWER: 2D6 **CURRENT POWER: (1D6+2)**

Luck:	0
Willpower:	4
Pinning:	4+

Battle Level 3

Wounds:	2D6+6	**Wpn./Bal. Skill:**	3/6+
Strength/Dice:	3/1	**Toughness:**	3
Initiative:	4	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	4	5	5	5	6

POWER: 3D6 **CURRENT POWER: (1D6+3)**

Luck:	1
Willpower:	4
Pinning:	4+

Battle Level 4

Wounds:	3D6+6	**Wpn./Bal. Skill:**	3/5+
Strength/Dice:	3/1	**Toughness:**	3
Initiative:	4	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	4	5	5	5	6

POWER: 4D6 **CURRENT POWER: (1D6+4)**

Luck:	1
Willpower:	4
Pinning:	4+

Battle Level 5

Wounds:	3D6+6	**Wpn.Bal. Skill:**	3/5+
Strength/Dice:	3/2	**Toughness:**	4
Initiative:	4	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	4	5	5	5	6

POWER: 5D6 **CURRENT POWER: (1D6+5)**

Luck:	2
Willpower:	4
Pinning:	3+

DRUID ADVANCED PROFILES

Battle Level 6

Wounds:	4D6+6	**Wpn./Bal. Skill:**	4/5+
Strength/Dice:	4/2	**Toughness:**	4
Initiative:	4	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

POWER: 6D6 **CURRENT POWER: (1D6+6)**

Luck:	2
Willpower:	5
Pinning:	3+

Battle Level 7

Wounds:	4D6+6	**Wpn./Bal. Skill:**	4/5+
Strength/Dice:	4/2	**Toughness:**	4
Initiative:	4	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

POWER: 7D6 **CURRENT POWER: (1D6+7)**

Luck:	2
Willpower:	5
Pinning:	3+

Battle Level 8

Wounds:	5D6+6	**Wpn./Bal. Skill:**	4/5+
Strength/Dice:	4/2	**Toughness:**	4
Initiative:	5	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

POWER: 8D6 **CURRENT POWER: (1D6+8)**

Luck:	3
Willpower:	5
Pinning:	3+

Battle Level 9

Wounds:	5D6+6	**Wpn./Bal. Skill:**	4/4+
Strength/Dice:	4/3	**Toughness:**	4
Initiative:	5	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

POWER: 9D6 **CURRENT POWER: (1D6+9)**

Luck:	3
Willpower:	5
Pinning:	3+

Battle Level 10

Wounds:	6D6+6	**Wpn./Bal. Skill:**	4/4+
Strength/Dice:	4/3	**Toughness:**	4
Initiative:	6	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

POWER: 10D6 **CURRENT POWER:(1D6+10)**

Luck:	3
Willpower:	5
Pinning:	3+