

Láidir "Al" Smith

Andrew

Druid 2

CHARACTER LEVEL (favored class = Druid)

Human

RACE

Gozreh

DEITY

Medium

SIZE

True Neutral

ALIGNMENT

Male

GENDER

21

AGE

6'

HEIGHT

190lb.

WEIGHT



ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	20	+5		
DEX Dexterity	16	+3		
CON Constitution	14	+2		
INT Intelligence	12	+1		
WIS Wisdom	14	+2		
CHA Charisma	12	+1		

HP	TOTAL	DR
HIT POINTS	23	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE			HERO PTS
+7	= 3	+ 0	0
TOTAL	DEX MOD.	MISC MOD.	

AC 18	= 10 +	4	+		+	3	+		TOUCH 14
TOTAL									
		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
				1					
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	
									FLAT-FOOTED 15

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	5	= 3	+ 2			
REFLEX (DEXTERITY)	3	=	+ 3			
WILL (WISDOM)	5	= 3	+ 2			

BASE ATTACK BONUS		+1	SPELL RESISTANCE	
CMB 6	=	1	+ 5	0
TOTAL				
CMD 20	=	1	+ 5	3
TOTAL				
		BASE ATTACK	STRENGTH MODIFIER	DEXTERITY MODIFIER
				SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Heavy Shield Bash			+2	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d4+5	

WEAPON			ATTACK BONUS	CRITICAL
Dagger			+6	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S	10'		1d4+5	

WEAPON			ATTACK BONUS	CRITICAL
Scimitar			+6	18-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d6+5	

WEAPON [in both hands]			ATTACK BONUS	CRITICAL
Scythe			+6	x4
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S			2d4+7	

WEAPON			ATTACK BONUS	CRITICAL
Unarmed strike			+6	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d3+5	

WEAPON			ATTACK BONUS	CRITICAL
Whip - (S)			+0	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d2+5	

SPEED	LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
BASE SPEED				
	FT.	FT.	FT.	FT.
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	1	=Dex 3	+ 0	+ -2
Appraise	1	=Int 1	+ 0	+
Bluff	1	=Cha 1	+ 0	+
✓ Climb	3	=Str 5	+ 0	+ -2
Diplomacy	1	=Cha 1	+ 0	+
Disguise	1	=Cha 1	+ 0	+
Escape Artist	1	=Dex 3	+ 0	+ -2
✓ Fly	6	=Dex 3	+ 2 + 3	+ -2
✓ Handle Animal	5	=Cha 1	+ 1 + 3	+
✓ Heal	6	=Wis 2	+ 1 + 3	+
Intimidate	1	=Cha 1	+ 0	+
✓ Knowledge (geography)	5	=Int 1	+ 1 + 3	+
✓ Knowledge (nature)	8	=Int 1	+ 2 + 3	+
✓ Perception	7	=Wis 2	+ 2 + 3	+
✓ Ride	5	=Dex 3	+ 1 + 3	+ -2
Sense Motive	2	=Wis 2	+ 0	+
Stealth	1	=Dex 3	+ 0	+ -2
✓ Survival	8	=Wis 2	+ 1 + 3	+
✓ Swim	7	=Str 5	+ 1 + 3	+ -2

✓ = Class Skill, = Trained Only, = Armor Check Penalty Applies

LANGUAGES	
Common • Druidic • Sylvan	

COMBAT MANEUVERS		
Maneuver	CMB	CMD
Bull Rush	+6	20
Dirty Trick	+6	20
Disarm	+6	20
Drag	+6	20
Feint	+6	20
Grapple	+6	20
Overrun	+6	20
Pull	+6	20
Push	+6	20
Reposition	+6	20
Steal	+6	20
Sunder	+6	20
Trip	+6	20

SPECIAL ABILITY / FEATURE SUMMARY	
Animal Companion Link (Ex)	
Share Spells with Companion (Ex)	
Spontaneous Casting	
Wild Empathy +3 (Ex)	
Woodland Stride (Ex)	

FEATS SUMMARY	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Druid Weapon Proficiencies	
Improved Initiative	
Shield Proficiency	
Toughness	

MONEY	
Platinum	2
Gold	163
Silver	2
Copper	8
Valuables	0
ENCUMBRANCE	
Current	67 lbs
Light	133 lbs
Medium	266 lbs
Heavy	400 lbs
EXPERIENCE	
Current	2596
Next Level	5000

