
CHARACTER NAME

CLASS _____

Character Level / CR EXP / NEXT LEVEL

EXP / NEXT LEVEL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+5	= +3	+ +2	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+2	= +0	+ +2	+ +0	+ +0	+ +0		
WILL (wisdom)	+7	= +3	+ +4	+ +0	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+2	=	+1	+	+0	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+4	=	+1	+	+2	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	-3	=	+1	+	+0	+	-4	+	+0	+	+0	+	

*Masterwork Shortspear (Small)			Hand	Type	Size	Critical	Reach
			Primary	P	S	20/x3	5 ft.
	To Hit	Dam		To Hit		Dam	
1H-P	+3	1d4	2W-P-(OH)	-3		1d4	
1H-O	-1	1d4	2W-P-(OL)	-1		1d4	
2H	+3	1d4	2W-OH	-7		1d4	
Range: 20 ft.		To Hit: +6		Damage: 1d4			
	30 ft.	40 ft.	60 ft.	80 ft.		100 ft.	
TH	+4	+4	+2	+0		-2	
Dam	1d4	1d4	1d4	1d4		1d4	

Sling (Small)			Hand	Type	Size	Critical	Reach
			Carried	B	S	20/x2	5 ft.
Range: 30 ft.		To Hit: +5		Damage: 1d3			
	50 ft.	100 ft.	150 ft.	200 ft.		250 ft.	
TH	+5	+3	+1	-1		-3	
Dam	1d3	1d3	1d3	1d3		1d3	
	300 ft.	350 ft.	400 ft.	450 ft.		500 ft.	
TH	-5	-7	-9	-11		-13	
Dam	1d3	1d3	1d3	1d3		1d3	

Dagger +1				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit		Dam	To Hit			Dam	
1H-P	+1	1d4+1	2W-P-(OH)	-5			1d4+1	
1H-O	-3	1d4+1	2W-P-(OL)	-3			1d4+1	
2H	+1	1d4+1	2W-OH	-9			1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.			50 ft.	
TH	+4	+2	+0	-2			-4	
Dam	1d4+1	1d4+1	1d4+1	1d4+1			1d4+1	

*: 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
*Chain Shirt	Light	+4	+4	-2	20
Leather (Small)	Light	+2	+6	+0	10
*Buckler (Small)	Shield	+1		-1	5

PLAYER NAME

Halfling	Small / 5 ft.
----------	---------------

32 Male

GENDER

		WOUNDS/CURRENT HP	
HP hit points	17		
AC armor class	17	16	12 = 10
	TOTAL	FLAT	TOUCH BASE

INITIATIVE modifier	+2 TOTAL	=	+2 DEX MODIFIER	+	+0 MISC MODIFIER
BASE ATTACK bonus	+1				
ENCUMBRANCE	Heavy				

DEITY

REGION

ALIGNMENT

HEIGHT

EYES

WEIGHT

HAIR

VISION

POINTS

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED				
								Walk 15 ft.				
4	1	1	1	0	0	0	0		25	-6	0	
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
TOTAL SKILLPOINTS: 30								MAX RANKS: 5/2.5				
SKILL NAME								KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise						INT	2	=	2		
✓	Balance						DEX	-4	=	2	+	-6
✓	Bluff						CHA	1	=	1		
✓	Climb						STR	-4	=	0	+	-4
✓	Concentration						CON	7	=	2	+	5
✓	Craft (Untrained)						INT	2	=	2		
	Craft (Woodworking)						INT	4	=	2	+	2
✓	Diplomacy						CHA	1	=	1		
✓	Disguise						CHA	1	=	1		
✓	Escape Artist						DEX	-4	=	2	+	-6
✓	Forgery						INT	2	=	2		
✓	Gather Information						CHA	1	=	1		
	Handle Animal						CHA	3	=	1	+	2
✓	Heal						WIS	5	=	4	+	1
✓	Hide						DEX	0	=	2	+	-2
✓	Intimidate						CHA	1	=	1		
✓	Jump						STR	-10	=	0	+	-10
	Knowledge (Nature)						INT	9	=	2	+	5
✓	Listen						WIS	8	=	4	+	2
✓	Move Silently						DEX	-2	=	2	+	-4
✓	Ride						DEX	3	=	2	+	1
✓	Search						INT	2	=	2		
✓	Sense Motive						WIS	4	=	4		
	Spellcraft						INT	7	=	2	+	5
✓	Spot						WIS	7	=	4	+	3
✓	Survival						WIS	10	=	4	+	4
	Survival (Natural environments)						WIS	12	=	4	+	[4]
✓	Swim						STR	-12	=	0	+	-12
✓	Use Rope						DEX	2	=	2		
									=	+	+	
									=	+	+	

