

Beag
 CHARACTER: **Brownie** (Race & LA) **Tiny** (Size) **Female** (Gender)
 11 (Age) **Neutral Evil** (Alignment) **Green Mother (TFW-20)** (Deity)
 LANGUAGES: **Common, Sylvan, Druidic**

Hebeloma
 PLAYER: **1'6"** (Height) **14 lbs** (Weight) **black** (Hair) **black** (Eyes) **white** (Skin)
Silkwood, The First World (TFW:48) (Homeland & Background Occupation)



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	12	-2		
DEX	20	5	16	4		
CON	10	0	10			
INT	12	1	14	-2		
WIS	22	6	18	2	2	
CHA	10	0	10			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
37	32	5	Unseelie Ovate (Druid)	3	25	5	4	1	4	5	
TOTAL HP	37	FAVORED CLASS	Druid	TOTALS	3	25	5	4	1	4	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	5	0	5	2				
TOUCH	17	-10+			5	2				
FLAT-FOOT	17	-10+	5	0	0	2				

SKILLS					RANKS TOTAL	
TOTAL	RANKS	ABILITY	TRAINED	MISC	25	
<input type="checkbox"/> ACROBATICS	DEX	4		5		
<input type="checkbox"/> APPRAISE	INT	1		1		
<input checked="" type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB	STR	-1		0		
<input checked="" type="checkbox"/> CRAFT	INT	1		1		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE	DEX			5		
<input type="checkbox"/> DISGUISE	CHA	0		0		
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		5		
<input checked="" type="checkbox"/> FLY	DEX	8	1	5	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	4	1	0	3	
<input type="checkbox"/> HEAL	WIS	6		6		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	6	1	0	3	2
<input checked="" type="checkbox"/> KN: (planes)	INT	5	1	1	3	
<input checked="" type="checkbox"/> KN: (nature)	INT	11	5	1	3	2
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	14	5	6	3	
<input type="checkbox"/> PERFORM	CHA	0		0		
<input checked="" type="checkbox"/> PROF:	WIS			6		
<input checked="" type="checkbox"/> RIDE	DEX	4		5		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	14	5	6	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			5		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	5	1	1	3	
<input checked="" type="checkbox"/> STEALTH	DEX	20	5	5	3	8
<input checked="" type="checkbox"/> SURVIVAL	WIS	6		6		
<input checked="" type="checkbox"/> SWIM	STR	-1		0		
<input type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					



SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	4	4	0			
REF	6	1	5			
WILL	10	4	6			

ATTACKS							
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC		
MELEE	5		3	0	2		
RANGED	10		3		5	2	
CMB	7	3	WIS	6	2	-4	
CMD	16	-10+	B3B	0	5	2	-4

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Brownie (newpathfinderraces.wordpress) fey
 tiny: +2 AC, attack, -2 CMD, CMB, +8 Stealth, Move 20
 Skill Training: Bluff and Stealth are class skills
 Spell-like: Invisibility, Reckless Infatuation (1/day)
 Low-Light Vision (triple)
 Natural Spell: Cast spells in Beast Form
 Wild Speech: Speak in Beast Form

Class: Druid HD: d8 skills: 4+Int Mod
 Archetype: Unseelie Ovate (LG:FKCC-17)
 Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, & spear
 Armor Prof: Light Armor (no metal)
 Spontaneous Casting: Use slot for summoning spell
 Spells: Can't cast good spells
 Wild Heart (Ex): +2 Intimidate and Knowledge (nature)
 Unseelie Arts: Additional spells on druid list

Woodland stride - move at speed through underbrush at normal speed w/o dam
 Trackless step - leaves no trail in nature & cannot be tracked
 Resist Nature's Lure - +4 save vs fey & plant spells
 Wild Shape (1/day) - small or Medium animal, elemental or plant (1/day)
 Shade of the Woodlands (ISWG) - connected to dark forest, no fire spells;

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE: 15,000 / 23,000
 SLOW MEDIUM FAST

SPEED	INIT	HERO	SR	DR	RESISTANCES	POOL POINTS
20	5					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit +2	5	6	-1	10	Lt	0.3
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (melee)	+2	1d2	19-20,x2		S	0.3	
sling +2	+7 +2	1d2 +2	20,x2	50	B	0.3	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
№	ITEM	QTY / USES	WGT N/A	WEIGHT
	Spider-silk bodysuit +2			
	dagger			
	sling +2			
	bag w/ 20 bullets			

EQUIPMENT & MAGIC ITEMS				
№	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT
<small>EQUIPMENT SLOTS FOR MAGIC ITEMS</small>
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
№	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
№	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
0.8	0.0	0.0		0.8

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100	N	100	200	500
0	0			0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>

SPELLS PER DAY

CLASS	Druid			LEVEL	5	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	4	4			
17	1st	5	3	2		
18	2nd	4	2	2		
19	3rd	2	1	1		
	4th			1		
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **35** MEDIUM: 100FT + 10FT / LVL **150** LONG: 400FT + 40FT / LVL **600**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS				LEVEL		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination					
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transmutation					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					
0			Ghost Sound - Figment sounds.	Illusion					
1			Sleep - Puts 4 HD of creatures into magical slumber.	Enchantment					
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					
1			Call Animal - Calls the nearest wild animal of the designated type	Enchantment					
1			Calm Animals - Calms 2d4 + level HD of animals.	Enchantment					
1			Charm Animal - Makes one animal your friend.	Enchantment					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Entangle - Plants entangle everyone in 40-ft. radius.	Transmutation					
1			Snowball - Ranged touch delivers 1d6/level cold damage (max 5d6) and might stagger a foe.	Conjuration					
1			Speak with Animals - You can communicate with animals.	Divination					
1			Summon Nature's Ally I - Summons creature to fight.	Conjuration					
2			Stone Call - 2d6 damage to all creatures in area.	Conjuration					
2			Haunting Mists - Creatures are shaken and take Wis damage.	Illusion					
2			Unadulterated Loathing - Target is compelled to avoid another creature.	Enchantment					
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.	Evocation					
2			Alter Summoned Monster - Swap summoned creature with one you could summon	Conjuration					
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmutation					
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transmutation					
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.	Evocation					
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	Transmutation					
2			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.	Conjuration					
2			Summon Nature's Ally II - Summons creature to fight.	Conjuration					