

Protective Items/AC Adjustments:

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
Mwk Leaf Stud Lthr	Lt	3	0	6	0	10%	Arm	Armour
Mwk Lt Wooden Shield	Sh	1	0	-	0	5%	Sh	Shield
Ring of Protection +1	-	1	1	-	0	0%	Mag	Deflection
				-				
				-				
				-				
				-				
				-				
<i>Totals</i>		5	1	6	0	15%		

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	4				0			
Ranged	4				0			

Save Adjustments:

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	5				2				
Reflex	2				0				
Will	5				3				

DC Adjustments:

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	2				
Wisdom-based	3				
Charisma-based	1				

Ability Adjustments:

	Orig	Lvl	Inh	Mgc	Total
STRENGTH	10				10
DEXTERITY	11				11
CONSTITUTION	14				14
INTELLIGENCE	15				15
WISDOM	15	1			16
CHARISMA	13				13

Racial Abilities:

Bonus feat at 1st level
+1 skill point per level

Class Abilities:

Animal Companion
Nature Sense
Wild Empathy +9
Woodland Stride
Trackless Step
Resist Nature's Lure
Wild Shape 2/day

Starting Proficiencies:

Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortspear, Sling, Spear, Natural Attacks, Light Armour, Medium Armour, Shields (except tower shields)

Feats:

Spell Focus (conjuration)
Augment Summoning
Quick Reconnoiter
Natural Spell

Class: Druid

DC: 13 + Spell Level

Spells Prepared and Spell Notes:

Spells Per Day:

	Base		Bonus	=	Total
LVL 0	<u> 5 </u>	+	<u> 0 </u>	=	<u> 5 </u>
LVL 1	<u> 3 </u>	+	<u> 1 </u>	=	<u> 4 </u>
LVL 2	<u> 3 </u>	+	<u> 1 </u>	=	<u> 4 </u>
LVL 3	<u> 2 </u>	+	<u> 1 </u>	=	<u> 3 </u>
LVL 4	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 5	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 6	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 7	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 8	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 9	<u> </u>	+	<u> </u>	=	<u> 0 </u>

Riding Dog (animal companion): CR 2; Medium animal; HD 6D8+18; 45 hp; Init +3; Spd 30 ft; Space 5 ft; Reach 5 ft; AC 25 (touch 13, flat-footed 22); Atk +7 melee (1D8+4, bite); SA trip (+3); SQ devotion, evasion, link, low-light vision, scent, share spells; AL N; SV Fort +8, Ref +8, Will +3; Str 17, Dex 17, Con 16, Int 2, Wis 12, Cha 6; Length 3 ft.
Skills and Feats: Jump +9, Listen +6, Spot +6, Swim +4, Survival +3*; Alertness, Blind-Fight, Improved Natural Attack (bite), Track.

Tricks: Assist Attack, Attack (2), Fetch, Guard, Hunt, Subdue, Track, Warn

* +4 racial bonus on Survival checks when tracking by scent

Wolf (animal companion): CR 2; Medium animal; HD 6D8+18; 45 hp; Init +3; Spd 50 ft; Space 5 ft; Reach 5 ft; AC 19 (touch 13, flat-footed 16); Atk +7 melee (1D8+2, bite); SA trip (+2); SQ evasion, link, low-light vision, scent, share spells; AL N; SV Fort +8, Ref +8, Will +3; Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 6; Length 3 ft.
Skills and Feats: Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +3*; Blind-Fight, Improved Natural Attack (bite), Track, Weapon Focus (bite).

Tricks: attack (2), defend, guard, heel, hunt, subdue, track, warn

* +4 racial bonus on Survival checks when tracking by scent

Light Horse (animal companion): CR 2; Medium animal; HD 7D8+21; 52 hp; Init +2; Spd 60 ft (65 ft in light or not armour); Space 10 ft; Reach 5 ft; AC 18 (touch 11, flat-footed 16); Atk +2 melee (1D4+2, hooves x2); SQ devotion, evasion, link, low-light vision, scent, share spells; AL N; SV Fort +8, Ref +7, Will +3; Str 16, Dex 15, Con 16, Int 2, Wis 12, Cha 6; Length 6 ft.

Skills and Feats: Listen +6, Spot +6; Dash, Endurance, Run.

Tricks: bull rush, come, defend, heel, stay, subdue, warn, work

Description

Birthday: 3 Light

Stoneblessed
Liked by Goliaths
Liked by some Firenewts