Doot	inia			Dan	nama	· · i o									
Dest	inie				nama	arie					Neutral Go	od		color fi	
NAME					RNAME			DEITY			ALIGNMENT	, n	The same	Three and	
Drd9		36000		Huma	an	Medium)	5' 6"		120 lbs.	Darkvision	(90')		1. 31 M. F.	
CLASS		EXPERIENC	CE	RACE		SIZE		HEIGH	Т	WEIGHT	VISION		1		
9		45000		25		Female				3	- 1		_ <		
Characte		NEXT LEVE		AGE		GENDER		EYES		HAIR	POINTS				
ABILITY NA	SCORE M	OD SCORE M	OD SCORE	TEMP MOD	VP		OUNDS/CURREN	THP S	UBDU	WP 15	DAMAGE REDUCTION	ON _	١٨	SPEED alk 30	
STR		0 11 +	0 11	+0	Vitality	10		<u> </u>	_	Wound Points	<u> </u>				
DEX Dexterity		2 19 +	4 19	+4	AC armor cla	iss — — — — —	1 1	7 = 10		3 + 0 + 4 + 0 + 5			10	+0	1 1
CON		2 15 +	2 15	. 0		TOTAL F	LAT TO	JCH BAS	SE.	ARMOR SHIELD STAT SIZE NATU BONUS BONUS	JRAL MISC C	MISS HANCE	ARCANE SPELL FAILURE	CHECK	(RESIST
Constitutio	n 10 .		2 15	+2	INIT	IATIVE +	8 = +4	+ +4			SKILLS	;		MAX RANI	
INT	15 +	2 15 +	2 15	+2	r	nodifier TOT				SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILIT MODIFII	Y ER RANKS	MISC MODIFIER
WIS	10 1	4 19 +	4 19	+4	BASE	ATTACK			1	Appraise	INT	2	= 2	+	+
Wisdom		_	19	+4		bonus	+6/+	I	1	Balance	DEX	4	= 4	+	+
CHA Charisma		1 13 +	· 1 13	+1					1	Bluff	CHA		= 1	+ 1.0	
Charisma	<u> </u>								1	Climb	STR	_	= 0	+ 2.0	
	NG THROWS	TOTAL	BASE AB SAVE	ILITY MAG	SIC MISC	EPIC TEMP	conditional m	odifiers	1	Concentration	CON		= 2	+ 9.0	
	RTITUDE (constitution)	+10=	+6 + +	+2 + + 2	2 + +0) + +0 +			,	Craft (Untrained)	INT		= 2	+	+
	EFLEX	.0	. 2	4	2 . (1	Diplomacy X Diplomacy (Wild Empathy)	CHA CHA	14	= 1	+ 3.0	+ 10
	(dexterity)	+9 =	+3 + +	+4 + +2	2 + +() + +0 +			1	Disguise	CHA	14	= I _ 1	+ 3.0	+ 10
	WILL (wisdom)	+12=	+6 + +	+4 + +	2 + +0) + +0 +			1	Escape Artist	DEX		= 1	+	+
	(WISCOM)								1	Forgery	INT	_	= 2	+	+
N/C	LEE	TOTAL		BASE ATTA		STAT SIZE	MISC EF		1	Gather Information	CHA	1	= 1	+	+
attac	ck bonus	+6/+1	=	+6/	+1	+ <u>_</u> +0_+_+0_+	+ +0 + +	0 +		Handle Animal	CHA	5	= 1	+ 4.0	+
	NGED	+10/+5	=	+6/	+1	+ +4 + +0 +	+ +0 + +	0 +	1	Heal	WIS	6	= 4	+ 2.0	+
