




ABILITY SCORE							TOTAL			MOD		BASE		ENHANCE		MISC		TEMP	
STR		12		1		14		-2											
DEX		12		1		14		-2											
CON		14		2		12		2											
INT		16		3		16													
WIS		24		7		18		4		2									

HITPOINTS				CLASS RECORDER																				
CURRENT HP  <b>42</b>		HP GAINED	42	HD	5	CLASS NAME				Druid	BAB	3	SKILL	35	FC HPS	0	FORT	4	REF	1	WILL	4	LEVELS	5
NONLETHAL																								
HP DAM																								
TEMPORARY																								
HP																								
TOTAL HP		42		FAVORED CLASS	Psilocybst				TOTALS	3	35	0	4	1	4	5								

SAVING THROWS		TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>6</b>	<b>4</b>	<b>2</b>				
<b>REF</b>	<b>2</b>	<b>1</b>	<b>1</b>				
<b>WILL</b>	<b>11</b>	<b>4</b>	<b>7</b>				

ATTACKS		TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>3</b>	<b>3</b>			<b>1</b>	<b>-1</b>	
<b>RANGED</b>	<b>3</b>	<b>3</b>			<b>1</b>	<b>-1</b>	
<b>CMB</b>	<b>11</b>	<b>3</b>	<b>WIS</b>		<b>7</b>	<b>-1</b>	<b>2</b>
<b>CMD</b>	<b>16</b>	= 10 +	<b>B3</b>	DOUCE & DEFECT	<b>2</b>	<b>-1</b>	<b>2</b>



COMBAT NOTES & MODIFIERS		DEX				
* <input type="checkbox"/> ESCAPE ARTIST		DEX	-2	1	1	
* <input checked="" type="checkbox"/> FLY +		DEX	2	1	1	3
* <input checked="" type="checkbox"/> HANDLE ANIMAL		CHA	5	2	0	3
* <input checked="" type="checkbox"/> HEAL		WIS	11	1	7	3
* <input type="checkbox"/> INTIMIDATE		CHA	0		0	
* <input checked="" type="checkbox"/> KN: (geography)		INT	7	1	3	3
* <input checked="" type="checkbox"/> KN: (nature)		INT	13	5	3	3
* <input type="checkbox"/> KN: (arcana)		INT	8	5	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	15	5	7	3
* <input type="checkbox"/> PERFORM:		CHA	0		0	
* <input checked="" type="checkbox"/> PRO:		WIS	11	1	7	3

SKILLS				RANKS TOTAL	35	
		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX	-2		1		
<input type="checkbox"/> APPRAISE	INT	3		3		
<input type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB *	STR	2	1	1	3	
<input checked="" type="checkbox"/> CRAFT:	INT	7	1	3	3	
<input type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE *	DEX			1		
<input type="checkbox"/> DISGUISE	CHA	0		0		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	-2		1		
<input checked="" type="checkbox"/> FLY *	DEX	2	1	1	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	5	2	0	3	
<input checked="" type="checkbox"/> HEAL	WIS	11	1	7	3	
<input type="checkbox"/> INTIMIDATE	CHA	0		0		
<input checked="" type="checkbox"/> KN: (geography)	INT	7	1	3	3	
<input checked="" type="checkbox"/> KN: (nature)	INT	13	5	3	3	2
<input type="checkbox"/> KN: (arcana)	INT	8	5	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	15	5	7	3	
<input type="checkbox"/> PERFORM:	CHA	0		0		
<input checked="" type="checkbox"/> PROF:	WIS	11	1	7	3	
<input checked="" type="checkbox"/> RIDE *	DEX	2	1	1	3	
<input type="checkbox"/> SENSE MOTIVE	WIS	7		7		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			1		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	11	5	3	3	
<input type="checkbox"/> STEALTH *	DEX	-2		1		
<input checked="" type="checkbox"/> SURVIVAL	WIS	17	5	7	3	2
<input checked="" type="checkbox"/> SWIM *	STR	2	1	1	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					

EXPERIENCE 15,000 / 23,000

		BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>		20				
<b>INIT</b>	1	=	1	DEX MOD	+	MISC MOD
<b>HERO</b>						
<b>SR</b>		<b>DR</b>	2 slash			
<b>RESISTANCES</b>	immune disease, acid 4					
<b>POOL POINTS</b>						

ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX	PERFECT	SPELL FAIL	TYPE	WEIGHT
ARMOR	Boletann Breastplate +2	8	5	0	25	M	25.0
SHIELD	heavy Boletann shield +1	3		0	15		15.0

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BAGS & CONTAINERS

☞	CONTAINER			VOLUME/WEIGHT LIMIT/NOTES			WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

☞	TREASURE			WEIGHT

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 type="checkbox"/>		MEDIUM <input checked="" type="checkbox"/>	HEAVY <input type="checkbox"/>	

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
50.0	0.0	0.0		50.0

SPELLS PER DAY						
CLASS	Druid		LEVEL	5		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	4	4			
18	1st	6	3	2	1	
19	2nd	5	2	2	1	
20	3rd	4	1	2	1	
	4th			1		
	5th			1		
	6th			1		
	7th			1		
	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	Mushroom
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					CRB
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					CRB
0			Detect Poison - Detects poison in one creature or object.	Divination					CRB
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination					CRB
0			Know Direction - You discern north.	Divination					CRB
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transmutation					CRB
0			Read Magic - Read scrolls and spellbooks.	Divination					CRB
0			Resistance - Subject gains +1 bonus on saving throws.	Abjuration					CRB
0			Stabilize - Cause a dying creature to stabilize.	Conjuration					CRB
1	1		Medicinal Mushrooms - provides full meal and cures nauseated, shaken, sickened, or staggered	Transmutation	1 day/lvl	touch	none	no	AAW:URC
1			Charm Animal - Makes one animal your friend.	Enchantment					CRB
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					CRB
1			Entangle - Plants entangle everyone in 40-ft. radius.	Transmutation					CRB
1			Obscuring Mist - Fog surrounds you.	Conjuration					CRB
1			Ray of Sickening - Ray makes the subject sickened.	Necromancy					UM
1			Speak with Animals - You can communicate with animals.	Divination					CRB
1			Summon Nature's Ally I - Summons creature to fight.	Conjuration					CRB
2	1		Peripheral Fungi - +1/4 lvl Perception, immunity flanking, blindsense 10'	Transmutation	1 rnd/lvl	personal	none	no	AAW:URC
2			Fiber Shape - as wood shape but with a mound of mushrooms	Transmutation	instant	touch	will	yes	AAW:URC
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.	Evocation					ACG
2			Alter Summoned Monster -swap a creature summoned by a conjuration spell for a creature you could summon	Conjuration					MSH
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmutation					CRB
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transmutation					CRB
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	Transmutation					CRB
2			Summon Nature's Ally II - Summons creature to fight.	Conjuration					CRB
2			Wilderness Soldiers - Nearby plants/fungi aid you in combat.	Transmutation					UC
3	1		Fungal Infestation - 1d3 Charisma dam; attacks add 1d6 bleed damage	Necromancy	1d3 days	touch	fort	yes	UM
3			Aqueous Orb - Creates rolling sphere of water.	Conjuration					APG
3			Burrow - Target gains a burrow speed of 15.	Transmutation					UM
3			Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.	Evocation					CRB
3			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration					CRB

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