Láidir "Al" Smith

Player: Andrew

Male Human Druid 1 - CR 1/2
True Neutral Humanoid (Human); Deity: **Gozreh**; Age: **21**;
Height: **6'**; Weight: **190lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	12	+1	

Saving Throw	Total		Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2				
REFLEX (DEXTERITY)	+3	=		+3				
WILL (WISDOM)	+4	=	+2	+2				

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18	=	+4		+3			+1		

Touch AC	14	**Flat-Footed AC**	15

			BAB	Strength	Size	Misc
CM Bonus	+5	=	-	+5	-	-

			BAB	Strength	Dexterity	Size
CM Defense	19	= 10	-	+5	+3	-

Base Attack	+0	**HP**	14

Initiative	+7

Damage / Current HP

Speed	30 ft

Dagger

Main hand: **+5**, 1d4+5

Ranged: **+3**, 1d4+5

Crit: 19-20/x2
Rng: 10'
Light, P/S

Scimitar

Main hand: **+5**, 1d6+5
Both hands: **+5**, 1d6+7

Crit: 18-20/x2
1-hand, S

Scythe

Both hands: **+5**, 2d4+7

Crit: x4
2-hand, P/S, Trip

Unarmed strike

Main hand: **+5**, 1d3+5

Crit: x2
Light, B, Nonlethal

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (3)	-	
Appraise	+1	INT (1)	-	
Bluff	+1	CHA (1)	-	
Climb	+2	STR (5)	-	
Diplomacy	+1	CHA (1)	-	
Disable Device	-	DEX (3)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+4	DEX (3)	1	
Handle Animal	+5	CHA (1)	1	
Heal	+6	WIS (2)	1	
Intimidate	+1	CHA (1)	-	
Knowledge (nature)	+7	INT (1)	1	
Linguistics	-	INT (1)	-	
Perception	+6	WIS (2)	1	
Ride	+0	DEX (3)	-	
Sense Motive	+2	WIS (2)	-	
Sleight of Hand	-	DEX (3)	-	
Spellcraft	-	INT (1)	-	
Stealth	+0	DEX (3)	-	
Survival	+8	WIS (2)	1	
Swim	+2	STR (5)	-	
Use Magic Device	-	CHA (1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Druid Weapon Proficiencies

Feats

Improved Initiative
Shield Proficiency
Toughness +3

Whip

Main hand: **-1**,   Crit: x2
1d2+5   Light, S, Disarm, Nonlethal, Reach, Trip

Hide armor

+4   Max Dex: +4, Armor Check: -3
Spell Fail: 20%, Medium, Slows

Varisian Hide Shirt

+4   Max Dex: +4, Armor Check: -3
Spell Fail: 20%, Light

Gear

**Total Weight Carried: 84/400lbs, Light Load
(Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)**

"Fancy" Goblin Crown *<In: Backpack (10 @ 13.5 lbs)>*	-
Backpack (10 @ 13.5 lbs)	2 lbs
Bedroll *<In: Backpack (10 @ 13.5 lbs)>*	5 lbs
Belt pouch (1 @ 0 lbs)	0.5 lbs
Carrots	2 lbs
Chalk *<In: Belt pouch (1 @ 0 lbs)>*	-
Dagger	1 lb
Flint and steel *<In: Backpack (10 @ 13.5 lbs)>*	-
Hide armor	25 lbs
Potion of resist electricity 10	-
Ring of protection +1	-
Sack (empty) *<In: Backpack (10 @ 13.5 lbs)>*	0.5 lbs
Scimitar	4 lbs
Scythe	10 lbs
Torch x3 *<In: Backpack (10 @ 13.5 lbs)>*	1 lb
Trail rations *<In: Backpack (10 @ 13.5 lbs)>*	1 lb
Traveller's outfit (Free) *<In: Backpack (10 @ 13.5 lbs)>*	-
Varisian Hide Shirt	25 lbs
Waterskin *<In: Backpack (10 @ 13.5 lbs)>*	4 lbs
Whip	1 lb

Special Abilities

Animal Companion Link (Ex)
Share Spells with Companion (Ex)
Spontaneous Casting
Wild Empathy +2 (Ex)

Tracked Resources

Dagger	☐
Potion of resist electricity 10	☐
Torch	☐☐☐
Trail rations	☐

Languages

Common   Sylvan
Druidic

Experience & Wealth

Experience Points: **1916**/2000
Current Cash: **2 PP, 264 GP, 2 SP, 8 CP**

Spells & Powers

Druid Spell DC: 12 + spell level
CL: 1 (vs. SR: +1, Concentration: +3)
Melee Touch +5   Ranged Touch +3
Maximum Druid spells per day: **3/*** x0; **2** x1
Druid 0: Guidance, Detect Magic, Create Water
Druid 1: Longstrider, Cure Light Wounds

Companions

Fiain (Animal Companion), Male Horse - CL2 - CR 2

STR **16** (+3), DEX **13** (+1), CON **15** (+2), INT **2** (-4),
WIS **12** (+1), CHA **6** (-2); Fortitude **+5**, Reflex **+4**, Will **+1**

HP: 21/21; Init: +1; Speed: 50 feet
Attack Bonus: +0; Armor Class: 14 / 10 Tch / 13 Fl

Acrobatics **+5**, Fly **-1**, Perception **+5**, Stealth **-3**

Bite (Horse) **Melee +3**, 1d4+3, x2
Hooves x2 (Horse) **Melee -2 x2**, 1d6+1, x2
Unarmed strike **Melee +3**, **1d4+3**, x2

Special: Attack [Trick], Attack Any Target [Trick], Defend [Trick], Down [Trick], Guard [Trick], Heel [Trick], Low-Light Vision, Scent (Ex), Track [Trick]

Improved Initiative — Feat

Your quick reflexes allow you to react rapidly to danger.

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

Toughness +3 — Feat

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).

Animal Companion Link (Ex) — Class Ability (Dragon Shaman,

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) — Class Ability (Dragon Shaman,

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 — Class Ability (Druid)

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 +2 (Ex) — Class Ability (Druid)

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.

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

Create Water — Druid 0

School: Conjuration (Creation) [Water]
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Up to 2 gallons of water/level
Duration: Instantaneous
Save: None
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.

Detect Magic — Druid 0

School: Divination
Components: V, S
Casting Time : 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
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.

Guidance — Druid 0

School: Divination / Void Elemental
Components: V, S
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute or until discharged
Save: Will negates (harmless)
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.

Calm Animals — Druid 1

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: Animals within 30 ft. of each other
Duration: 1 min./level
Save: DC 13 Will negates
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.

Cure Light Wounds — Druid 1

School: Conjuration (Healing)
Components: V, S
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will half (harmless); see text
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.

Longstrider — Druid 1

School: Transmutation
Components: V, S, M (a pinch of dirt)
Casting Time : 1 action
Range: Personal
Target: You
Duration: 1 hour/level (D)

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.