

Aiven Green

CHARACTER NAME

Druid 1

CLASS

1 / 1

Character Level / CR

999 / 1000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	11		+0		
DEX Dexterity	15		+2		
CON Constitution	15		+2		
INT Intelligence	14		+2		
WIS Wisdom	18		+4		
CHA Charisma	12		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+4	= +2	+ +2	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+2	= +0	+ +2	+ +0	+ +0	+ +0		
WILL (wisdom)	+6	= +2	+ +4	+ +0	+ +0	+ +0		

	TOTAL	=	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	=	+0	+ +0	+ +1	+ +0	+ +0	
RANGED attack bonus	+3	=	+0	+ +2	+ +1	+ +0	+ +0	
GRAPPLE attack bonus	-4	=	+0	+ +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	+2	1d4	2W-P-(OH)		-4	1d4		
1H-O	-2	1d4	2W-P-(OL)		-2	1d4		
2H	+2	1d4	2W-OH		-8	1d4		
Range: 20 ft.		To Hit: +5		Damage: 1d4				
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.			
TH	+3	+3	+1	-1	-3			
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: +4	Damage: 1d3					
	50 ft.	100 ft.	150 ft.	200 ft.	250 ft.			
TH	+4	+2	+0	-2	-4			
Dam	1d3	1d3	1d3	1d3	1d3			
	300 ft.	350 ft.	400 ft.	450 ft.	500 ft.			
TH	-6	-8	-10	-12	-14			
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	+0	1d4+1	2W-P-(OH)		-6	1d4+1		
1H-O	-4	1d4+1	2W-P-(OL)		-4	1d4+1		
2H	+0	1d4+1	2W-OH		-10	1d4+1		
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.			
TH	+3	+1	-1	-3	-5			
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
*Leather (Small)		Light	+2	+6	+0	10
*Buckler (Small)		Shield	+1		-1	5

Skylar

PLAYER NAME

Strongheart

RACE

Halfling

Small / 5 ft.

SIZE / FACE

32

Male

AGE

32

GENDER

HP hit points	10	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
AC armor class	16	14	13	10	2	1	2	1	0	0	0	0	0	Walk 20 ft.	15	-1	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
INITIATIVE modifier	+2	=	+2	+ +0	TOTAL												
BASE ATTACK bonus	+0																

TOTAL SKILLPOINTS: 24		SKILLS		MAX RANKS: 4/2		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	2	=	2	
✓	Balance	DEX	1	=	2	+ -1
✓	Bluff	CHA	1	=	1	
✓	Climb	STR	1	=	0	+ 1
✓	Concentration	CON	6	=	2	+ 4
✓	Craft (Untrained)	INT	2	=	2	
	Craft (Woodworking)	INT	4	=	2	+ 2
✓	Diplomacy	CHA	1	=	1	
✓	Disguise	CHA	1	=	1	
✓	Escape Artist	DEX	1	=	2	+ -1
✓	Forgery	INT	2	=	2	
✓	Gather Information	CHA	1	=	1	
	Handle Animal	CHA	3	=	1	+ 2
✓	Heal	WIS	4	=	4	
✓	Hide	DEX	5	=	2	+ 3
✓	Intimidate	CHA	1	=	1	
✓	Jump	STR	-5	=	0	+ -5
	Knowledge (Nature)	INT	8	=	2	+ 4 + 2
✓	Listen	WIS	8	=	4	+ 2 + 2
✓	Move Silently	DEX	3	=	2	+ 1
✓	Ride	DEX	2	=	2	
✓	Search	INT	2	=	2	
✓	Sense Motive	WIS	4	=	4	
	Spellcraft	INT	6	=	2	+ 4
✓	Spot	WIS	6	=	4	+ 2
✓	Survival	WIS	10	=	4	+ 4 + 2
✓	Swim	STR	-2	=	0	+ -2
✓	Use Rope	DEX	2	=	2	
				=	+	+
				=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Masterwork Shortspear (Small)	Equipped	1	1.5	301.0
Leather (Small)	Equipped	1	7.5	10.0
Buckler (Small)	Equipped	1	2.5	15.0
Backpack (Small)	Equipped	1	0.5	2.0
9.5 lbs., 1 Bedroll (Small), 2 Torch, 1 Rope (Silk/50 Ft.), 3 Rations (Trail/Per Day) (Small), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Case (Map or Scroll), 2 Waterskin				
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
Rope (Silk/50 Ft.)	Backpack (Small)	1	5.0	10.0
Torch	Backpack (Small)	2	1.0 (2.0)	0.01 (0.02)
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Waterskin	Backpack (Small)	2	0.0 (0.0)	1.0 (2.0)
0 lbs.				
Pouch (Belt) (Small)	Equipped	1	0.12	1.0
2.43 lbs., 1 Signal Whistle, 1 Flint and Steel, 8 Coin (Copper), 1 Coin (Silver), 9 Bullet (Sling) (Small)				
Bullet (Sling) (Small)	Pouch (Belt) (Small)	9	0.25 (2.25)	0.01 (0.09)
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
Sling (Small)	Carried	1	0.0	0.0
0 lbs.				
Dagger +1	Carried	1	1.0	2302.0
TOTAL WEIGHT CARRIED/VALUE			25.06 lbs.	2659.61 gp

