Beag Hebeloma **Brownie** Tiny Female 1'6" 14 lbs black white black WEIGHT RACE & LA GENDER HEIGHT HAIR EYES Silkwood, The First World (TFW:48) Neutral Evil Green Mother (TFW-20) 11 Common, Sylvan, Druidic Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE -2 10 0 12 **STR** 8 1 Unseelie Ovate (Druid) 0 5 2 0 2 20 5 16 4 DEX 10 0 CON 10 NONLETHAI INT 12 1 14 -2 20 5 2 WIS 18 0 5 1 2 0 2 TOTAL HP Druid **TOTALS** 0 10 10 **CHA** ABILITY SCORE & ⋆□ ACROBATICS ◆ DE) 5 4 ★□ APPRAISE INT BLUFF СНА 0 0 20 5 2 AC 0 0 **∠** CLIMB STR -1 CRAFT: 17 5 2 MAXIMUM **TOUCH** 6 =10+ DIPLOMACY СНА 0 0 ☐ DISABLE DEVICE ◆ DEX 5 15 3 0 0 2 10% FLAT-FOOT **-10**+ Disguise СНА 0 0 COMBAT NOTES ESCAPE ARTIST • DEX 4 5 ELY • DEX 4 5 ABILITY ✓ HANDLE ANIMAL 2 CHA 0 2 0 **FORT** HEAL WIS 5 5 5 0 5 СНА REF 6 0 ☑ KN: (planes) INT 5 WILL ☑ Kn: (nature) ☐ Kn: INT 1 BASE ATTACK BONUS ■ KN: INT MELEE 2 0 2 0 ■ KN: INT 1 ☐ KN: INT 1 RANGED 0 5 2 ■ LINGUISTICS INT 1 PERCEPTION WIS 9 5 3 **CMB** 3 0 WIS 5 2 -4 PERFORM: 0 0 ✓ PROF: WIS 5 CMD 13 BOB 0 =10+ RIDE • DEX 4 5 SENSE MOTIVE 9 5 3 **FEATS & FEATURES** ☐ SLEIGHT OF HAND • DEX 5 ✓ SPELLCRAFT INT Race: Brownie (newpathfinderraces.wordpress) fey Class: Druid HD: d8 skills: 4+Int Mod **I** STEALTH ◆ 5 3 8 DEX 16 ÷**₽** SURVIVAL WIS 5 5 tiny: +2 AC, attack, -2 CMD, CMB, +8 Stealth, Move 20 Archetype: Unseelie Ovate (LG:FKCC-17) ÷**⊠** Swiм • 0 -1 Skill Training: Bluff and Stealth are class skills Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, & spear ☐ Use Magic Device СНА 0 Spell-like: Invisibility, Reckless Infatuation (1/day) Armor Prof: Light Armor (no metal) STR Low-Light Vision (triple) Spontaneous Casting: Use slot for summoning spell STR STR Spells: Can't cast good spells STR Wild Heart (Ex): +2 Intimidate and Knowledge (nature) STR Unseelie Arts: Additional spells on druid list EXPERIENCE 0 2,000 BASE SWIM 20 **SPEED** MISC INIT **HERO** SR DR Shade of the Woodlands (ISWG) - connected to dark forest, no fire spells; RESISTANCES **POOL POINTS** 3 Spider-silk bodysuit 10 0.3

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (melee)	+2	1d2	19-20,x2		S	0.3	
sling	+7	1d2	20,x2	50	В	0.3	

FEATS & SPECIAL ABILITIES NAME							FEATS & SPECIAL ABILITIES NAME									
	NAME			USES/DAY	USED	Ш				NAM	IE				USES/DAY	USED
H						┨╟										
H						┨┞										
H						┨┝										_
H						┨╟										
H						┨╟										
H						┨╟										
H						┨┝										<del>                                     </del>
L						┨╟										-
H						┨┝										
	EQUIPMENT & MAGIC ITEM	S							EC	UIPM	ENT & I	MAGIC	ITEMS			
¥	Spider-silk bodysuit		QTY / USES	WGT N/A	WEIGHT	#				ITEM				QTY / USES	WGT N/A	WEIGHT
H	dagger	+				┧┝										
$\vdash$	sling	+				┧┝										
H	bag w/ 20 bullets	+				┨┞										
H	bag W/ 20 bullets	+				┨╟										
H		+				┨╟										
$\vdash$		+				┨┝										
H		+				┨┝										
L		+				┨╟										
		+				┨╟										
H		+				┨╟										-
H		+				┨╟										
H		+				┨╟										
H		+				┨╟										
H		+				┨┝										
L		+				┨┝										
L		+				┨┝										
L		+				┨┝										
L		+				┨┝										
L		+				┨┝										
_		$\perp$				┨┝										
		$\perp$				┨┞										
		$\perp$				┨┞										
		4				<del>↓</del> ⊢										
L		$\perp$				┨┝										
		4				<b>↓</b>										
_		4				┨┝										
						┚┖										
	WORN MAGIC ITEM EQUIPMENT							BAGS 8	& CO	NTAIN	IERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	Ħ				CONTAIN	ER					DLUME/WEIGH	IT LIMIT/NOT	ES		WEIGHT
_	BELT:	⊢							$\dashv$							
	BODY:	⊢							$\dashv$							
	CHEST:	⊢							$\dashv$							
	EYES:				CIII	DDENG	ev.					TREAC	TUDE C	ADDIED		
	FEET:			CARE		CARRIE	D WGT N/A	STORED		#		TREAS	REASURE	ARRIED		WEIGHT
L	HANDS:	⊢	MUNITA						_	$\sqcup \!\!\! \perp$						
L	HEAD:	⊢	GOLD			<u> </u>			$\dashv$	$\vdash \vdash$						<u> </u>
н	EADBAND:	S	ILVER						_							
L	NECK:	С	OPPER									LO	ADS &	LIFT		
	RING:	L		<u> </u>		<u> </u>		<u> </u>		LIGHT	MEDIUM	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	PUSH
	RING:	,	PMCP ^		CARRII					33	67	100		100	200	500
SH	OULDERS:		RMOR & EAPONS	CURREN	CY EQL	JIPMENT	MISC	TOTA		0	0		MODIFIED LOAD	0	0	0
	WRIST:		8.0	0.0		0.0		0.8	<u> </u>	CURREN	IT LOAD	LIGHT	<b>И</b> м	EDIUM 🗖	HEA\	vy 🗆
_		_	_		_							_	_			

			SPELLS PER DAY		BLOODLINES & PATRONS	SPELLS PER DAY						
CLAS	ss		Druid	LEVEL 1	BLOODLINE/PATRON		CLASS				LEVEL	
SAVE	EDC L	.EVEL	ABILITY TOTAL CLASS BONUS	SPELLS MISC KNOWN	BLOODLINE/PATRON		SAVE DC	LEVEL	TOTAL CLA	ABILITY SS BONUS	MISC	SPELLS
	5	0	3 3					0				
1	6 1	ıst	3 1 2		DOMAINS			ıst		$\exists c$		i i i
F	╡,	nd [		i i i i i i i i i i i i i i i i i i i	DOMAIN		$\vdash$	2nd	一一	╡┝═┥		
H	=	rd [			SUBDOMAIN		$\vdash$	3rd	<b>-</b>	$\dashv \vdash \dashv$		H
H	=	ï			DOMAIN		$\vdash$	: ;	=- -	$\dashv \vdash \dashv$		$\vdash$
H	=	th [			SUBDOMAIN		$\vdash$	4th	<b></b>  -	_		
H	=	5th			DOMAIN		<u> </u>	5th		_		
Ļ	=	5th			SUBDOMAIN			6th	<u></u>  -	_		
	7	7th	<u></u>   _					7th		_		
	8	3th [			WIZARD SPECIALITY SCHOOL			8th				
		oth [			SPECIALITY			9th				
CLOSE: 25FT +	25	٦	MEDIUM: 100FT + 110	LONG: 400FT + 440	FOCUSED		CLOSE: 25FT +	25	MEDIUM: 100FT +	100	LONG: 400FT +	400
5FT / 2 LV		TOTAL	10FT / LVL TO OTH	40FT / LVL	PROHIBITED		5FT / 2 LVL	TOTAL	TOFT / LVL	ABILITY OTHI	40FT / LVL	CRENT POINTS
SPE		0			PROHIBITED		SPELL POINTS	0				
					SPELLS							
LEVEL	PREP	USED	Create Water - Cr		ME & DESCRIPTION	SCHOOL Conjuration		IRATION	RANGE	SAVE	SR	REFERENCE
0					nagic items within 60 ft.	Divination						
0					aving throw, or skill check.	Divination						
0					u. ft./level of food or water.	Transmutat						
0			Read Magic - Rea			Divination	n					
0					with 4 HD or less loses its next action.	Enchantme	ent					
0			Ghost Sound - Fig	ment sounds.		Illusion						
											$\perp \perp \perp$	
1			Sleep - Puts 4 HD			Enchantme	ent					
1					ompelled to kill its ally.	Enchantme					$\perp \perp \downarrow$	
1					animal of the designated type	Enchantme						
1			Calm Animals - Ca			Enchantme						
1			Charm Animal - N		mage + 1/level (max +5).	Enchantme					+	
1			Entangle - Plants			Conjuration					++	
1					rel cold damage (max 5d6) and might stagger a foe.						+++	
1					nmunicate with animals.	Divination	_				+++	
1			Summon Nature's			Conjuration	_					
						_						
											$\perp \perp \downarrow$	
											+	
											+	
											+	
											+	
											++	