Kelly Wetteland Arris Thorn Elf Medium Female 5'10" 108 lbs WEIGHT RACE & LA SIZE GENDER HEIGHT Mierani Forest, Varisia (ISWG-194) Gozreh, God of Nature (ISG-68) 110 True Neutral HOMELAND & BACKGROUND OCCUPATION common, elf, druid +sylvan, gnome, plantspeech Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 2 14 **STR** 14 44 8 Druid 4 42 5 2 5 6 3 17 2 15 DEX 1 -2 13 CON 15 NONLETHAL HP DAM 2 INT 17 3 15 20 5 2 WIS 18 4 42 0 5 2 5 TOTAL HP Druid **TOTALS** 6 2 2 15 13 CHA CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & RACIAL NOTES ⋆□ ACROBATICS ◆ DE) 3 3 **ATTACKS & DEFENSE** ★□ APPRAISE INT 3 3 BLUFF СНА 20 0 AC 3 =10+ **∠** CLIMB STR 6 2 3 CRAFT: INT 3 3 13 3 MAXIMUM **TOUCH** 5 =10+ ⋆□ DIPLOMACY CHA 2 2 ☐ DISABLE DEVICE ◆ DEX 3 SPELI 17 0 0 0% FLAT-FOOT **-10**+ FAILURE ∗□ Disguise CHA 2 2 ★□ ESCAPE ARTIST ◆ DEX 3 3 DEX × ✓ FLY • AVING THROWS CLASS BASE ABILITY ✓ HANDLE ANIMAL СНА 11 6 2 3 6 5 1 **FORT** HEAL WIS 14 6 5 3 INTIMIDATE 5 2 3 REF CHA 2 2 ☑ KN: geography INT 9 3 3 10 5 WILL 5 ☑ KN: nature INT 14 6 3 3 ☐ KN: INT 3 ATTACKS BASE ATTACK BONUS ☐ KN: INT 3 MELEE 6 2 4 ☐ Kn: 3 INT ☐ KN: INT 3 RANGED 7 4 3 ■ LINGUISTICS INT 3 PERCEPTION WIS 16 6 5 3 **CMB** 9 4 WIS 5 PERFORM: СНА ☑ PROF: herbalist WIS 9 5 3 CMD 19 B₄B 0 = 10 + RIDE + DEX 3 3 E SENSE MOTIVE 5 5 **FEATS & FEATURES** ☐ SLEIGHT OF HAND DEX 3 ✓ SPELLCRAFT INT 14 3 3 Race: Elf (CRB-22) Augment Summoning: summoned creatures have +4 STR & +4 CON ***□** STEALTH • DEX 3 ÷**₽** SURVIVAL WIS 11 5 3 2 Immune - Sleep Natural Spell: cast spells in wildshape ÷**⊠** Swiм • STE 8 3 3 2 +2 save vs Enchantment Eldritch Claws: Claws are magic and silver ☐ USE MAGIC DEVICE СНА 2 STR Keen Senses:+2 Perception Rending Claws: 2 claw attacks (1d6 each) STR Elven Magic: +2 Spellcraft, +2 vs Spell Resistance STR STR Low-Light Vision: STR Weapon Prof: longbows, longswords, rapiers, shortbows STR Class: Druid (CRB-48) HD: d8 skills 4+Int Mod Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, sling, spear EXPERIENCE 23,000 35,000 FAST 🗖 Armor Prof: light and medium armor (no metal) & shields BASE 30 **SPEED** 30 Spontaneous Casting - trade memorized spell for Nature's Ally DEX MOD MISC 3 3 Nature Bond: Animal Companion - Cheetah "Tigerlily' INIT = Nature Sense: +2 Knowledge (nature) & Survival Wild Shape IvI hrs/day 2/day, tiny-large animal or small elemental **HERO** Wild Empathy - improve the attitude of an animal Resist Nature's Lure - +4 save vs fey SR DR Trackless Step - leave no trail in natural surroundings Woodland Stride - move through underbrush w/o damage or slowed **RESISTANCES POOL POINTS** 7 druid's iron wood scale mail +2 0 0 Med 10.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Ongpakob's Staff of Elemental Salt	+6+2	1d6+2+2d6 acid	20,x2		В	4.0	
sling	+7	1d4+2	20,x2	50	В	0.0	
claws (in wild shape)	+6	1d6+2 (each)	20,x2		S	0.0	magic and silver

	FEATS & CRECIAL ARLUTION	-						-	EAT	0 0	CDECL	AL ADI	LITIES			
Δ.	FEATS & SPECIAL ABILITIES	•		USES/DAY	USED	1			EAT	NAME	SPECI	AL ABI	LITIES		USES/DAY	USED
	nimal Companion - Cheetah "Tigerlily"					┨╟										
	nare Spells - Master can cast personal spells on co ee separate sheet for more details.	omp	anion			┨╟									-	
36	ee separate sheet for more details.					┨╟									_	
						┨╟										
						┨╟										
						┨╟									\vdash	_
						┨╟										
						┨╟										
						┨╟										
90	EQUIPMENT & MAGIC ITEM	S	QTY / USES					E	QUIP	ME	NT &	MAGIC	ITEMS	QTY / USES		
×	standard adventurer's kit		QIY / USES	WGT N/A	WEIGHT	#			1161	м				QIY / USES	WGT N/A	WEIGHT
		T				1	Ongpak	ob's Staff of E	leme	nta	l Salt					
	sling w/ 20 stones	1				1	+2 attac	k, +2d6 acid d	dama	ge						
	cloudkill stones +1		10			1 🗆	+2 CHA									
] [second	chance reroll	on s	urvi	ival ski	II checl	ks 2/day	/		
] [immunit	y: charm								
							Daily pov	ver: create soli	d cub	e of	falling	salt 20' _l	oer side,			
							-range 3	30', duration 1	min/l	lvI, 2	2d6 daı	m/rnd, t	fatigued			
						⅃ L	ring of ir	nvisibility								
						J L										
						□	druid's i	ron wood scal	e ma	il +2	2					
						⅃ L	- forest	ally - calls tree	es to	you	r aid (1	/day)				
						⊥ L	- change	es with wildsh	ape							
		_				╛┕										
						↓ L		ee Stride - step into				from ano	ther (2 day)		
		4				┵	- see Tr	ee Stride spel	I (CR	B-3	862)					
		4				┵										
		4				╛┕										
						╛┕										
		4				┵										
		4				┵┡										
		4				┨┝										
		4				- -										
		\dashv				┨┞										
		4				┨┝										
						┙┖										
	WORN MAGIC ITEM EQUIPMENT							BAGS & CO	NTA	INI	ERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	ж				CONTAIN	ER				VC	DLUME/WEIG	HT LIMIT/NO	DTES		WEIGHT
		H														
	BODY:	H														
	CHEST:	一														
	EYES: FEET:	Т			CU	RREN	CY					TREA	SURE (ARRIED		
	HANDS:	PL	ATINUM	CARRI	ED	CARRIE	D WGT N/A	STORED	×	1 a	olden e	egg (10	TREASURE			WEIGHT
	HEAD:	⊢	GOLD					8,800	\vdash	. 9	JIGOII (-99 (10	ah)			\vdash
ш	HEAD:	⊢	SILVER					5,500	H							
	NECK:	⊢	OPPER													
	RING:	\vdash				<u> </u>			LIGI	нт	MEDIUM	HEAVY	ADS &	LIFT ABOVE	LIFT OFF	DRAG &
	RING:				ARRI	ED WE	IGHT		58	AD.	116	174	N	174	348	870
SF	HOULDERS:		RMOR &	CURRENC	$\neg \neg$	UIPMENT	MISC	TOTAL			0		MODIFIE	D 0	0	0
31	WRIST:	-	14.0	0.0	+	0.0		14.0			LOAD	LIGH.		MEDIUM 🗖		
		ш	٠٠٠٠	1 0.0		J.U			2510			шоп			HEA	

		CDEI	LS PEF	DAV			BLOODLINES & PATRONS				CDEI	LS PER	DAV		
		SPEL	LS PER	CDAT	,		BLOODLINES & PATRONS				SPEL	LS PER	DAI		
CLASS		Dru	uid		LEVEL	6	BLOODLINE/PATRON	c	LASS					LEVEL	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	міѕс	SPELLS KNOWN	BLOODLINE/PATRON		SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	o	4	4							0					
16	ıst	5	3	2			DOMAINS			ıst					
17	2nd	4	3	1		一	DOMAIN		一	2nd	一				
18	3rd	3	2	1		一	SUBDOMAIN		一	3rd	一				\equiv
	4th	$\overline{}$		1	ĺΠ	Ħ.	DOMAIN		一	4th	一		П	П	
	5th			1		Ħ	SUBDOMAIN			5th	一				
	6th					Ħ	DOMAIN			6th	一				
	7th	П				Ħ	SUBDOMAIN		H	7th	H	Ш			
	8th	\equiv		\vdash		Ħ	WIZARD SPECIALITY SCHOOL		H	8th	H	\equiv	\vdash		
	9th					Ħ	SPECIALITY Transmutation	_	H	9th	H	П			
CLOSE: 25FT +		MEDIL 100F1	M: 40		LONG: 400ft +		FOCUSED	CL	LOSE:		MEDIU 100ft	M: [40		LONG: 400FT +	400
5FT / 2 LVL	40	10ғт /	LVL 10		40FT / LVL		PROHIBITED	5FT	/ 2 LVL	25	10FT /	LVL		40FT / LVL	400
SPELL	0	CLAS	2 ABILI	TY OTH	ER CUR	RENT POINTS	PROHIBITED		SPELL POINTS	0	CLAS	S ABILI	ТҮ ОТНІ	ER CURP	ENT POINTS
POINTS							SPELLS		. 01113	_					
LEVEL PRE	EP USED					N/	SPELLS AME & DESCRIPTION	SCHOOL	DII	RATION	RANG	E	SAVE	SR	REFERENCE
0		Pood	Magic	Poor	l corollo	and end		divination		min/lyl	norec		none		BB-330

POIN	TS	0	PROHIBITED		POINTS 0			⅃L	
LEVEL	PREP	USED	SPELLS NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0	PREP	OSED	Read Magic - Read scrolls and spellbooks.	divination	10 min/lvl	personal	none	no	CRB-330
0			Detect Magic - Detects all spells and magic items within 60 ft.	divination	conc+1min/lv	60'	none	no	CRB-267
0			Detect Poison - Detects poison in one creature or object.	divination	instant	close	none	no	CRB-268
0			Light - Object shines like a torch.	evocation	10 min/lvl	touch	none	no	CRB-304
0			Know Direction - You discern north.	divination	instant	personal	none	no	CRB-304
0			Guidance -+1 on one attack roll, saving throw, or skill check.	divination	1 min	touch	will	yes	CRB-292
1			Snowball - delivers 1d6/level cold damage (max 5d6)!	conjuration	instant	close	fort	no	PotN-
1			Detect Animals or Plants - Detects kinds of animals or plants.	divination	10 min/lvl	long	none	no	CRB-266
1			Charm Animal - Makes one animal your friend.	enchantment	1 hr/lvl	close	will	yes	CRB-254
1			Entangle - Plants entangle everyone in 40-ft. radius.	transmutation	1 min/lvl	long	reflex	no	CRB-278
1			Endure Elements - Exist comfortably in hot or cold regions.	abjuration	24 hrs	touch	will	yes	CRB-277
1		1	Summon Nature's Ally I - Summons creature to fight.	conjuration	1 rnd/lvl	close	none	no	CRB-354
1			Obscuring Mist - Fog surrounds you in 20' radius	conjuration	1 min/lvl	20'	none	no	CRB-317
1			Call Animal - Calls the nearest wild animal with HD <= your level	enchantment	1 hr/lvl		none	no	APG-209
1			Calm Animals - Calms 2d4 + level HD of animals.	enchantment	1 min/lvl	close	will	yes	CRB-252
1		1	Cheetah's Sprint - sprint for 10 times your move for 1 round	transmutation	1 rnd	personal	none	no	HotW-
1			Commune with Birds - You can ask birds a question.	divination	10 min	personal	none	no	ARG-167
1		1	Stone Fist $$ - add 1d6 damage to your unarmed strikes, ignore object hardness < 8 $$	transmutation	1 min/lvl	personal	none	no	APG-247
1			Whispering Lore - ask the land itself for knowledge checks about environment	divination	10 min/lvl	personal	none	no	ARG-29
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.	evocation	1 rnd/lvl	medium	reflex	yes	ACG-172
2		1	Beastspeak - Speak normally while in animal form.	divination	10 min/lvl	personal	none	no	ACG-175
2			Defoliate - destroying plant life either in a line 60' long or 10' radius spread.	necromancy	instant	close	none	no	StLC-
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.	evocation	1 rnd/lvl	medium	reflex	yes	PCR-283
2			Lockjaw - Creature gains grab ability with natural attack.	transmutation	1 rnd/lvl	touch	fort	yes	APG-232
2			Soften Earth and Stone - Turns stone to clay, or dirt to sand or mud. 10' sq/lvl	transmutation	instant	close	none	no	PCR-345
2			Spider Climb - Grants ability to walk on walls and ceilings.	transmutation	10 min/lvl	touch	will	yes	PCR-347
2			Stone Call - 2d6 damage to all creatures in area of 40' rad	conjuration	1 rnd/lvl	medium	none	no	APG-247
2		1	Summon Nature's Ally II - Summons creature to fight.	conjuration	1 min/lvl	personal	none	no	PCR-354
2			Tree Shape - You look exactly like a tree for 1 hour/level.	transmutation	1 hr/lvl	personal	none	no	PCR-362
2		1	Vine Strike - Bristles burst from you, lodging in your foe, natural attacks +1d6 dam & entangled	conjuration	1 min/lvl	personal	reflex	yes	MTT-
2			Wilderness Soldiers Nearby plants aid you in combat.	transmutation	1 rnd/lvl	30'	none	no	UC-249
2			Wood Shape Reshapes wooden objects to suit you.	transmutation	instant	touch	will	yes	PCR-370
2			Summon Swarm Summons swarm of bats, rats, or spiders.	conjuration	conc+2 rnds	close	none	no	PCR-354

99			SPELLS				v.		
LEVEL 3	PREP	USED	NAME & DESCRIPTION Animal Aspect Greater you gain two animal qualities	school transmutation	duration 1 min/lvl	RANGE	SAVE	SR	reference UC-223
_			Animal Aspect, Greater, you gain two animal qualities.			personal	none	yes	
3			Aqueous Orb - Creates rolling sphere of water 10' in diameter	conjuration	1 rnd/lvl	medium	reflex		APG-202
3			Burrow - Target gains a burrow speed of 15.	transmutation	1 min/lvl	touch	will	yes	
3			Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.	evocation	1 min/lvl	medium		_	CRB-251
3			Magic Fang, Greater - One natural weapon gets + 1/four levels (max +5).	transmutation	1 min/lvl	touch	will		CRB-309
3			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	conjuration	instant	touch	will	yes	CRB-316
3			Plant Growth - Grows vegetation, improves crops.	transmutation	instant	varies	none	no	CRB-322
3			Pup Shape - Transforms a single animal or magical beast into a younger and cuter version	transmutation	1 rnd/lvl	close	fort	yes	UC-240
3			Rain of Frogs - Summon a swarm of poisonous frogs, 10x10' square	conjuration	conc+2 rnds	close	none	no	UM-233
3			Raven's Flight - transform into a raven until end of next round	transmutation	2 rnd	personal	none	no	HotW-
3			Remove Disease - Cures all diseases affecting subject.	conjuration	instant	touch	fort	yes	CRB-332
3			Steal Size - Reduce one humanoid's size by one size category & you grow one	transmutation	1 min/lvl	close	fort	yes	GHH-
3			Summon Nature's Ally III Summons creature to fight.	conjuration	1 rnd/lvl	close	none	_	CRB-354
			,	,					
\vdash									
_									
<u> </u>									
$ldsymbol{ld}}}}}}$									
\vdash									
\vdash									
\vdash									
\vdash									
_									
\vdash									
\vdash									
\vdash									
<u> </u>									
<u> </u>									
			BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOM						