

Beag
 CHARACTER: **Brownie** **Tiny** **Female**
 RACE & LA: **11** **Neutral Evil** **Green Mother (TFW-20)**
 AGE: **11** **Neutral Evil** **Green Mother (TFW-20)**
 LANGUAGES: **Common, Sylvan, Druidic**

Hebeloma
 PLAYER: **1'6"** **14 lbs** **black** **black** **white**
 HEIGHT: **1'6"** **14 lbs** **black** **black** **white**
 WEIGHT: **14 lbs** **black** **black** **white**
 HAIR: **black** **black** **white**
 EYES: **black** **black** **white**
 SKIN: **black** **black** **white**
Silkwood, The First World (TFW:48)
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	12	-2		
DEX	20	5	16	4		
CON	10	0	10			
INT	12	1	14	-2		
WIS	20	5	18	2		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
9	8	1	Unseelie Ovate (Druid)		0	5	1	2	0	2	1
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	9	1	FAVORED CLASS Druid		TOTALS	0	5	1	2	0	2

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	3	0	5	2				
TOUCH	17	-10+			5	2				
FLAT-FOOT	15	-10+	3	0	0	2				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	2	0			
REF	5	0	5			
WILL	7	2	5			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	2	0		0	2	
RANGED	7	0		5	2	
CMB	3	0	WIS	5	2	-4
CMD	13	-10+	BOB	0	5	-4



FEATS & FEATURES
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: **Brownie (newpathfinderraces.wordpress) fey** Class: **Druid HD: d8 skills: 4+Int Mod**
 tiny: **+2 AC, attack, -2 CMD, CMB, +8 Stealth, Move 20** Archetype: **Unseelie Ovate (LG:FKCC-17)**
 Skill Training: **Bluff and Stealth are class skills** Weapon Prof: **club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, & spear**
 Spell-like: **Invisibility, Reckless Infatuation (1/day)** Armor Prof: **Light Armor (no metal)**
 Low-Light Vision (triple) Spontaneous Casting: **Use slot for summoning spell**
 Spells: **Can't cast good spells**
 Wild Heart (Ex): **+2 Intimidate and Knowledge (nature)**
 Unseelie Arts: **Additional spells on druid list**

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX 4		5		
<input type="checkbox"/> APPRAISE	INT 1		1		
<input checked="" type="checkbox"/> BLUFF	CHA 0		0		
<input checked="" type="checkbox"/> CLIMB *	STR -1		0		
<input checked="" type="checkbox"/> CRAFT:	INT 1		1		
<input checked="" type="checkbox"/> DIPLOMACY	CHA 0		0		
<input type="checkbox"/> DISABLE DEVICE *	DEX		5		
<input type="checkbox"/> DISGUISE	CHA 0		0		
<input type="checkbox"/> ESCAPE ARTIST *	DEX 4		5		
<input checked="" type="checkbox"/> FLY *	DEX 4		5		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA		0		
<input type="checkbox"/> HEAL	WIS 5		5		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 6	1	0	3	2
<input checked="" type="checkbox"/> KN: (planes)	INT		1		
<input checked="" type="checkbox"/> KN: (nature)	INT 7	1	1	3	2
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> LINGUISTICS	INT		1		
<input checked="" type="checkbox"/> PERCEPTION	WIS 9	1	5	3	
<input type="checkbox"/> PERFORM:	CHA 0		0		
<input checked="" type="checkbox"/> PROF:	WIS		5		
<input checked="" type="checkbox"/> RIDE *	DEX 4		5		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 9	1	5	3	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		5		
<input checked="" type="checkbox"/> SPELLCRAFT	INT		1		
<input checked="" type="checkbox"/> STEALTH *	DEX 16	1	5	3	8
<input checked="" type="checkbox"/> SURVIVAL	WIS 5		5		
<input checked="" type="checkbox"/> SWIM *	STR -1		0		
<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				
<input type="checkbox"/>	STR				

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 MEDIUM FAST **0 / 2,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20					

INIT **5** = **5** DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit	3	6	-1	10	Lt	0.3
SHIELD						

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	B	0.3	

