

Ash

NAME

Drd1

0

Half-Elf

Medium

6'0"

150 lbs.

Low-Light

1

2000

20

Male

Green

Dark brown, Straight

TCL

NEXT LEVEL

AGE

GENDER

EYES

HAIR

0

POINTS

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMP SCORE

TEMP MODIFIER

STR

Strength

10

+0

DEX

Dexterity

15

+2

CON

Constitution

11

+0

INT

Intelligence

13

+1

WIS

Wisdom

17

+3

CHA

Charisma

14

+2

HP

hit points

8

AC

armor class

14

:

12

:

12

=

10

+

0

+

+

2

+

0

+

NaN

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE THRESHOLD

DAMAGE REDUCTION

0

SPEED

Walk 20 ft.

INITIATIVE

modifier

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MISC MODIFIER

TEMP MODIFIER

FORTITUDE

(constitution)

+3

=

+2

+

+0

+

+1

+

REFLEX

(dexterity)

+2

=

+0

+

+2

+

+0

+

WILL

(wisdom)

+5

=

+2

+

+3

+

+0

+

REPUTATION

0

ACTION POINTS

WEALTH

0

MELEE

attack bonus

+0

=

+0

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

DEX MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+0

1d3

20/x2

*Scimitar

CURRENT HAND

TYPE

SIZE

CRITICAL

Primary

S

M

18-20/x2

To Hit

Dam

To Hit

Dam

1H-P

+0

1d6

2W-P-(OH)

-6

1d6

1H-O

-4

1d6

2W-P-(OL)

-4

1d6

2H

+0

1d6

2W-OH

-10

1d6

Special Properties

Scythe

CURRENT HAND

TYPE

SIZE

CRITICAL

Carried

PS

M

20/x4

To Hit

Dam

To Hit

Dam

1H-P

null

null

2W-P-(OH)

null

null

1H-O

null

null

2W-P-(OL)

null

null

2H

+0

2d4

2W-OH

null

null

Special Properties

May be used to make trip attacks (pg.145)

*: 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.

*Leather

TYPE

ARMOR BONUS

MAX DEX BONUS

Light

+2

+6

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

+0

10

SKILLS										MAX RANKS		1/1
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER						
✓	Acrobatics	DEX	-1	=	2	+						-3
✓	Acrobatics (Jump)	DEX	-5	=	2	+						-7
✓	Appraise	INT	1	=	1	+						
✓	Bluff	CHA	2	=	2	+						
✓	Climb	STR	1	=	0	+	1.0	+				
✓	Craft (Untrained)	INT	1	=	1	+						
✓	Diplomacy	CHA	2	=	2	+						
✓	Disguise	CHA	2	=	2	+						
✓	Escape Artist	DEX	-1	=	2	+						-3
✓	Fly	DEX	-1	=	2	+						-3
✓	Heal	WIS	10	=	3	+	1.0	+	6			
✓	Intimidate	CHA	2	=	2	+						
	Knowledge (Nature)	INT	7	=	1	+	1.0	+	5			
✓	Perception	WIS	11	=	3	+	1.0	+	7			
✓	Perform (Untrained)	CHA	2	=	2	+						
✓	Ride	DEX	-1	=	2	+						-3
✓	Sense Motive	WIS	5	=	3	+						2
✓	Stealth	DEX	0	=	2	+	1.0	+	-3			
✓	Survival	WIS	5	=	3	+						2
✓	Swim	STR	-3	=	0	+						-3
					=	+			+			
✓: can be used untrained. X: exclusive skills												

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Scimitar	Equipped	1	4.0	15.0	
Leather	Equipped	1	15.0	10.0	
Backpack 0 lbs.	Equipped	1	2.0	2.0	
Bedroll	Equipped	1	5.0	0.1	
Grappling Hook	Equipped	1	4.0	1.0	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Rope (Hemp/50 ft.)	Equipped	1	10.0	1.0	
Torch	Equipped	4	1.0	0.01	
□□□□			(4.0)	(0.04)	
Scythe	Carried	1	10.0	18.0	
May be used to make trip attacks (pg.145)					
TOTAL WEIGHT CARRIED/VALUE			62 lbs.47.14 gp		