	PPLE						=	= =	1	Hide	DEX	7	= 4	+ 3.0	+
	ck bonus	+6/+1	=	+6/	+1	+ +0 + +0 +	+ +0 + +	0 +	1	Intimidate	CHA	1	= 1	+	+
UI	NARMEI	TOTAL	ATTACK	BONUS	DAMA			EACH	/	Jump	STR	0	= 0	+	+
			+6/+1		1d			5 ft.		Knowledge (Dangerous Beasts)	INT	4	= 2	+ 2.0	+
		Dagger			HAND Carrie		CRITICAL 19-20/x2	REACH 5 ft.		Knowledge (Dungeoneerin	g) INT	6	= 2	+ 4.0	+
	Т	o Hit	Dam	1	Carne	To Hit	13-20/32	Dam		Knowledge (Fey)	INT	3		+ 1.0	
1H-P		6/+1	1d4		P-(OH)	+0/-5		1d4		Knowledge (Geography)	INT		= 2	+ 2.0	
1H-O	+	-2/-3	1d4		P-(OL)	+2/-3		1d4		Knowledge (History)	INT			+ 2.0	
2H	10 ft.	6/+1	1d4	2W	/-OH	-2 40 ft.	50	1d4		Knowledge (Nature)	INT			+ 11.0	
TH	+10/+5	+8/-		+6/-		+4/-1	+2			Knowledge (Nobility and Royalty)	INT	3	= 2	+ 1.0	+
Dam	1d4	1d4		1d		1d4	10			Knowledge (Religion)	INT	6	= 2	+ 4.0	+
Specia	Properties	•								Knowledge (The Planes)	INT			+ 1.0	
	Lo	ngbow +	.3		HAND					Knowledge (Undead)	INT	-		+ 2.0	
	30 ft.	1001		200	Carrie	d P M 300 ft.	20/x3	5 ft.	1	Listen	WIS			+ 7.0	
TH	+9/+4	+9/+	_	+7/-		+5/+0	+3		1	Move Silently	DEX			+ 3.0	
Dam	1d8+3	1d8-		1d8		1d8+3	1d8		1	Ride	DEX	5	= 4	+ 1.0	+
Specia	I Properties								1	Search	INT		= 2		+
	Qua	rterstaff	+3		HAND			REACH	1	Sense Motive	WIS		= 4		+
		ATTACK BONU			Both	B/B M DAMAGE	20/x2	5 ft.	,	Spellcraft	INT			+ 5.0	
	TOTAL	+9/+4				1d8+3			1	Spot	WIS			+ 10.0	
Specia	I Properties	(Quarterstaff +3				Cleric/10th@Spell S			,	Survival (Netural	WIS			+ 9.0	
		tunctions as ste				n store a single targe time of 1 action	eted spell of	up to 3rd		Survival (Natural environments)	WIS	17	= 4	+ 9.0	+ 4
	is equipped								1	Swim	STR	4	= 0	+ 4.0	+
1H-P: One hand wea	e handed, in prim pon is heavy). 2V	ary hand. 1H-O : O V-P-(OL) : 2 weapo	ne handed, in ns, primary h	n off hand. 2 nand (off har	!H : Two hai nd weapon	nded. 2W-P-(OH) : 2 wei is light). 2W-OH : 2 wea _l	apons, primary pons, off hand.	hand (off	1	Use Rope	DEX		= 4		+
		ARMOR			TYPE	AC MAXDEX	CHECK SPEL	LEAULIDE					=	+	+
		AINMON			ITPE	AC MAXDEX	OTTECK SPEL	LIMILUKE							

