

Beag
 CHARACTER: **Brownie** **Tiny** **Female**
 RACE & LA: **11** **Neutral Evil** **Green Mother (TFW-20)**
 AGE: **11** **Neutral Evil** **Green Mother (TFW-20)**
 LANGUAGES: **Common, Sylvan, Druidic**

Hebeloma
 PLAYER: **1'6"** **14 lbs** **black** **black** **white**
 HEIGHT: **1'6"** **14 lbs** **black** **black** **white**
 WEIGHT: **14 lbs** **black** **black** **white**
 HAIR: **black** **black** **white**
 EYES: **black** **black** **white**
 SKIN: **black** **black** **white**
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	24	7	18	2	4	
CHA	10	0	10			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
72	62	10	Unseelie Ovate (Druid)	7	50	10	7	3	7	10
TOTAL HP	72	FAVORED CLASS	Druid	TOTALS	7	50	10	7	3	7

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	-10+	6	0	5	2				
TOUCH	17	-10+			5	2				
FLAT-FOOT	18	-10+	6	0	0	2				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	7	0			
REF	8	3	5			
WILL	16	7	7		2	

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	9	7		0	2	
RANGED	14	7		5	2	
CMB	12	7	WIS	7	2	-4
CMD	20	-10+	B7B	0	5	-4

COMBAT NOTES & MODIFIERS

second attack @ +2 BAB

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	60
<input type="checkbox"/> ACROBATICS	DEX	4	5			
<input type="checkbox"/> APPRAISE	INT	1	1			
<input checked="" type="checkbox"/> BLUFF	CHA	4	1	0	3	
<input checked="" type="checkbox"/> CLIMB	STR	3	1	0	3	
<input checked="" type="checkbox"/> CRAFT	INT	5	1	1	3	
<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	10	3	5	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	6	3	0	3	
<input type="checkbox"/> HEAL	WIS	7		7		
<input 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	16	10	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	20	10	7	3	
<input type="checkbox"/> PERFORM	CHA	0		0		
<input checked="" type="checkbox"/> PROF:	WIS			7		
<input checked="" type="checkbox"/> RIDE	DEX	8	1	5	3	
<input type="checkbox"/> SENSE MOTIVE	WIS	20	10	7	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			5		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	10	6	1	3	
<input type="checkbox"/> STEALTH	DEX	25	10	5	3	8
<input checked="" type="checkbox"/> SURVIVAL	WIS	11	1	7	3	
<input checked="" type="checkbox"/> SWIM	STR	3	1	0	3	
<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					

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Brownie (newpathfinderraces.wordpress) fey	Class: Druid HD: d8 skills: 4+Int Mod
tiny: +2 AC, attack, -2 CMD, CMB, +8 Stealth, Move 20	Archetype: Unseelie Ovate (LG:FKCC-17)
Skill Training: Bluff and Stealth are class skills	Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, & spear
Spell-like: Invisibility, Reckless Infatuation (1/day)	Armor Prof: Light Armor (no metal)
Low-Light Vision (triple)	Spontaneous Casting: Use slot for summoning spell
Natural Spell: Cast spells in Beast Form	Spells: Can't cast good spells
Wild Speech: Speak in Beast Form	Wild Heart (Ex): +2 Intimidate and Knowledge (nature)
Iron Will +2 Will saves	Unseelie Arts: Additional spells on druid list
Welcome Pain - Shed Condition that brought you to 0 hp	Woodland stride - move at speed through underbrush at normal speed w/o dam
Soul-Bound Shade of the Umbral Wood - Gain shadow creature template for 10/min lvl	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, no elemental or plant (4/day)
	Fey Mind (Su): Immune humanoid mind-effects, +2 other
Unseelie Shape (Su): Wild Shape: form of diminutive to huge fey	Shade of the Woodlands (ISWG) - connected to dark forest, no fire spells;
Unseelie Shape (Su): Wild Shape: form of small to medium magical beast	

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit +3	6	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 +3	+7 +3	1d2 +3	20,x2	50	B	0.3	

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: SLOW MEDIUM FAST

105,000 / 155,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	20				
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

SPELLS PER DAY

CLASS	Druid			LEVEL	10	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	4	4			
18	1st	6	4	2		
19	2nd	6	4	2		
20	3rd	5	3	2		
21	4th	4	3	1		
22	5th	3	2	1		
	6th			1		
	7th			1		
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

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					

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Deep Slumber - Puts 10 HD of creatures to sleep.	Enchantment					
3			Malicious Spite - Target is compelled to plot against another.	Enchantment					
3			Aqueous Orb - Creates rolling sphere of water.	Conjuration					
3			Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.	Evocation					
3			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration					
3			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Abjuration					
3			Plant Growth - Grows vegetation, improves crops.	Transmutation					
3			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.	Necromancy					
3			Remove Disease - Cures all diseases affecting subject.	Abjuration					
3			Speak with Plants - You can talk to plants and plant creatures.	Divination					
3			Steal Size - Reduce foe size by one and increase your own by 1	Transmutaiton					
3			Summon Nature's Ally III - Summons creature to fight.	Conjuration					
3			Water Breathing - Subjects can breathe underwater.	Transmutaiton					
4			Crushing Despair - Subjects take -2 on attack rolls, damage rolls, saves, and checks.	Enchantment					
4			Fear - Subjects within cone flee for 1 round/level.	Enchantment					
4			Aggressive Thundercloud, Greater - Flying storm cloud deals 6d6 electricity damage.	Evocation					
4			Ball Lightning - Flying lightning spheres deal 3d6 electricity damage each.	Evocation					
4			Blight - Withers one plant or deals 1d6/level damage to plant creature.	Necromancy					
4			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	Conjuration					
4			Dispel Magic - Cancels one magical spell or effect.	Abjuration					
4			Earth Glide - Gain the ability to pass through stone, dirt and earth.	Transmutaiton					
4			Explosion of Rot - Rotting energy deals 1d6/level dmg and staggers all creatures for 1d4 rounds	Necromancy					
4			Flaming Sphere, Greater - Rolling ball of fire deals 6d6 fire damage and ignites targets.	Evocation					
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.	Evocation					
4			Summon Nature's Ally IV - Summons creature to fight.	Conjuration					
5			Nightmare - Sends vision dealing 1d10 damage, fatigue.	Enchantment					
5			Shadow Step - Teleport from one shadow to another.	Illusion					
5			Awaken - Animal or tree gains human intellect.	Transmutaiton					
5			Baleful Polymorph - Transforms subject into harmless animal.	Transmutaiton					
5			Call Lightning Storm - As call lightning, but 5d6 damage per bolt.	Evocation					
5			Commune with Nature - Learn about terrain for 1 mile/level.	Divination					
5			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20).	Conjuration					
5			Summon Nature's Ally V - Summons creature to fight.	Conjuration					
5			Tree Stride - Step from one tree to another far away.	Conjuration					
5			Stoneskin - Grants DR 10/adamantine.	Transmutaiton					