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Masterwork Shortspears (Small)	Equipped	1	1.5	301.0	
Chain Shirt	Equipped	1	25.0	100.0	
Buckler (Small)	Equipped	1	2.5	15.0	
Backpack (Small)	Equipped	1	0.5	2.0	
17.5 lbs., 1 Bedroll (Small), 1 Inkpen, 1 Case (Map or Scroll), 1 Rations (Trail/Per Day), 2 Waterskin (Filled), 1 Torch, 1 Rope (Silk/50 Ft.), 3 Rations (Trail/Per Day) (Small), 1 Ink (1 Oz. Vial)					
Bedroll (Small)	Backpack (Small)	1	1.25	0.1	
Rations (Trail/Per Day) (Small)	Backpack (Small)	3	0.25 (0.75)	0.5 (1.5)	
☐☐☐					
Case (Map or Scroll)	Backpack (Small)	1	0.5	1.0	
0 lbs., 10 Paper (Sheet)					
Paper (Sheet)	Case (Map or Scroll)	10	0.0 (0.0)	0.4 (4.0)	
Ink (1 Oz. Vial)	Backpack (Small)	1	0.0	8.0	
Inkpen	Backpack (Small)	1	0.0	0.1	
Rations (Trail/Per Day)	Backpack (Small)	1	1.0	0.5	
☐					
Rations (Trail/Per Day)	Saddlebags	10	1.0 (10.0)	0.5 (5.0)	
☐☐☐☐☐ ☐☐☐☐☐					
Rope (Silk/50 Ft.)	Backpack (Small)	1	5.0	10.0	
Torch	Backpack (Small)	1	1.0	0.01	
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.					
☐					
Waterskin (Filled)	Backpack (Small)	2	4.0 (8.0)	1.0 (2.0)	
Waterskin (Filled)	Saddlebags	2	4.0 (8.0)	1.0 (2.0)	
Pouch (Belt) (Small)	Equipped	1	0.12	1.0	
1.68 lbs., 1 Signal Whistle, 1 Flint and Steel, 8 Coin (Copper), 1 Coin (Silver), 6 Bullet (Sling) (Small)					
Bullet (Sling) (Small)	Pouch (Belt) (Small)	6	0.25 (1.5)	0.01 (0.06)	
☐☐☐☐☐ ☐					
Flint and Steel	Pouch (Belt) (Small)	1	0.0	1.0	
Signal Whistle	Pouch (Belt) (Small)	1	0.0	0.8	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Saddlebags	Equipped	1	8.0	4.0	
26.5 lbs., 10 Rations (Trail/Per Day), 2 Waterskin (Filled), 1 Everburning Torch, 1 Leather (Small)					
Everburning Torch	Saddlebags	1	1.0	110.0	
Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.					
Leather (Small)	Saddlebags	1	7.5	10.0	
Sling (Small)	Carried	1	0.0	0.0	
0 lbs.					
Dagger +1	Carried	1	1.0	2302.0	
TOTAL WEIGHT CARRIED/VALUE			84.31 lbs.	2881.07 gp	

WEIGHT ALLOWANCE					
Light	28	Medium	57	Heavy	86
Lift over head	86	Lift off ground	172	Push / Drag	431