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

Special Qualities	
Adaptability (Ex)	[Paizo Publishing - Core Rulebook, p.24]
Half-elves receive Skill Focus as a bonus feat at 1st level.	
Animal Companion (Ex)	[Paizo Publishing - Core Rulebook, p.51]
Elf Blood (Ex)	[Paizo Publishing - Core Rulebook, p.24]
Half-elves count as both elves and humans for any effect related to race.	
Elven Immunities (Ex)	[Paizo Publishing - Core Rulebook, p.24]
Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Keen Senses (Ex)	[Paizo Publishing - Core Rulebook, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[Paizo Publishing - Core Rulebook]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Multitalented (Ex)	[Paizo Publishing - Core Rulebook, p.24]
Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.	
Nature Sense (Ex)	[Paizo Publishing - Core Rulebook, p.50]
You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.	
Orisons	[Paizo Publishing - Core Rulebook, p.49]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Wild Empathy (Ex)	[Paizo Publishing - Core Rulebook, p.50/64]
You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+3 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, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.	

FEATS	
Alertness	You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.
Armor Proficiency, Light	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.
Armor Proficiency, Medium	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.
Shield Proficiency	When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.
Skill Focus (Heal)	You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

PROFICIENCIES
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Scimitar, Scythe, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike

LANGUAGES
Common, Draconic, Druidic, Elven

ALLEGIANCES

TEMPLATES

Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	3	2	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water		None	1 standard action	Instantaneous	Close (25 ft.)	V, S	No		PFCR: p.262
<i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.					<i>Target:</i> Up to 2 gallons of water				
□□□□ Detect Magic		None	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	No		PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation				
□□□□ Detect Poison		None	1 standard action	Instantaneous	Close (25 ft.)	V, S	No		PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube				
□□□□ Flare	13	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes		PFCR: p.284
<i>Effect:</i> This cantrip creates a burst of light.					<i>Target:</i> Burst of light				
□□□□ Guidance	13	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes		PFCR: p.292
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance.					<i>Target:</i> Creature touched				
□□□□ Know Direction			1 standard action	Instantaneous	Personal	V, S			PFCR: p.304
<i>Effect:</i> When you cast this spell, you instantly know the direction of north from your current position.					<i>Target:</i> You				
□□□□ Light		None	1 standard action	10 minutes	Touch	V, M/DF	No		PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.					<i>Target:</i> Object touched				
□□□□ Mending	13	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)		PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.					<i>Target:</i> One object of up to 1 lb.				
□□□□ Purify Food and Drink	13	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)		PFCR: p.328
<i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.					<i>Target:</i> 1 cu. ft. of contaminated food and water				
□□□□ Read Magic			1 standard action	10 minutes	Personal	V, S, F			PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					<i>Target:</i> You				
□□□□ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)		PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched				
□□□□ Stabilize	13	Will negates (harmless)	1 standard action	Instantaneous	Close (25 ft.)	V, S	Yes (harmless)		PFCR: p.348
<i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.					<i>Target:</i> One living creature				
□□□□ Virtue		None	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)		PFCR: p.365
<i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.					<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Calm Animals	14	Will negates	1 standard action	1 minutes	Close (25 ft.)	V, S	Yes		PFCR: p.252
<i>Effect:</i> This spell soothes and quiets animals, rendering them docile and harmless.					<i>Target:</i> Animals within 30 ft. of each other				
□□□□ Charm Animal	14	Will negates	1 standard action	1 hours	Close (25 ft.)	V, S	Yes		PFCR: p.254
<i>Effect:</i> This spell functions like charm person, except that it affects a creature of the animal type.					<i>Target:</i> One animal				
□□□□ Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text		PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage.					<i>Target:</i> Creature touched				
□□□□ Detect Animals or Plants		None	1 standard action	Concentration, up to 10 minutes [D]	Long (440 ft.)	V, S	No		PFCR: p.266
<i>Effect:</i> You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.					<i>Target:</i> Cone-shaped emanation				
□□□□ Detect Snares and Pits		None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No		PFCR: p.268
<i>Effect:</i> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.					<i>Target:</i> Cone-shaped emanation				
□□□□ Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)		PFCR: p.277
<i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.					<i>Target:</i> Creature touched				
□□□□ Entangle	14	Reflex partial; see text	1 standard action	1 minutes [D]	Long (440 ft.)	V, S, DF	No		PFCR: p.278
<i>Effect:</i> This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area.					<i>Target:</i> Plants in a 40-ft.-radius spread				
□□□□ Faerie Fire		None	1 standard action	1 minutes [D]	Long (440 ft.)	V, S, DF	Yes		PFCR: p.280
<i>Effect:</i> A pale glow surrounds and outlines the subjects who shed light as candles.					<i>Target:</i> Creatures and objects within a 5-ft.-radius burst				
□□□□ Goodberry		None	1 standard action	1 days	Touch	V, S, DF	Yes		PFCR: p.291
<i>Effect:</i> Casting goodberry makes 2d4 freshly picked berries magical.					<i>Target:</i> 2d4 fresh berries touched				
□□□□ Hide from Animals	14	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	S, DF	Yes		PFCR: p.296
<i>Effect:</i> Animals cannot sense the warded creatures.					<i>Target:</i> 1 creatures touched				
□□□□ Jump	14	Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M	Yes		PFCR: p.303
<i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.					<i>Target:</i> Creature touched				
□□□□ Longstrider			1 standard action	1 hours [D]	Personal	V, S, M			PFCR: p.305
<i>Effect:</i> This spell gives you a +10 foot enhancement bonus to your base speed.					<i>Target:</i> You				
□□□□ Magic Fang	14	Will negates (harmless)	1 standard action	1 minutes	Touch	V, S, DF	Yes (harmless)		PFCR: p.308
<i>Effect:</i> Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage					<i>Target:</i> Living creature touched				

* =Domain/Speciality Spell

Druid Spells

☐☐☐☐	Magic Stone	14	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	PFCR: p.310
Effect: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.						Target: Up to three pebbles touched			
☐☐☐☐	Obscuring Mist		None	1 standard action	1 minutes [D]	20 ft.	V, S	No	PFCR: p.317
Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.						Target: Cloud spreads in 20-ft. radius from you, 20 ft. high			
☐☐☐☐	Pass without Trace	14	Will negates (harmless)	1 standard action	1 hours [D]	Touch	V, S, DF	Yes (harmless)	PFCR: p.318
Effect: The subject or subjects of this spell do not leave footprints or a scent trail while moving.						Target: 1 creatures touched			
☐☐☐☐	Produce Flame		None	1 standard action	1 minutes [D]	0 ft.	V, S	Yes	PFCR: p.326
Effect: Flames as bright as a torch appear in your open hand.						Target: Flame in your palm			
☐☐☐☐	Shillelagh	14	Will negates (object)	1 standard action	1 minutes	Touch	V, S, DF	Yes (object)	PFCR: p.342
Effect: Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls.						Target: One touched nonmagical oak club or quarterstaff			
☐☐☐☐	Speak with Animals			1 standard action	1 minutes	Personal	V, S		PFCR: p.346
Effect: You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.						Target: You			
☐☐☐☐	Summon Nature's Ally I		None	1 round	1 rounds [D]	Close (25 ft.)	V, S, DF	No	PFCR: p.354
Effect: This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant].						Target: One summoned creature			

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: