

**Mahata**  
 CHARACTER  
**Gathlain** small female 3'8" 43 lbs green green amber  
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN  
 101 Chaotic Neutral Erastil Evergrove Forest, First World  
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION  
 LANGUAGES: Common, Sylvan, Druidic, Elven, Gnome, plantspeech (trees)



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	11	0	11			
<b>DEX</b>	20	5	18	2		
<b>CON</b>	12	1	14	-2		
<b>INT</b>	16	3	16			
<b>WIS</b>	24	7	20		4	
<b>CHA</b>	17	3	15	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
72	72	10	Druid	7	70		7	3	7	10
TOTAL HP			TOTALS							
			7	70	0	7	3	7	10	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
8	8	14	7	1		
			3	5		
			7	7		

ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
8	13	15	23	7		0
				7		5
				7		7
				7		5

COMBAT NOTES & MODIFIERS

+2 BAB 2nd attack

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	70
<input type="checkbox"/> ACROBATICS	DEX	5		5	
<input type="checkbox"/> APPRAISE	INT	3		3	
<input type="checkbox"/> BLUFF	CHA	3		3	
<input checked="" type="checkbox"/> CLIMB	STR	4	1	0	3
<input checked="" type="checkbox"/> CRAFT: wooden reed instr.	INT	10	4	3	3
<input type="checkbox"/> DIPLOMACY	CHA	7		3	4
<input type="checkbox"/> DISABLE DEVICE	DEX			5	
<input type="checkbox"/> DISGUISE	CHA	3		3	
<input type="checkbox"/> ESCAPE ARTIST	DEX	5		5	
<input checked="" type="checkbox"/> FLY	DEX	24	10	5	3
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	7	1	3	3
<input checked="" type="checkbox"/> HEAL	WIS	11	1	7	3
<input type="checkbox"/> INTIMIDATE	CHA	3		3	
<input checked="" type="checkbox"/> KN: geography	INT	16	10	3	3
<input checked="" type="checkbox"/> KN: nature	INT	18	10	3	2
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> LINGUISTICS	INT			3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	20	10	7	3
<input type="checkbox"/> PERFORM:	CHA	3		3	
<input checked="" type="checkbox"/> PROF: arborist	WIS	20	10	7	3
<input checked="" type="checkbox"/> RIDE	DEX	9	1	5	3
<input type="checkbox"/> SENSE MOTIVE	WIS	7		7	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			5	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	16	10	3	3
<input type="checkbox"/> STEALTH	DEX	9		5	4
<input checked="" type="checkbox"/> SURVIVAL	WIS	13	1	7	3
<input checked="" type="checkbox"/> SWIM	STR	4	1	0	3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			3	
<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: Gathlain (fey) (ISR-188,243, B4-122)	Leshy Callers (Ex) Add leshy to Summon Nature's Ally (FF-7)
low light vision (ISR-243)	Trackless Step (Ex) - leave no trail (PCR-51)
Natural +1 AC	Resist Nature's Lure - +4 saves vs fey & plant spells (PCR-51)
entangle, feather step (APG) 1/day	Leshy Tender (Ex) - increase Str & Dex of Leshy Familiar (FF-7)
Class: Druid (PCR-48) HD: d8	Wild Shape (Su) Plant Shape I, II or III 4/day (PCR-51,FF-7)
Weapon Prof: club, dagger, quarterstaff, sling, spear	Venom Immunity (Ex) - immune to all poisons
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)	Summon Plant Ally (HotW-23)
Bramble Armor (Su) - melee attacks take 1d6 +lv/2 dam lv md/day	School Familiar: Conjuration (Master's Side) familiar uses dimension door to master 1/day (FF-14)
leshy Familiar: Gutxi the Leaf Leshy (B3-??)	Natural Spell - cast spells in alternate form (PCR-130)
Nature Sense (Ex) +2 nature and survival (PCR-50)	Augment Summoning +4 Str & Con of summoned creatures (PCR-118)
Green Empathy (Ex) improve attitude of plant (FF-7)	Spell Focus (Conjuration) +1 DC Conjuration Spells
Woodland Stride (Ex) - move at speed in forest (PCR-51)	familiar spell (metamagic) - allow familiar to cast 1 of yr spell (AC-18)

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ironwood breastplate of the Gathlain +3	6	6	0	0	Med	15.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Wooden Fist w/ wood-knuckled gauntlets +2	+8+2	1d3+lv/2+2	x2		B		two strikes per attack
oaken sapling spear of the fey +3	+13+3	1d8+3	x3	20	P		
daggers	+13	1d4	19-20,x2	10	S,P		

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 / 105,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30	40			

INIT 5 = 5 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES immune poison

POOL POINTS



**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	4	4			
18	1st	7	4	2	1	
19	2nd	7	4	2	1	
20	3rd	6	3	2	1	
21	4th	5	3	1	1	
22	5th	4	2	1	1	
	6th			1		
	7th			1		
	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	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, includes leaf leshy	conjuration	1 rnd/lvl	close	none	no	PCR
2			Warp Wood - Bends wood.	transmutation	instant	close	will	yes	PCR
2			Wood Shape - Reshapes wooden objects to suit you.	transmutation	instant	touch	will	yes	PCR
2	1		Barkskin - Grants +x=4 enhancement to natural armor	transmutation	10 min/lvl	touch	none	no	PCR
2			Bear's Endurance - Subject gains +4 to Con for 1 min./level.	transmutation	1 min/lvl	touch	will	yes	PCR
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	transmutation	1 min/lvl	touch	will	yes	PCR
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	transmutation	1 min/lvl	touch	will	yes	PCR
2			Elemental Speech - Enables you to speak to elementals and some creatures	divination	1 min/lvl	personal	none	no	APG
2			Forest Friend - 1/3 Plant/lvl in a forested area become helpful to you and allies	abjuration	1 min/lvl	close	none	no	UC
2			Frost Fall - The area is covered in a chilling frost, 2d6 cold dam, 5' rad	evocation	1 rnd/2 lvls	close	fort	yes	UC
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	transmutation	1 min/lvl	touch	will	yes	PCR
2			Stone Call - 2d6 damage to all creatures in area, 40' rad, 20' high	conjuration	1 rnd/lvl	med	none	no	APG
2			Summon Nature's Ally II - Summons creature to fight, includes gourd leshy	conjuration	1 rnd/lvl	close	none	no	PCR

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3	1		Plant Growth - Grows vegetation, improves crops.	transmutation	1 day	long	none	no	PCR
3			Anthropomorphic Animal - Animal becomes bipedal.	transmutation	1 hr/lvl	touch	fort	yes	UM
3			Aqueous Orb - Creates rolling sphere of water.	conjunction	1 rnd/lvl	medium	reflex	no	APG
3			Burst of Nettles- Burst deals 3d6 damage and 1d6 acid.	conjunction	instant	close	reflex,1/2	yes	UM
3			Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.	evocation	1 min/lvl	medium	reflex,1/2	yes	PCR
3			Cup of Dust - Causes a creature to become dehydrated.	transmutation	1 day/lvl	close	fort	no	APG
3			Diminish Plants - Reduces size or blights the growth of normal plants.	transmutation	1 day	long	none	no	PCR
3			Dominate Animal - One animal obeys your silent mental commands and orders.	enchantment	1 rnd/lvl	close	will	yes	PCR
3			Feather Step, Mass - As feather step, but multiple creatures.	transmutation	10 min/lvl	close	fort	yes	APG
3			Fungal Infestation - Target takes bleed from attacks	necromancy	1d3 days	touch	fort	yes	UM
3			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	conjunction	instant	touch	will	yes	PCR
3			Quench - Extinguishes fires in 20' cube, 1d6 dam/lvl on fire creatures	transmutation	instant	medium	will	no	PCR
3			Remove Disease - Cures all diseases affecting subject.	conjunction	instant	touch	fort	yes	PCR
3			Summon Nature's Ally III - Summons creature to fight, includes Fungal Leshy	conjunction	1 rnd/lvl	close	none	no	PCR
4	1		Command Plants - Sways the actions of plant creatures.	transmutation	1 day/lvl	close	will	yes	PCR
4			Antiplant Shell - Keeps animated plants at bay outside 10' rad	abjuration	1 min/lvl	10'	none	yes	PCR
4			Arboreal Hammer 4 Tree branches attack opponents.	transmutation	1 rnd/lvl	medium	none	no	UM
4			Blight - Withers one plant or deals 1d6/level damage to plant creature.	necromancy	instant	touch	fort	yes	PCR
4			Dispel Magic - Cancels one magical spell or effect.	abjuration	instant	medium	none	no	PCR
4			Flame Strike - Smites foes with divine fire (1d6/level damage) 10' rad, 40' high	evocation	instant	medium	reflex,1/2	yes	yesPCR
4			Reincarnate - Brings dead subject back in a random body.	transmutation	instant	touch	none	yes	PCR
4			Rusting Grasp - touch corrodes iron & alloys, remove 1d6 AC once or deal 3d6+lvl dam vs ferrous creature	transmutation	1 rnd/lvl	touch	none	no	PCR
4			Summon Nature's Ally IV - Summons creature to fight, includes seaweed leshy	conjunction	1 rnd/lvl	close	none	no	PCR
4			Thorn Body - Your attackers take 1d6 +1 damage/level.	transmutation	1 rnd/lvl	personal	none	no	APG
5	1		Wall of Thorns - Thorns damage anyone who tries to pass, 10' cube/lvl	conjunction	10 min/lvl	medium	none	no	PCR
5			Awaken - Animal or tree gains human intellect.	transmutation	instant	touch	will	yes	PCR
5			Baleful Polymorph - Transforms subject into harmless animal.	transmutation	permanent	close	fort	yes	PCR
5			Call Lightning Storm - As call lightning, but 5d6 damage per bolt, max 15 bolts	evocation	1 min/lvl	long	reflex,1/2	yes	PCR
5			Commune with Nature - Learn about terrain for 1 mile/level.	divination	instant	personal	none	no	PCR
5			Control Winds - Changes wind direction and speed, 40'/lvl rad, 40' high	transmutation	10 min/lvl	40'/lvl	fort	no	PCR
5			Snake Staff - Transforms wood into snakes to fight for you.	transmutation	1 rnd/lvl	medium	will	yes	APG
5			Summon Nature's Ally V - Summons creature to fight, includes mandragora	conjunction	1 rnd/lvl	close	none	no	PCR
5			Transmute Rock to Mud - Transforms two 10-ft. cubes per level.	transmutation	permanent	medium	none	no	PCR
5			Tree Stride - Step from one tree to another far away.	conjunction	1 hr/lvl	personal	none	no	PCR