

Selka
 CHARACTER
 Kellid (Human) Medium Female
 RACE & LA SIZE GENDER
 17 Neutral Green Faith
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Hallit, Druidic

David
 PLAYER
 5' 9" 120 lbs dark brown hazel light brown
 HEIGHT WEIGHT HAIR EYES SKIN
 Icestair, Realm of the Mammoth Lords
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	14	2	14			
CON	16	3	16			
INT	10	0	10			
WIS	20	5	18	2		
CHA	17	3	17			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
11	11	1	Druid	0	5	0	2	0	2	1
TOTAL HP			TOTALS							
11			0 5 0 2 0 2 1							

ABILITY SCORE & RACIAL NOTES

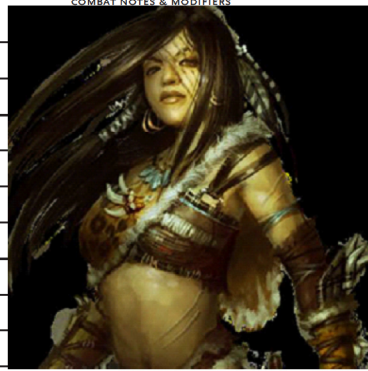
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	4	1	2					
TOUCH	12	-10+			2					
FLAT-FOOT	15	-10+	4	1	0					

SKILLS

	DEX	INT	CHA	STR	INT	CHA	DEX	DEX	CHA	WIS	CHA	WIS	DEX	WIS	STR	CHA	STR	STR	STR	STR
* ACROBATICS +	-2																			
* APPRAISE	0																			
* BLUFF	3																			
* CLIMB +	-3																			
* CRAFT:	0																			
* DIPLOMACY	3																			
* DISABLE DEVICE +	DEX																			
* DISGUISE	3																			
* ESCAPE ARTIST +	DEX																			
* FLY +	DEX																			
* HANDLE ANIMAL	CHA	9	1	3	3	2														
* HEAL	WIS	5		5																
* INTIMIDATE	CHA	3		3																
* KN: geography	INT	4	1	0	3															
* KN: nature	INT	6	1	0	3	2														
* KN:	INT			0																
* KN:	INT			0																
* KN:	INT			0																
* KN:	INT			0																
* LINGUISTICS	INT			0																
* PERCEPTION	WIS	9	1	5	3															
* PERFORM:	CHA	3		3																
* PROF:	WIS			5																
* RIDE +	DEX	-2		2																
* SENSE MOTIVE	WIS	5		5																
* SLEIGHT OF HAND +	DEX			2																
* SPELLCRAFT	INT			0																
* STEALTH +	DEX	-2		2																
* SURVIVAL	WIS	11	1	5	3	2														
* SWIM +	STR	-3		1																
* USE MAGIC DEVICE	CHA			3																

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
5	2	8	2	3		
2	0	2	0	2		
8	2	5	2	5	1	



ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
1	2	5	13	0		
				0		WIS
				0		5
				0		3

FEATS & FEATURES

Race: Human, +2 any ability; bonus feat & subrace feat Tribal Scars - Slothjaw +1 Will & +2 Handle Animals
 Skilled: Humans Gain add'l rank at each level Spell Focus (Conjuration) +1 DC Conjuration spells
 Class: Druid HD: d8; skills 4 + Int Mod Augment Summoning +4 Str & Con to summoned
 Prof: Weapon: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, & spear. Armor: Lt & Med & Shields
 Spontaneous Casting - use slot for Summon Nature's Ally
 Nature Bond (Ex) - Arctic Domain
 Call Cold (Su): channel energy to heal creatures of cold type (6/day)
 or to command creatures of cold type (as command undead)
 Nature Sense (Ex) - +2 Knowledge (nature) & Survival
 Wild Empathy (Ex) - improve attitude of wild animal
 Racial Traits: Storied Scars +1 Diplomacy w/ Kellids
 & +1 Intimidate vs non-Kellids

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 <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	0 / 2,000
SPEED	30			
INIT	2	=	2	DEX MOD + MISC MOD
HERO				
SR				
DR				
RESISTANCES				
POOL POINTS				

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
hide armor	4	4	-3	20	Med	20.0
light wooden shield	1		-1	5		5.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
spear	+2	1d8+1	20,x3	20	P	5.0	

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Selka is a druid of the Green Faith, a group that is dedicated to preserving nature and is not allied to any particular deity.			
Selka is a member of the Slothjaw Following, a Kellid Tribe and is adept at melee and ranged combat with hide armor, shield & spear.			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
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
30.0	0.0	0.0		30.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132		132	264	660
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	3	1	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

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSSED

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

SPELL POINTS	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					
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Flare - Dazzles one creature (-1 penalty on attack rolls).	Evocation					
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination					
0			Know Direction - You discern north.	Divination					
0			Light - Object shines like a torch.	Evocation					
0			Mending - Makes minor repairs on an object.	Transmutation					
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transmutation					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Spark - Ignites flammable objects.	Evocation					
1			Frostbite - Target takes cold damage and is fatigued.	Conjuration					
1			Calm Animals - Calms 2d4 + level HD of animals.	Enchantment					
1			Charm Animal - Makes one animal your friend.	Enchantment					
1			Commune with Birds - You can ask birds a question.	Divination					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Endure Elements - Exist comfortably in hot or cold regions.	Aburation					
1			Entangle - Plants entangle everyone in 40-ft. radius.	Transmutation					
1			Ice Armor - suit of armor made of ice w/ hardness 0 and 30 hit points.	Transmutation					
1			Pass without Trace - One subject/level leaves no tracks.	Transmutation					
1			Read Weather - You can forecast the weather at your location for the next 48 hours.	Divination					
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					