TRACKED RESOURCES		
Resource	Max.	Used
Dagger	1	
Potion of cure light wounds	2	
Potion of resist electricity 10	1	
Torch	3	
Trail rations	1	

GEAR		
Backpack	Weight	Cost
Qty Item		
empty		
Belt pouch	Weight	Cost
Qty Item		
empty		
Sack	Weight	Cost
Qty Item		
empty		
Gear In No Container		
Qty Item	Weight	Cost
2 Potion of cure light wounds		100 GP
1 Potion of resist electricity 10		300 GP
1 Ring of protection +1		2000 GP
1 Varisian Hide Shirt	25 lbs	100 GP
1 "Fancy"; Goblin Crown		1 SP
1 Backpack	2 lbs	2 GP
1 Bedroll	5 lbs	1 SP
1 Belt pouch	0.5 lbs	1 GP
1 Chalk		1 CP
1 Dagger	1 lb	2 GP
1 Flint and steel		1 GP
1 Heavy wooden shield	10 lbs	7 GP
1 Sack	0.5 lbs	1 SP
1 Scimitar	4 lbs	15 GP
1 Scythe	10 lbs	18 GP
3 Torch	1 lb	3 CP
1 Trail rations	1 lb	5 SP
1 Waterskin	4 lbs	1 GP
1 Whip	1 lb	1 GP

SPELL SUMMARY

DRUID SPELLS

Spell Level:	0	1
Casts Per Day:	4	3

Level	Spell	Casting Time	Range	DC	Resist	Duration
0	Create Water	1 action	Close (25 + 5 ft./2 levels)	12	No	Instantaneous
0	Detect Magic	1 action	60 ft.	12	No	Concentration, up to 1 min./level (D)
0	Guidance	1 action	Touch	12	Yes	1 minute or until discharged
0	Resistance	1 action	Touch	12	Yes (harmless)	1 minute
1	Cure Light Wounds	1 action	Touch	13	Yes (harmless); see text	Instantaneous
1	Faerie Fire	1 action	Long (400 + 40 ft./level)	13	Yes	1 min./level (D)
1	Longstrider	1 action	Personal	13		1 hour/level (D)
1*	Calm Animals	1 action	Close (25 + 5 ft./2 levels)	13	Yes	1 min./level

TRAITS

SPECIAL ABILITIES/FEATURES

Animal Companion Link (Ex)

You can handle the animal companion as a free action, or push it as a move action, even if you doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells with Companion (Ex)

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Spontaneous Casting

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon nature's ally spell of the same level or lower.

Wild Empathy +3 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

FEATS

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium) (Combat)

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Druid Weapon Proficiencies

Benefit: You are proficient with the Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortspear, Sling and Spear.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

MAGIC ITEMS

Potion of cure light wounds

Cures 1d8 damage +1/level (max +5).

Potion of resist electricity 10

Absorbs the first 10 points of damage from Electricity.

Ring of protection +1 (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring;
Cost 1,000 gp

Varisian Hide Shirt (Armor)

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

Ironwood

The item no longer counts as metal.

Can only be created using the Ironwood spell on a wooden item.

DRUID SPELLS

Create Water

School Conjuration(Creation); **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Close (25 + 5 ft./2 levels)

Effect Up to 2 gallons of water/level

Duration Instantaneous

Saving Throw None; **Spell Resistance** No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Light Wounds

School Conjuration(Healing); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration Instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Detect Magic

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range 60 ft.

Area Cone-shaped emanation

Duration Concentration, up to 1 min./level (D)

Saving Throw None; **Spell Resistance** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjunction spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Faerie Fire

School Evocation; **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Divine Focus

Range Long (400 + 40 ft./level)

Area Creatures and objects within a 5-ft.-radius burst

Duration 1 min./level (D)

Saving Throw None; **Spell Resistance** Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Guidance

School Divination, Void Elemental; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration 1 minute or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Longstrider

School Transmutation; **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Material

Range Personal

Target You

Duration 1 hour/level (D)

Saving Throw ; **Spell Resistance**

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Resistance

School Abjuration; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Material or Divine Focus

Range Touch

Target Creature touched

Duration 1 minute

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

Calm Animals

School Enchantment(Compulsion); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Close (25 + 5 ft./2 levels)

Target Animals within 30 ft. of each other

Duration 1 min./level

Saving Throw DC 13 Will negates; **Spell Resistance** Yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.