MONEY	
Coin (Silver): 1[Pouch (Belt) (Small)]	
Coin (Copper): 8[Pouch (Belt) (Small)]	
Total = 0.18 gp	

LANGUAGES	
Common, Druidic, Elven, Halfling, Sylvan	

OTHER COMPANIONS	
Storn - William	
John - Richard, wears a mask at all times	
Barrow the Big - Jon	

Special Qualities	
Animal Companion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
<p>A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind. A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished. A druid of 4th level or higher may select from alternative lists of animals. Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)</p>	
+2 morale bonus on saving throws against fear	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Nature Sense (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
A druid gains a +2 bonus on Knowledge (nature) and Survival checks.	
Spontaneous casting - Summon Nature's Ally	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
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 (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
+3 (+-1 on Magical Beasts)	
Wild Shape (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Woodland Stride (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
You may move through any sort of undergrowth at your normal speed and without taking damage or suffering any other impairment., You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you.	

Feats	
Augment Summoning	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.	
Spell Focus (Conjuration)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Medium)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	

PROFICIENCIES
Club, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

Animal Companion: Willow (Riding Dog)					
HP:	19	AC:	16	INIT:	+2
FORT:	+5	REF:	+5	WILL:	+2
*Bite (Natural/Primary)	+4	DAM:	1d6+3	CRIT:	20/x2
Special:	Share Spells Animal Traits, Bonus Tricks, Link, Low-light Vision, Scent				
Tricks:	Attack, Come, Defend, Down, Guard, Heel, Track, Trained for Combat Riding				

Druid Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■ Create Water</div> <div>School: Conjurati�n (Creation) [Water] Effect: Creates 4 gallons of pure water.</div>	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsC.rtf
<div>■■■■■ Cure Minor Wounds</div> <div>School: Conjurati�n (Healing) Effect: Cures 1 point of damage.</div>	DC: 15, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
<div>■■■■■ Detect Magic</div> <div>School: Divination Effect: Detects spells and magic items within 60 ft.</div>	SR: No	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
<div>■■■■■ Detect Poison</div> <div>School: Divination Effect: Detects poison in one creature or small object.</div>	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsD-E.rtf
<div>■■■■■ Flare</div> <div>School: Evocation [Light] Effect: Dazzles one creature [-1 on attack rolls].</div>	DC: 14, Fortitude negates SR: Yes	1 standard action	Instantaneous	Close (30 ft.)	V	RSRD: SpellsF-G.rtf
<div>■■■■■ Guidance</div> <div>School: Divination Effect: +1 on one attack roll, saving throw, or skill check.</div>	DC: 14, Will negates (harmless) SR: Yes	1 standard action	1 minute or until discharged	Touch	V, S	RSRD: SpellsF-G.rtf
<div>■■■■■ Know Direction</div> <div>School: Divination Effect: You discern north.</div>	SR: No	1 standard action	Instantaneous	Personal	V, S	RSRD: SpellsH-L.rtf
<div>■■■■■ Light</div> <div>School: Evocation [Light] Effect: Object shines like a torch.</div>	SR: No	1 standard action	20 minutes [D]	Touch	V, M/DF	RSRD: SpellsH-L.rtf
<div>■■■■■ Mending</div> <div>School: Transmutation Effect: Makes minor repairs on an object.</div>	DC: 14, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsM-O.rtf
<div>■■■■■ Purify Food and Drink</div> <div>School: Transmutation Effect: Purifies 2 cu. ft. of food or water.</div>	DC: 14, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsP-R.rtf
<div>■■■■■ Read Magic</div> <div>School: Divination Effect: Read scrolls and spellbooks.</div>	SR: No	1 standard action	20 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
<div>■■■■■ Resistance</div> <div>School: Abjuration Effect: Subject gains +1 on saving throws.</div>	DC: 14, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
<div>■■■■■ Virtue</div> <div>School: Transmutation Effect: Subject gains 1 temporary hp.</div>	DC: 14, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF	RSRD: SpellsT-Z.rtf

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■ Calm Animals</div> <div>School: Enchantment (Compulsion) [Mind-Affecting] Effect: Calms 2d4 + 2 HD of animals.</div>	DC: 15, Will negates; see text SR: Yes	1 standard action	2 minutes	Close (30 ft.)	V, S	RSRD: SpellsC.rtf
<div>■■■■■ Charm Animal</div> <div>School: Enchantment (Charm) [Mind-Affecting] Effect: Makes one animal your friend.</div>	DC: 15, Will negates SR: Yes	1 standard action	2 hours	Close (30 ft.)	V, S	RSRD: SpellsC.rtf
<div>■■■■■ Cure Light Wounds</div> <div>School: Conjurati�n (Healing) Effect: Cures 1d8+2 damage.</div>	DC: 16, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
<div>■■■■■ Detect Animals or Plants</div> <div>School: Divination Effect: Detects kinds of animals or plants.</div>	SR: No	1 standard action	Concentration, up to 20 minutes [D]	Long (480 ft.)	V, S	RSRD: SpellsD-E.rtf
<div>■■■■■ Detect Snares and Pits</div> <div>School: Divination Effect: Reveals natural or primitive traps.</div>	SR: No	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
<div>■■■■■ Endure Elements</div> <div>School: Abjuration Effect: Exist comfortably in hot or cold environments.</div>	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S	RSRD: SpellsD-E.rtf
<div>■■■■■ Entangle</div> <div>School: Transmutation Effect: Plants entangle everyone in 40-ft.-radius circle.</div>	DC: 15, Reflex partial; see text SR: No	1 standard action	2 minutes [D]	Long (480 ft.)	V, S, DF	RSRD: SpellsD-E.rtf
<div>■■■■■ Faerie Fire</div> <div>School: Evocation [Light] Effect: Outlines subjects with light, canceling blur, concealment, and the like.</div>	SR: Yes	1 standard action	2 minutes [D]	Long (480 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
<div>■■■■■ Goodberry</div> <div>School: Transmutation Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].</div>	SR: Yes	1 standard action	2 days	Touch	V, S, DF	RSRD: SpellsF-G.rtf
<div>■■■■■ Hide from Animals</div> <div>School: Abjuration Effect: Animals can't perceive 2 subjects.</div>	DC: 15, Will negates (harmless) SR: Yes	1 standard action	20 minutes [D]	Touch	S, DF	RSRD: SpellsH-L.rtf
<div>■■■■■ Jump</div> <div>School: Transmutation Effect: Subject gets +10 enhancement bonus on Jump checks.</div>	DC: 15, Will negates (harmless) SR: Yes	1 standard action	2 minutes [D]	Touch	V, S, M	RSRD: SpellsH-L.rtf
<div>■■■■■ Longstrider</div> <div>School: Transmutation Effect: Increases your speed.</div>	SR: No	1 standard action	2 hours [D]	Personal	V, S, M	RSRD: SpellsH-L.rtf
<div>■■■■■ Magic Fang</div> <div>School: Transmutation Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</div>	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	2 minutes	Touch	V, S, DF	RSRD: SpellsM-O.rtf
<div>■■■■■ Magic Stone</div> <div>School: Transmutation Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.</div>	DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsM-O.rtf
<div>■■■■■ Obscuring Mist</div> <div>School: Conjurati�n (Creation) Effect: Fog surrounds you.</div>	SR: No	1 standard action	2 minutes	20 ft.	V, S	RSRD: SpellsM-O.rtf
<div>■■■■■ Pass without Trace</div> <div>School: Transmutation Effect: 2 subjects leaves no tracks.</div>	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	2 hours [D]	Touch	V, S, DF	RSRD: SpellsP-R.rtf

