

**Arriis Thom**  
 CHARACTER: Elf Medium Female  
 RACE & LA: Elf Medium Female  
 AGE: 110 True Neutral GOZreh, God of Nature (ISG-68)  
 DEITY: Gozreh, God of Nature (ISG-68)  
 LANGUAGES: common, elf, druid +sylvan, gnome, plantspeech

**Kelly Wetteland**  
 PLAYER  
 HEIGHT: 5'10" WEIGHT: 108 lbs  
 HAIR: Mierani Forest, Varisia (ISWG-194)  
 EYES: HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	14	2	14			
<b>DEX</b>	17	3	15	2		
<b>CON</b>	13	1	15	-2		
<b>INT</b>	17	3	15	2		
<b>WIS</b>	20	5	18	2		
<b>CHA</b>	15	2	13		2	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
44	44	8	Druid	4	42		5	2	5	6
TOTAL HP			TOTALS							
44			4 42		0 5 2 5 6					

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	20	-10+	7	0	3					
<b>TOUCH</b>	13	-10+			3					
<b>FLAT-FOOT</b>	17	-10+	7	0	0					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	6	5	1			
<b>REF</b>	5	2	3			
<b>WILL</b>	10	5	5			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	6	4		2		
<b>RANGED</b>	7	4		3		
<b>CMB</b>	9	4	WIS	5		
<b>CMD</b>	19	-10+	B4B	0	5	

CONDITIONS & MISCELLANEOUS TRACKING  
 ARMOR CHECK PENALTY: 0  
 MAXIMUM DEX: 5  
 SPELL FAILURE: 0%



SKILLS				
	TOTAL	RANKS	ABILITY	TRAINED
* ACROBATICS *	DEX 3		3	
* APPRAISE	INT 3		3	
* BLUFF	CHA 2		2	
* CLIMB *	STR 6	1	2	3
* CRAFT:	INT 7	1	3	3
* DIPLOMACY	CHA 2		2	
* DISABLE DEVICE *	DEX		3	
* DISGUISE	CHA 2		2	
* ESCAPE ARTIST *	DEX 3		3	
* FLY *	DEX 7	1	3	3
* HANDLE ANIMAL	CHA 11	6	2	3
* HEAL	WIS 14	6	5	3
* INTIMIDATE	CHA 2		2	
* KN: geography	INT 9	3	3	3
* KN: nature	INT 14	6	3	2
* KN:	INT		3	
* KN:	INT		3	
* KN:	INT		3	
* KN:	INT		3	
* LINGUISTICS	INT		3	
* PERCEPTION	WIS 16	6	5	3
* PERFORM:	CHA 2		2	
* PROF: herbalist	WIS 9	1	5	3
* RIDE *	DEX 7	1	3	3
* SENSE MOTIVE	WIS 5		5	
* SLEIGHT OF HAND *	DEX		3	
* SPELLCRAFT	INT 14	6	3	2
* STEALTH *	DEX 3		3	
* SURVIVAL	WIS 11	1	5	3
* SWIM *	STR 8	3	2	3
* USE MAGIC DEVICE	CHA		2	
* STR				
* STR				
* STR				
* STR				
* STR				

**FEATS & FEATURES**

Race: Elf (CRB-22) Augment Summoning: summoned creatures have +4 STR & +4 CON  
 Immune - Sleep Natural Spell: cast spells in wildshape  
 +2 save vs Enchantment Eldritch Claws: Claws are magic and silver  
 Keen Senses: +2 Perception Rending Claws: 2 claw attacks (1d6 each)  
 Elven Magic: +2 Spellcraft, +2 vs Spell Resistance  
 Low-Light Vision:  
 Weapon Prof: longbows, longswords, rapiers, shortbows  
 Class: Druid (CRB-48) HD: d8 skills 4+Int Mod  
 Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, sling, spear  
 Armor Prof: light and medium armor (no metal) & shields  
 Spontaneous Casting - trade memorized spell for Nature's Ally  
 Nature Bond: Animal Companion - Cheetah "Tigerlily"  
 Nature Sense: +2 Knowledge (nature) & Survival  
 Wild Empathy - improve the attitude of an animal  
 Woodland Stride - move through underbrush w/o damage or slowed  
 Wild Shape lv hrs/day 2/day, tiny-large animal or small elemental  
 Resist Nature's Lure - +4 save vs fey  
 Trackless Step - leave no trail in natural surroundings

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
druid's iron wood scale mail +2	7	5	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		B	4.0	
sling	+7	1d4+2	20,x2	50	B	0.0	
claws (in wild shape)	+6	1d6+2 (each)	20,x2		S	0.0	magic and silver

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: 23,000 / 35,000  
 SLOW  MEDIUM  FAST

SPEED: 30  
 INIT: 3 = 3 (DEX MOD) + (MISC MOD)  
 HERO:   
 SR:   
 DR:   
 RESISTANCES:   
 POOL POINTS:



**SPELLS PER DAY**

CLASS	Druid		LEVEL	6		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	4	4			
16	1st	5	3	2		
17	2nd	4	3	1		
18	3rd	3	2	1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **40** MEDIUM: 100FT + 10FT / LVL **160** LONG: 400FT + 40FT / LVL **640**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	<b>0</b>			

**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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	<b>0</b>			

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			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		Beastspoke - 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 mds	close	none	no	PCR-354

