Láidir "Al" Smith

Andrew

Druid 2
CHARACTER LEVEL (favored class = Druid)

True Neutral
ALIGNMENT

Human — RACE | Medium — SIZE | Male — GENDER | 21 — AGE | 6' — HEIGHT | 190lb. — WEIGHT

Gozreh — DEITY | SKIN | HAIR | EYES

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 — HIT POINTS

TOTAL 23 | DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE

+7 TOTAL = 3 DEX MOD. + 0 MISC. MOD.

HERO PTS 0

AC 18 = 10 + 4 ARMOR BONUS + [ ] SHIELD BONUS + 3 DEX MODIFIER + [ ] SIZE MODIFIER

TOUCH 14

+ [ ] NATURAL ARMOR + 1 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 BASE ATTACK + 5 STRENGTH MODIFIER + 0 SIZE MODIFIER

CMD 20 = 1 BASE ATTACK + 5 STRENGTH MODIFIER + 3 DEXTERITY MODIFIER + 0 SIZE MODIFIER + 10

WEAPON

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

WEAPON

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

WEAPON

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

WEAPON [in both hands]

Scythe	ATTACK BONUS +6	CRITICAL x4
TYPE P/S	RANGE	AMMUNITION	DAMAGE 2d4+7

WEAPON

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

WEAPON

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

SPEED

LAND	30 FT. 6 SQ.	30 FT. 6 SQ.
	BASE SPEED	WITH ARMOR

FLY [ ] FT. | MANEUVERABILITY | SWIM [ ] FT. | CLIMB [ ] FT. | BURROW [ ] FT.

MODIFIERS

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 165
Silver 2
Copper 8
Valuables 0

ENCUMBRANCE

Current 69 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

Qty	Item	Weight	Cost
	empty		

Belt pouch

Qty	Item	Weight	Cost
	empty		

Sack

Qty	Item	Weight	Cost
	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	Carrots	2 lbs	
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)

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.

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: Conjuration 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 eminates 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 conjuration 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.