* =Domain/Specialty Spell

Druid Spells

<div>▣▣▣▣▣Produce Flame</div> <div>School: Evocation [Fire]</div> <div>Effect: 1d6+2 damage, touch or thrown.</div>	SR: Yes	1 standard action2 minutes [D]	0 ft.	V, S	RSRD: SpellsP-R.rtf
<div>▣▣▣▣▣Shillelagh</div> <div>School: Transmutation</div> <div>Effect: Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 2 minutes.</div>	DC: 15, Will negates (object) SR: Yes (object)	1 standard action2 minutes	Touch	V, S, DF	RSRD: SpellsS.rtf
<div>▣▣▣▣▣Speak with Animals</div> <div>School: Divination</div> <div>Effect: You can communicate with animals.</div>	SR: No	1 standard action2 minutes	Personal	V, S	RSRD: SpellsS.rtf
<div>▣▣▣▣▣Summon Nature's Ally I</div> <div>School: Conjuraction (Summoning)</div> <div>Effect: Calls creature to fight.</div>	SR: No	1 round2 rounds [D]	Close (30 ft.)	V, S, DF	RSRD: SpellsS.rtf
* =Domain/Speciality Spell					

Spellbook: Prepared Spells

Druid

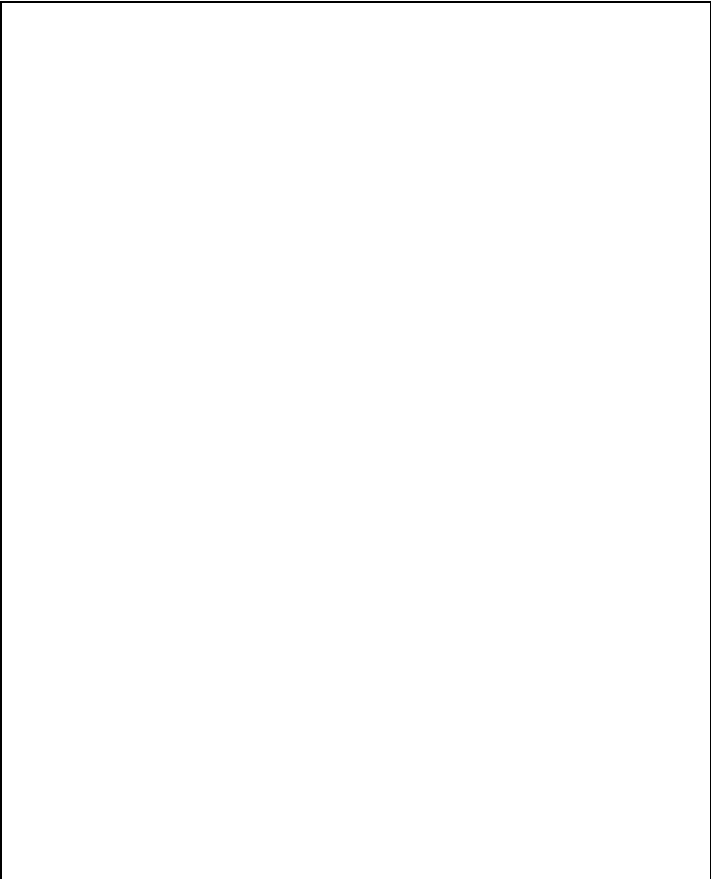
Level 0

- ☐ Create Water (DC:)
- ☐ Cure Minor Wounds (DC:15)
- ☐ Detect Magic (DC:)
- ☐ Flare (DC:14)

Level 1

- ☐ Cure Light Wounds (DC:16)
- ☐ Goodberry (DC:)
- ☐ Produce Flame (DC:)

Aiven Green



Strongheart Halfling
RACE
32
AGE
Male
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
3' 2"
HEIGHT
36 lbs.
WEIGHT
Brown
EYE COLOUR
Tanned, Dirty
SKIN COLOUR
Green, Disheveled
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
The Chondalwood
REGION

Description:
Biography:

Notes:

Character Sheet Notes: