

Mahata
 CHARACTER
Gathlain small female
 RACE & LA SIZE GENDER
 101 Chaotic Neutral Erastil
 AGE ALIGNMENT DEITY
 Evergrove Forest, First World
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Sylvan, Druidic, Elven, Gnome, Treant



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	11			
DEX	20	5	18	2		
CON	12	1	14	-2		
INT	16	3	16			
WIS	20	5	20			
CHA	17	3	15	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
9	9	1	Druid	0	7		2	0	2	1
TOTAL HP			TOTALS							
			0	7	0	2	0	2	1	

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	-10+	6	0	5	1		1		
TOUCH	16	-10+			5	1				
FLAT-FOOT	18	-10+	6	0	0	1		1		

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	2	1			
REF	5	0	5			
WILL	7	2	5			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		0	1	
RANGED	6	0		5	1	
CMB	6	0	WIS	5	1	
CMD	16	-10+	BOB	0	5	1

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 6
 SPELL FAILURE: 0%

COMBAT NOTES & MODIFIERS

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

Race: Gathlain (fey) (ISR-188,243, B4-122)
 low light vision (ISR-243)
 Natural +1 AC
 entangle, feather step (APG) 1/day
 Class: Druid (PCR-48) HD: d8
 Weapon Prof: club, dagger, quarterstaff, sling, spear
 Armor Prof: non-metal light and medium armor
 Archetype: Leshy Warden (Familiar Folio-7)
 Plant Domain (PCR-46) Get bonus domain spell slots
 Wooden Fist (Su) - attack 3+Wis Mod rnds/day (PCR-46)
 Bramble Armor (Su) - melee attacks take 1d6 +lv/2 dam lv md/day
 leshy Familiar: Gutxi the Leaf Leshy (B3-??)
 Nature Sense (Ex) +2 nature and survival (PCR-50)
 Green Empathy (Ex) improve attitude of plant (FF-7)
 familiar spell (metamagic) - allow familiar to cast 1 of yr spell (AC-18)

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	5		5		
* APPRAISE	3		3		
* BLUFF	3		3		
* CLIMB	0		0		
* CRAFT	3		3		
* DIPLOMACY	3		3		
* DISABLE DEVICE			5		
* DISGUISE	3		3		
* ESCAPE ARTIST	5		5		
* FLY	11	1	5	3	2
* HANDLE ANIMAL			3		
* HEAL	5		5		
* INTIMIDATE	3		3		
* KN: geography	7	1	3	3	
* KN: nature	9	1	3	3	2
* KN:			3		
* KN:			3		
* KN:			3		
* KN:			3		
* LINGUISTICS			3		
* PERCEPTION	9	1	5	3	
* PERFORM	3		3		
* PROF: arborist	9	1	5	3	
* RIDE	5		5		
* SENSE MOTIVE	5		5		
* SLEIGHT OF HAND			5		
* SPELLCRAFT	7	1	3	3	
* STEALTH	9		5		4
* SURVIVAL	11	1	5	3	2
* SWIM	0		0		
* USE MAGIC DEVICE			3		
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

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 0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30	40			
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ironwood breastplate of the Gathlain	6	6	0	0	Med	15.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Wooden Fist	+1	1d3+lv/2	x2		B		
oaken sapling spear+1	+6+1	1d8+1	x3	20	P		
daggers	+6	1d4	19-20,x2	10	S,P		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	standard adventurer's kit			
	oaken sapling spear +1	2		
	daggers	2		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	ironwood breastplate of the Gathlain			

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
15.0	0.0	0.0		15.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
38	77	115		115	230	575
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	3	3			
16	1st	4	2	2		
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT 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 MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT 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	instant	close	none	no	PCR
0			Detect Magic - Detects spells and magic items within 60 ft	divination	1 min/lvl	60'	none	no	PCR
0			Guidance - +1 on one attack roll, saving throw, or skill check.	divination	1 min	touch	will	yes	PCR
0			Know Direction - You discern north.	divination	instant	personal	none	no	PCR
0			Light - Object shines like a torch	evocation	10 min/lvl	touch	none	no	PCR
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	transmutation	instant	10	will	yes	PCR
0			Read Magic - Read scrolls and spellbooks.	divination	10 min/lvl	personal	none	no	PCR
1			Entangle - Plants entangle everyone in 40-ft. radius	transmutation	1 min/lvl	long	reflex	no	PCR
1			Shield Companion - apply shield to familiar or companion +1 AC & saves	abjuration	1 hr/lvl	close	will	yes	AC-25
1			Decompose Corpse - Turn a corpse into a clean skeleton.	necromancy	instant	touch	fort	yes	UM
1			Detect Aberration - Reveals presence of aberrations.	divination	10 min/lvl	long	none	no	APG
1			Detect Animals or Plants - Detects kinds of animals or plants.	divination	10 min/lvl	long	none	no	PCR
1			Detect Snares and Pits - Reveals natural or primitive traps.	divination	10 min/lvl	60'	none	no	PCR
1			Pass without Trace - One subject/level leaves no tracks.	transmutation	1 hr/lvl	touch	will	yes	PCR
1			Restore Corpse - Skeletal corpse grows flesh.	necromancy	instant	touch	none	no	UM
1			Summon Nature's Ally I - Summons creature to fight.	conjuration	1 rnd/lvl	close	none	no	PCR