DRUID WILDSHAPE
Uses per day
Duration = 9 Hours

TYPE Light

+2 +6

+2

+3

+3

*Leather

*Amulet of Natural Armor +2

*Bracers of Armor +3
*Ring of Protection +3

10

0

0

0

+0

+0

+0

+0

√: can be used untrained. X: exclusive skills

	Scimitar	HAND	TYPE	SIZE	CRITICAL	REACH			
	Commu	Carried	S	М	18-20/x2	5 ft.			
	To Hit	Dam			To Hi	t	Dam		
1H-P	+6/+1	1d6	2W-P-(OH)		+0/-5	5	1d6		
1H-O	+2/-3	1d6	2W-P-(OL)		+2/-3	3	1d6		
2H	+6/+1	1d6	2W-OH		-4		1d6		
Special	Special Properties								

	Winter'	HAND	TYPE	SIZE	CR	ITICAL	REACH		
William 5 Ching			Carried	В	M	20/x2		5 ft.	
	30 ft.	50 ft.		100 ft.		150 ft.		20	00 ft.
TH	+11/+6	+11/+6		+9/+4	+	-7/+2		+4	5/+0
Dam	1d4+1	1d4+1		1d4+1	1	d4+1		10	14+1

Special Properties (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition

EQUIPMENT							
ITEM	LOCATION	QTY	WT	COST			
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0			
Backpack 9.1 lbs., 2 Candle, 2 Fishhook, 1 Waterskin (Filled), 1 Vial, 1 Bullets, Sling (10), 1 Holly and Mistletoe		1	2.0	2.0			
Bracers of Armor +3	Equipped	1	1.0	9000.0			
Bullets, Sling (10) □	Backpack	1	5.0	0.1			
_ Candle □□	Backpack	2	0.0 (0.0)	0.01 (0.02)			
Chalk (1 piece)	Pouch (Belt)	2	0.0 (0.0)	0.01 (0.02)			
Cloak of Resistance +2	Equipped	1	1.0	4000.0	Ì		
Dagger	Carried	1	1.0	2.0	П		
Fishhook	Backpack	2	0.0 (0.0)	0.1 (0.2)			
Flint and Steel	Pouch (Belt)	1	0.0	1.0			
Girdle of the Lion	Equipped	1	1.0	0.0			
Gloves of Dexterity +4	Equipped	1	0.0	16000.0			
Holly and Mistletoe	Backpack	1	0.0	0.0			
Leather	Equipped	1	15.0	10.0			
Longbow +3 0 lbs.	Carried	1	3.0	18375.0			
Pouch (Belt) 1 lbs., 2 Chalk (1 piece), 1 Flint and Steel, 1 Whetstone	Equipped	1	0.5	1.0			
Quarterstaff +3* (Quarterstaff +3@+3 (Ironwood@Detect Evil/Cleric/10th@Spell Storing)), Wooden but functions as steel, does not burn, Head2: can store a single targeted spell of up to 3rd level with a casting time of 1 action	Equipped	1	4.0	130600.0			
Ring of Evasion	Equipped	1	0.0	25000.0			
Ring of Protection +3	Equipped	1	0.0	18000.0			
Scimitar	Carried	1	4.0	15.0			
Spell Component Pouch	Equipped	1	2.0	5.0			
Vial 0 lbs.	Backpack	1	0.1	1.0			
Waterskin (Filled)	Backpack	1	4.0	1.0			
Whetstone	Pouch (Belt)	1	1.0	0.02			
Winter's Sling 0 lbs. (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed	Carried	1	0.0	8300.0			
TOTAL WEIGHT CARRIED/V	ALUE		33.5 lbs.	237313.36 gp	5		

WEIGHT ALLOWANCE								
Light	38	Medium	76	Heavy	115			
Lift over head	115	Lift off ground	230	Push / Drag	575			

	MAGIC	
Winter's Sling		

	SPECIAL ABILITIES
mal Companion (Ev)	

Animal Companion (Ex)

Blessing of the Woods (Ex): Grants a Natural Armor Bonus of +3

Evasion (Ex): Take no damage on a successful Reflex save that deals half Girdle of the Lion - Grants Speak with Cats [free action]; Move silent bonus (+10), fall bonus 40' without taking damage and Damage Reduction:10 from Falling, Grants Cats vision (+ 10 to Spot and darkvision), Grants pluses to reaction dealing with cats.

Nature Sense (Ex): +2 bonus on Knowledge (Nature) and Survival checks.

Resist Nature's Lure (Ex):+4 bonus on saving throws against the spell-like abilities of fey.

Roots & Twigs (Sp): 1/day - Cast Entangle as an Innate Ability

Shapeshift (Su): Eagle - Talon 1d6, +2 STR, +2 Reflex Save, +2 Natural Armor, Fly 40 (good maneuverability)

Shapeshift (Su): Panther - Bite deals 1d6, +4 STR, +4 Natural Armor, Base Speed +20, Gain Mobility Feat

Spontaneous casting - Can spontaneously cast Summon Nature's Ally spells

Stunning Glance (Su): 1/day - As a standard action, you can stun a creature within 30 feet with a look. The target creature must succeed on a DC 19 Fortitude save or be stunned for 2d4 rounds.

Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked. Venom Immunity (Ex): Immune to all poisons.

Wild Empathy (Ex): +10 to Diplomacy check against animals - takes 1 minute Wild Shape (Su): 3/day for 9 hours (Large)

Wind in the grass (Sp): 1/day - Cast Freedom of Movement as an Innate Ability Woodland Stride (Ex): Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her).

	FEATS
Brandish Magical Might	Add ability score bonus to spell resistance checks
Improved Initiative	+4 bonus on initiative checks.
Natural Spell	You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form.
Sculpt Spell	[Lv+1] Modify an area spell by making it either a cylinder (10-ftradius, 30-fthigh), a 40-ftcone, four 10-ft. cubes, a ball (20-ftradius spread) or 120-ftline.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 $@$ 1st level and an additional 1 per each level beyond]
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Shield Proficiency	You can use a shield.
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

PROFICIENCIES

Con

LANGUAGES	
nmon, Druidic, Elven, Sylvan	

TEMPLATES

Truename

Destinie



Human
RACE
25
AGE
Female
GENDER
Darkvision (90')
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 6"
HEIGHT
120 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
, HAIR
HAIR
PUODIAG
PHOBIAS
PERSONALITY TRAITS
PERSONALITY TRAITS
INTERESTS
INTERESTS
SPOKEN STYLE
SPOREN STILE
RESIDENCE
LOCATION
None
REGION

Description: Spell Points: 109

Biography:

Notes:	
Character Sheet Notes:	