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

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

LANGUAGES	
Chondathan, 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]
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.)	
+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]
+2 (+-2 on Magical Beasts)	
Wild Shape (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]

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	

TEMPLATES	
Region (Chondalwood)	

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	3	2	—	—	—	—	—	—	—	—

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■ Create Water</div> <div>School: Conjuration (Creation) [Water]</div> <div>Effect: Creates 2 gallons of pure water.</div>	SR: No	1 standard action	Instantaneous	Close (25 ft.)	V, S	RSRD: SpellsC.rtf
<div>■■■■■ Cure Minor Wounds</div> <div>School: Conjuration (Healing)</div> <div>Effect: Cures 1 point of damage.</div>	DC: 15, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
<div>■■■■■ Detect Magic</div> <div>School: Divination</div> <div>Effect: Detects spells and magic items within 60 ft.</div>	SR: No	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
<div>■■■■■ Detect Poison</div> <div>School: Divination</div> <div>Effect: Detects poison in one creature or small object.</div>	SR: No	1 standard action	Instantaneous	Close (25 ft.)	V, S	RSRD: SpellsD-E.rtf
<div>■■■■■ Flare</div> <div>School: Evocation [Light]</div> <div>Effect: Dazzles one creature [-1 on attack rolls].</div>	DC: 14, Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	RSRD: SpellsF-G.rtf
<div>■■■■■ Guidance</div> <div>School: Divination</div> <div>Effect: +1 on one attack roll, saving throw, or skill check.</div>	DC: 14, Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	RSRD: SpellsF-G.rtf
<div>■■■■■ Know Direction</div> <div>School: Divination</div> <div>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]</div> <div>Effect: Object shines like a torch.</div>	SR: No	1 standard action	10 minutes [D]	Touch	V, M/DF	RSRD: SpellsH-L.rtf
<div>■■■■■ Mending</div> <div>School: Transmutation</div> <div>Effect: Makes minor repairs on an object.</div>	DC: 14, Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsM-O.rtf
<div>■■■■■ Purify Food and Drink</div> <div>School: Transmutation</div> <div>Effect: Purifies 1 cu. ft. of food or water.</div>	DC: 14, Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsP-R.rtf
<div>■■■■■ Read Magic</div> <div>School: Divination</div> <div>Effect: Read scrolls and spellbooks.</div>	SR: No	1 standard action	10 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
<div>■■■■■ Resistance</div> <div>School: Abjuration</div> <div>Effect: Subject gains +1 on saving throws.</div>	DC: 14, Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
<div>■■■■■ Virtue</div> <div>School: Transmutation</div> <div>Effect: Subject gains 1 temporary hp.</div>	DC: 14, Fortitude negates (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]</div> <div>Effect: Calms 2d4 + 1 HD of animals.</div>	DC: 15, Will negates; see text	1 standard action	1 minutes	Close (25 ft.)	V, S	RSRD: SpellsC.rtf
<div>■■■■■ Charm Animal</div> <div>School: Enchantment (Charm) [Mind-Affecting]</div> <div>Effect: Makes one animal your friend.</div>	DC: 15, Will negates	1 standard action	1 hours	Close (25 ft.)	V, S	RSRD: SpellsC.rtf
<div>■■■■■ Cure Light Wounds</div> <div>School: Conjuration (Healing)</div> <div>Effect: Cures 1d8+1 damage.</div>	DC: 16, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
<div>■■■■■ Detect Animals or Plants</div> <div>School: Divination</div> <div>Effect: Detects kinds of animals or plants.</div>	SR: No	1 standard action	Concentration, up to 10 minutes [D]	Long (440 ft.)	V, S	RSRD: SpellsD-E.rtf
<div>■■■■■ Detect Snares and Pits</div> <div>School: Divination</div> <div>Effect: Reveals natural or primitive traps.</div>	SR: No	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
<div>■■■■■ Endure Elements</div> <div>School: Abjuration</div> <div>Effect: Exist comfortably in hot or cold environments.</div>	DC: 15, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	RSRD: SpellsD-E.rtf
<div>■■■■■ Entangle</div> <div>School: Transmutation</div> <div>Effect: Plants entangle everyone in 40-ft.-radius circle.</div>	DC: 15, Reflex partial; see text	1 standard action	1 minutes [D]	Long (440 ft.)	V, S, DF	RSRD: SpellsD-E.rtf
<div>■■■■■ Faerie Fire</div> <div>School: Evocation [Light]</div> <div>Effect: Outlines subjects with light, canceling blur, concealment, and the like.</div>	SR: Yes	1 standard action	1 minutes [D]	Long (440 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
<div>■■■■■ Goodberry</div> <div>School: Transmutation</div> <div>Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].</div>	SR: Yes	1 standard action	1 days	Touch	V, S, DF	RSRD: SpellsF-G.rtf
<div>■■■■■ Hide from Animals</div> <div>School: Abjuration</div> <div>Effect: Animals can't perceive 1 subjects.</div>	DC: 15, Will negates (harmless)	1 standard action	10 minutes [D]	Touch	S, DF	RSRD: SpellsH-L.rtf
<div>■■■■■ Jump</div> <div>School: Transmutation</div> <div>Effect: Subject gets +10 enhancement bonus on Jump checks.</div>	DC: 15, Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M	RSRD: SpellsH-L.rtf
<div>■■■■■ Longstrider</div> <div>School: Transmutation</div> <div>Effect: Increases your speed.</div>	SR: No	1 standard action	1 hours [D]	Personal	V, S, M	RSRD: SpellsH-L.rtf
<div>■■■■■ Magic Fang</div> <div>School: Transmutation</div> <div>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</div>	DC: 15, Will negates (harmless)	1 standard action	1 minutes	Touch	V, S, DF	RSRD: SpellsM-O.rtf
<div>■■■■■ Magic Stone</div> <div>School: Transmutation</div> <div>Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.</div>	DC: 15, Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsM-O.rtf
<div>■■■■■ Obscuring Mist</div> <div>School: Conjuration (Creation)</div> <div>Effect: Fog surrounds you.</div>	SR: No	1 standard action	1 minutes	20 ft.	V, S	RSRD: SpellsM-O.rtf
<div>■■■■■ Pass without Trace</div> <div>School: Transmutation</div> <div>Effect: 1 subjects leaves no tracks.</div>	DC: 15, Will negates (harmless)	1 standard action	1 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+1 damage, touch or thrown.</div>	<div>SR: Yes</div>	<div>1 standard action1 minutes [D]</div> <div>Target: Flame in your palm</div>	<div>0 ft.</div>	<div>V, S</div> <div>Caster Level:1</div>	<div>RSRD: SpellsP-R.rtf</div>
<div>Shillelagh</div> <div>School: Transmutation</div> <div>Effect: Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes.</div>	<div>DC: 15, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action1 minutes</div> <div>Target: One touched nonmagical oak club or quarterstaff</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:1</div>	<div>RSRD: SpellsS.rtf</div>
<div>Speak with Animals</div> <div>School: Divination</div> <div>Effect: You can communicate with animals.</div>	<div>SR: No</div>	<div>1 standard action1 minutes</div> <div>Target: You</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:1</div>	<div>RSRD: SpellsS.rtf</div>
<div>Summon Nature's Ally I</div> <div>School: Conjuraction (Summoning)</div> <div>Effect: Calls creature to fight.</div>	<div>SR: No</div>	<div>1 round1 rounds [D]</div> <div>Target: One summoned creature</div>	<div>Close (25 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:1</div>	<div>RSRD: SpellsS.rtf</div>

* =Domain/Speciality Spell

Spellbook: Prepared Spells

Druid

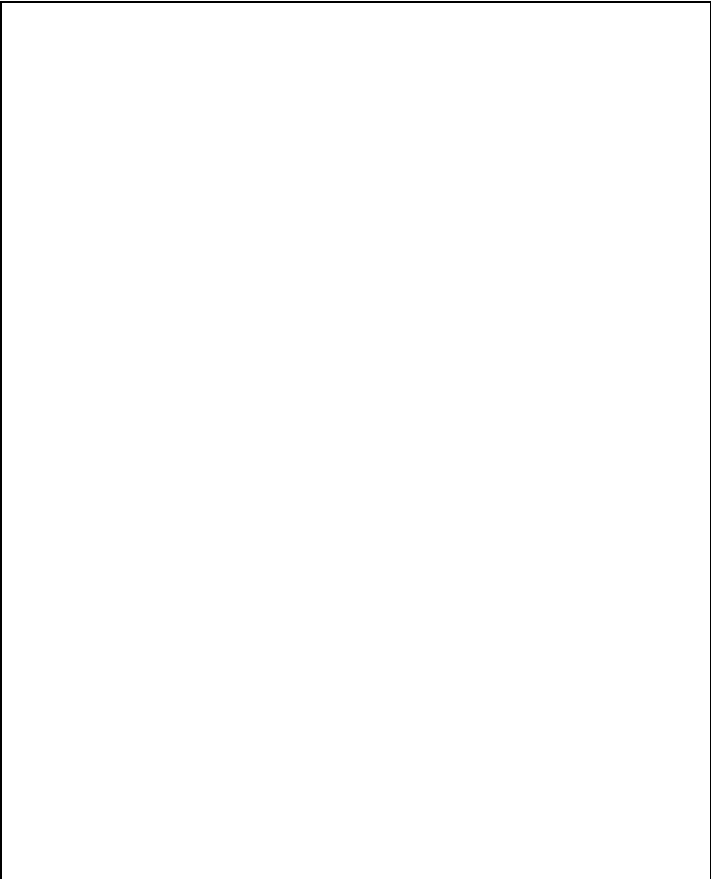
Level 0

☐ ☐ Create Water (DC:)

Level 1

☐ Entangle (DC:15)

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: