

Destinie

NAME
Drd9
CLASS
9
Character Level

36000
EXPERIENCE
45000
NEXT LEVEL

Donnamarie

PLAYERNAME
Human
RACE
25
AGE

Medium
SIZE
Female
GENDER

DEITY
5' 6"
HEIGHT
120 lbs.
WEIGHT
,
HAIR
EYES

Neutral Good

ALIGNMENT
Darkvision (90')
VISION
-1
POINTS



| | | | | | | | | | | | | | | | | | | | | | | |
|---------------------|------------|----------|---------------|-------------|------------|----------|------------------------|-------|-------------------|----------------|--------------------|------|------------------|--------------|------|------|---------|------|-------------|----------------------|---------------------|--------------|
| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | VP Vitality | 78 | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | WP Wound Points | 15 | DAMAGE REDUCTION | SPEED | | | | | | | | |
| STR Strength | 11 | +0 | 11 | +0 | 11 | +0 | AC armor class | 30 | TOTAL | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST |
| DEX Dexterity | 15 | +2 | 19 | +4 | 19 | +4 | INITIATIVE modifier | +8 | TOTAL | +4 | +4 | | | | | | | | | | | |
| CON Constitution | 15 | +2 | 15 | +2 | 15 | +2 | BASE ATTACK bonus | +6/+1 | | | | | | | | | | | | | | |
| INT Intelligence | 15 | +2 | 15 | +2 | 15 | +2 | | | | | | | | | | | | | | | | |
| WIS Wisdom | 19 | +4 | 19 | +4 | 19 | +4 | | | | | | | | | | | | | | | | |
| CHA Charisma | 13 | +1 | 13 | +1 | 13 | +1 | | | | | | | | | | | | | | | | |

| | | | | | | | | |
|-----------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
| FORTITUDE (constitution) | +11 | = +6 | +2 | +5 | -2 | +0 | | |
| REFLEX (dexterity) | +10 | = +3 | +4 | +5 | -2 | +0 | | |
| WILL (wisdom) | +13 | = +6 | +4 | +5 | -2 | +0 | | |

| | | | | | | | |
|-------------------------|--------|-------------------|------|------|------|------|------|
| MELEE attack bonus | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
| | +6/+1 | = +6/+1 | +0 | +0 | +0 | +0 | |
| RANGED attack bonus | +10/+5 | = +6/+1 | +4 | +0 | +0 | +0 | |
| GRAPPLE attack bonus | +6/+1 | = +6/+1 | +0 | +0 | +0 | +0 | |

| | | | | |
|---------|--------------------|--------|----------|-------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
| | +6/+1 | 1d3 | 20/x2 | 5 ft. |

| | | | | | | |
|--------------------|--------|---------|-----------|--------|----------|-------|
| Dagger | | HAND | TYPE | SIZE | CRITICAL | REACH |
| | | Carried | PS | M | 19-20/x2 | 5 ft. |
| 1H-P | To Hit | Dam | 2W-P-(OH) | To Hit | Dam | |
| | +6/+1 | 1d4 | | +0/-5 | 1d4 | |
| 1H-O | +2/-3 | 1d4 | 2W-P-(OL) | +2/-3 | 1d4 | |
| 2H | +6/+1 | 1d4 | 2W-OH | -2 | 1d4 | |
| TH | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | |
| | +10/+5 | +8/+3 | +6/+1 | +4/-1 | +2/-3 | |
| Dam | 1d4 | 1d4 | 1d4 | 1d4 | 1d4 | |
| Special Properties | | | | | | |

| | | | | | | |
|--------------------|--------|---------|---------|---------|----------|-------|
| Longbow +3 | | HAND | TYPE | SIZE | CRITICAL | REACH |
| | | Carried | P | M | 20/x3 | 5 ft. |
| TH | 30 ft. | 100 ft. | 200 ft. | 300 ft. | 400 ft. | |
| | +9/+4 | +9/+4 | +7/+2 | +5/+0 | +3/-2 | |
| Dam | 1d8+3 | 1d8+3 | 1d8+3 | 1d8+3 | 1d8+3 | |
| Special Properties | | | | | | |

| | | | | | | |
|---|--|--------|------|------|----------|-------|
| *Quarterstaff +3* | | HAND | TYPE | SIZE | CRITICAL | REACH |
| | | Both | B/B | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | | |
| +9/+4 | | 1d8+3 | | | | |
| Special Properties (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 | | | | | | |

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

| | | | | | |
|-----------------------------|-------|----|--------|-------|---------------|
| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
| *Leather | Light | +2 | +6 | +0 | 10 |
| *Amulet of Natural Armor +2 | | +2 | | +0 | 0 |
| *Bracers of Armor +3 | | +3 | | +0 | 0 |

DRUID WILDSHAPE

Uses per day ☐☐☐

Duration = 9 Hours

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 12/6 |
|-----------------------------------|-----|-------------|----------------|------------------|-----------|---------------|
| | | | | | RANKS | MISC MODIFIER |
| ✓ Appraise | INT | 2 | = | 2 | + | + |
| ✓ Balance | DEX | 4 | = | 4 | + | + |
| ✓ Bluff | CHA | 2 | = | 1 | + | 1.0 + |
| ✓ Climb | STR | 2 | = | 0 | + | 2.0 + |
| ✓ Concentration | CON | 11 | = | 2 | + | 9.0 + |
| ✓ Craft (Untrained) | INT | 2 | = | 2 | + | + |
| ✓ Diplomacy | CHA | 4 | = | 1 | + | 3.0 + |
| ✓ X Diplomacy (Wild Empathy) | CHA | 14 | = | 1 | + | 3.0 + 10 |
| ✓ Disguise | CHA | 1 | = | 1 | + | + |
| ✓ Escape Artist | DEX | 4 | = | 4 | + | + |
| ✓ Forgery | INT | 2 | = | 2 | + | + |
| ✓ Gather Information | CHA | 1 | = | 1 | + | + |
| Handle Animal | CHA | 5 | = | 1 | + | 4.0 + |
| ✓ Heal | WIS | 6 | = | 4 | + | 2.0 + |
| ✓ Hide | DEX | 7 | = | 4 | + | 3.0 + |
| ✓ Intimidate | CHA | 1 | = | 1 | + | + |
| ✓ Jump | STR | 0 | = | 0 | + | + |
| Knowledge (Dangerous Beasts) | INT | 4 | = | 2 | + | 2.0 + |
| Knowledge (Dungeoneering) | INT | 6 | = | 2 | + | 4.0 + |
| Knowledge (Fey) | INT | 3 | = | 2 | + | 1.0 + |
| Knowledge (Geography) | INT | 4 | = | 2 | + | 2.0 + |
| Knowledge (History) | INT | 4 | = | 2 | + | 2.0 + |
| Knowledge (Nature) | INT | 17 | = | 2 | + | 11.0 + 4 |
| Knowledge (Nobility and Royalty) | INT | 3 | = | 2 | + | 1.0 + |
| Knowledge (Religion) | INT | 6 | = | 2 | + | 4.0 + |
| Knowledge (The Planes) | INT | 3 | = | 2 | + | 1.0 + |
| Knowledge (Undead) | INT | 4 | = | 2 | + | 2.0 + |
| ✓ Listen | WIS | 11 | = | 4 | + | 7.0 + |
| ✓ Move Silently | DEX | 17 | = | 4 | + | 3.0 + 10 |
| ✓ Ride | DEX | 5 | = | 4 | + | 1.0 + |
| ✓ Search | INT | 2 | = | 2 | + | + |
| ✓ Sense Motive | WIS | 4 | = | 4 | + | + |
| Spellcraft | INT | 7 | = | 2 | + | 5.0 + |
| ✓ Spot | WIS | 24 | = | 4 | + | 10.0 + 10 |
| ✓ Survival | WIS | 15 | = | 4 | + | 9.0 + 2 |
| ✓ Survival (Natural environments) | WIS | 17 | = | 4 | + | 9.0 + 4 |
| ✓ Swim | STR | 4 | = | 0 | + | 4.0 + |
| ✓ Use Rope | DEX | 4 | = | 4 | + | + |
| | | | = | + | + | + |
| | | | = | + | + | + |

✓: can be used untrained. X: exclusive skills

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

| Winter's Sling | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|---|--------|--------|---------|------|---------|----------|---------|
| | | | Carried | B | M | 20/x2 | 5 ft. |
| | 30 ft. | 50 ft. | 100 ft. | | 150 ft. | | 200 ft. |
| TH | +11/+6 | +11/+6 | +9/+4 | | +7/+2 | | +5/+0 |
| Dam | 1d4+1 | 1d4+1 | 1d4+1 | | 1d4+1 | | 1d4+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 | | 1 | 2.0 | 2.0 | |
| 9.1 lbs., 2 Candle, 2 Fishhook, 1 Waterskin (Filled), 1 Vial, 1 Bullets, Sling (10), 1 Holly and Mistletoe | | | | | |
| 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 | |
| Dagger | Carried | 1 | 1.0 | 2.0 | |
| 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 | Carried | 1 | 3.0 | 18375.0 | |
| 0 lbs. | | | | | |
| Pouch (Belt) | Equipped | 1 | 0.5 | 1.0 | |
| 1 lbs., 2 Chalk (1 piece), 1 Flint and Steel, 1 Whetstone | | | | | |
| Quarterstaff +3* | Equipped | 1 | 4.0 | 130600.0 | |
| (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 | | | | | |
| Ring of Evasion | Equipped | 1 | 0.0 | 25000.0 | |
| Ring of Invisibility | Equipped | 1 | 0.0 | 20000.0 | |
| Scimitar | Carried | 1 | 4.0 | 15.0 | |
| Spell Component Pouch | Equipped | 1 | 2.0 | 5.0 | |
| Vestment (AC Bonus (Deflection) (+4)/AC Bonus (Other) (+3)/Armor Bonus (Enhancement) (+4)/Save Bonus (Resistance) (+3)) | Equipped | 1 | 0.0 | 127000.0 | |
| Deflection bonus to armor class of +4, Other bonus to armor class of +3, Enhancement bonus to armor class of +4, Resistance bonus to all saving throws of +3 | | | | | |
| Vial | Backpack | 1 | 0.1 | 1.0 | |
| 0 lbs. | | | | | |
| Waterskin (Filled) | Backpack | 1 | 4.0 | 1.0 | |
| Whetstone | Pouch (Belt) | 1 | 1.0 | 0.02 | |
| Winter's Sling | Carried | 1 | 0.0 | 8300.0 | |
| 0 lbs. (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition | | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | | 33.5 lbs. | 366313.36 gp | |

| 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 | |
|---|--|
| 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-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. cubes, a ball (20-ft.-radius spread) or 120-ft.-line. |
| 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 |
|---------------|
|---------------|

| LANGUAGES |
|--------------------------------|
| Common, 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 |
| PHOBIAS |
| , |
| PERSONALITY TRAITS |
| INTERESTS |
| , |
| SPOKEN STYLE |
| RESIDENCE |
| LOCATION |
| None |
| REGION |

Description:
Spell Points: 109

Biography:

Notes:

Character Sheet Notes: