

Bios

NAME: Dearth RACE: Oakling
AGE: 30 DEITY: Leshii
ALIGNMENT: N SIZE: Medium
LEVEL: 10 CLASS: 10 Druid / 10 Alchemist

Stats

ABILITY	SCORE	MODIFIER	
STR:	14	2	HP: 64
DEX:	15	1	Init: 5
CON:	10	0	AC: 23
INT:	18	4	BAB: 7
WIS:	18	4	CMB: 9
CHA:	13	1	CMD: 13
			WILL: 11
			REFL: 8
			FORT: 7

Gear

Weapons

ATTACK BONUS	WEAPON	DAMAGE	CRITICAL MOD	DAMAGE TYPE	RANGE
9	Club	1d6+2	x2	Blunt	0
9	Bomb	5d6+4	x2	Splash(fire)	20

Armor

Dragonscale Plate	+9 Armor	Usable by Druid
Shield	+2 Shield	
Ring of Protection	+2 Armor	

Abilities

Feats

- **Shielding Sap:** Increase the AC bonus to PROTECTIVE SAP by 2
- **Throw Anything:** +1 on attack rolls for splash weapons.
- **Brew Potion:** Can use craft checks to brew potions.
- **Improved Initiative:** +4 to Initiative.
- **Leadership:** Gain followers and cohorts.
- **Natural Spell:** Cast spells while wild shaped.
- **Eldritch Claws:** Natural weapons count as silver and magic.
- **Die for Your Master:** Tumor Familiar may take a killing blow. Reflex DC: Damage taken. If success, tumor takes full damage, otherwise it takes half and you take half.

Class Abilities

Druid

- **Nature Bond:** Plant Domain
- **Nature Sense:** +2 bonus to Knowledge(Nature) and Survival

- **Woodland Stride:** Can move through underbrush without hinderance
- **Resist Nature's Lure:** +4 to saving throws against spell-like and supernatural abilities of Fey
- **Wild Shape:** (4/day) Counts as Elemental Body III, Beast Shape III or Plant Shape II
- **Venom Immunity:** Immunity to all poisons

Alchemist

- **Bombs:** (14/day) 20ft range. 5d6 + 4, splash is minimum damage. DC:19 to avoid splash damage.
- **Mutagen:** (1/day) Gives +2 Natural AC, +4 to physical stat, and -2 to asociated mental stat for 10 min/level.
- **Swift Alchemy:** Can create alchemical items in half the normal time.
- **Swift Poison:** Can apply poison as a swift action.
- **Alchemical Simulacrum:** Creates a *Lesser Simulacrum*
- **Doppleganger Simulacrum:** Create a doppleganger. Can posses the doppleganger as a standard action. Unused bodies, including the original, do not rot.
- **Infusions:** Can give extracts to others.
- **Fast Bombs:** Can create enough bombs to use for a full round attack
- **Tumor Familiar:** KITTY!!!!!!

Racial Traits

- **Protective Sap:** when HP is reduced to 25%, AC increases by 4
- **Rooted Foot:** Can stand up from prone as a swift action
- **Sun Heal:** Once per day, can use sunlight to regenerate 2/level HP and gain a full meal of nourishment
- **Humanoid Plant:** +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, polymorph and stun. Also gains immunity to sleep.

Spells

Druid spells

Level	Spells per day	Spells Known	Spells Prepared
0	–	–	Detect Magic, Detect Poison, Light, Read Magic
1	5	–	Cure Light Wounds, Entangle x2, Obsuring Mist
2	5	–	Barkskin, Restoration–Lesser, Wilderness Soldiers, Web Shelter, Frigid Touch
3	4	–	Cure Moderate Wounds, Mad Monkeys, Call Lightning, Burst of Nettles
4	4	–	Cure Serious Wounds, Ball Lightning, Cape of Wasps, Flame Strike
5	2	–	Tree Stride, Cure Critical Wounds

Extracts

Level	Spells per day	Spells Known	Spells Prepared
1	6	Targeted Bomb Admixture, Enlarge Person, Bomber's Eye, Illusion of Calm, Reduce Person, Shield	Cure Light Wounds, Enlarge Person x2, Targeted Bomb Admixture, Shield x2
2	5	Blur, Shadow Bomb Admixture, Vomit Swarm, Blistering Invective, Invisiblity, Touch Injection	Blur, Cure Moderate Wounds, Blistering Invective x2, Shadow Bomb Admixture
3	4	Displacement, Draconic Reservoir, Haste, Lightning Lash Admixture, Rage, Undead Anatomy I	Displacement, Haste, Lightning Lash Admixture, Cure Serious Wounds
4	2	Universal Formula, Viper Bomb Admixture	Universal Formula, Viper Bomb Admixture

Skills

SKILL	TOTAL	RANKS	ABILITY MOD	MISC
ACROBATICS:	1	0	1	0
APPRAISE:	4	0	4	0
BLUFF:	1	0	1	0
CLIMB:	2	0	2	0
CRAFT:	4	0	4	0
DIPLOMACY:	1	0	1	0
DISABLE DEVICE:	14	10	1	0
DISGUISE:	1	0	1	0
ESCAPE ARTIST	1	0	1	0
FLY:	1	0	1	0
HANDLE ANIMAL:	14	10	1	0
HEAL:	4	0	4	0
INTIMIDATE:	6	10	1	0
KNOWLEDGE (ARCANA):	4	0	4	0
KNOWLEDGE (DUNGEONEERING):	4	0	4	0
KNOWLEDGE (ENGINEERING):	4	0	4	0
KNOWLEDGE (GEOGRAPHY):	4	0	4	0
KNOWLEDGE (HISTORY):	4	0	4	0
KNOWLEDGE (LOCAL):	4	0	4	0
KNOWLEDGE (NATURE):	6	0	4	2
KNOWLEDGE (NOBILITY):	4	0	4	0
KNOWLEDGE (PLANES):	4	0	4	0
KNOWLEDGE (RELIGION):	4	0	4	0
LINGUISTICS:	4	0	4	0
PERCEPTION:	17	10	4	0
PERFORM:	1	0	1	0
PROFESSION():	4	0	4	0
RIDE:	1	0	1	0
SENSE MOTIVE:	4	0	4	0
SLEIGHT OF HAND:	14	10	1	0
SPELLCRAFT:	17	10	4	1
STEALTH:	1	0	1	0
SURVIVAL:	19	10	4	2
SWIM:	2	0	2	0
USE MAGIC DEVICE:	14	10	1	0