

Micki
 CHARACTER NAME
Druid 8
 CLASS
8 **Gnome / Humanoid (Gnome)**
 LEVEL RACE

Linda
 PLAYER NAME
Small **Female** **Chaotic Neutral**
 SIZE GENDER ALIGNMENT
50 **3 ft. 0 in.** **34 lbs**
 AGE HEIGHT WEIGHT
Gold-Orange **Orange**
 EYES HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	13	+1		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	13	+1		
WIS WISDOM	19	+4		
CHA CHARISMA	16	+3		

TOTAL	TEMP.	NON LETHAL	WOUNDS	POINT TRACKER	DAMAGE REDUCTION
HP HIT POINTS	63				—
AC ARMOR CLASS	16	+2	+0	+1	+0 +2 +0 +1 +10 +0
TOUCH ARMOR CLASS	14				
FLAT FLAT-FOOTED	15				
INIT INITIATIVE	+5				
BAB BASE ATTACK	+6				
SR SPELL RESISTANCE	0				
SPELL FAIL ARCANE SPELL FAILURE	10%				
+12 CONCENTRATION CHECK BONUS Drd					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+10	+6	+2	+2	
REFLEX DEXTERITY	+5	+2	+1	+2	
WILL WISDOM	+12	+6	+4	+2	
CMB COMBAT MANEUVER BONUS	6	+6	+1	-1	+0
CMD COMBAT MANEUVER DEFENSE	19	+6	+2	-1	+12

CONDITIONAL MODIFIERS
 +4 concent w/ grapple/defense casting
 +1 attack vs goblins & reptiles
 +4 dodge AC vs giants
 +4 vs Fey and plant-based magic
 +2 vs illusions
 Senses: Low-light Vision

TOTAL	BAB	STR MOD	SIZE MOD	MISC. MOD	TEMP. MODIFIER
MELEE ATTACK BONUS	+8/+3	+6	+1	+1	+0
RANGED ATTACK BONUS	+8/+3	+6	+1	+1	+0

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Cold Iron Sickle +3	+11/+6	1d4+4	20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
- 1 lbs S Small CM +3; trip			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Sling	+10/+5	1d3+3	20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
50 ft 0 lbs B Small CM +2			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

CLASS/SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS:		
				ABILITY MODIFIER	RANKS	MISC. BONUS
	Acrobatics	Dex* ¹	+1	= 1	+ 0	+ 0
	Jump	Dex* ¹	-3	= 1	+ 0	+ -4
	Jump with running start	Dex* ¹	-3	= 1	+ 0	+ -4
	Appraise	Int ¹	+1	= 1	+ 0	+ 0
	Bluff	Cha ¹	+3	= 3	+ 0	+ 0
	w/ persons attracted to you	Cha ¹	+4	= 3	+ 0	+ 1
<input checked="" type="checkbox"/>	Climb	Str* ¹	+6	= 1	+ 2	+ 3
<input checked="" type="checkbox"/>	Craft (alchemy)	Int ¹	+1	= 1	+ 0	+ 0
<input checked="" type="checkbox"/>	Craft (armor)	Int ¹	+1	= 1	+ 0	+ 0
<input checked="" type="checkbox"/>	Craft (bows)	Int ¹	+1	= 1	+ 0	+ 0
<input checked="" type="checkbox"/>	Craft (trapmaking)	Int ¹	+1	= 1	+ 0	+ 0
<input checked="" type="checkbox"/>	Craft (weapons)	Int ¹	+1	= 1	+ 0	+ 0
	Diplomacy	Cha ¹	+3	= 3	+ 0	+ 0
	w/ persons attracted to you	Cha ¹	+4	= 3	+ 0	+ 1
	Disguise	Cha ¹	+3	= 3	+ 0	+ 0
	Escape Artist	Dex* ¹	+1	= 1	+ 0	+ 0
<input checked="" type="checkbox"/>	Handle Animal	Cha	+12	= 3	+ 6	+ 3
<input checked="" type="checkbox"/>	Heal	Wis ¹	+10	= 4	+ 3	+ 3
	Intimidate	Cha ¹	+3	= 3	+ 0	+ 0
<input checked="" type="checkbox"/>	Knowledge (nature)	Int	+13	= 1	+ 7	+ 5
<input checked="" type="checkbox"/>	Perception	Wis ¹	+17	= 4	+ 8	+ 5
	Perform (act)	Cha ¹	+3	= 3	+ 0	+ 0
<input checked="" type="checkbox"/>	Profession (gardener)	Wis	+10	= 4	+ 1	+ 5
<input checked="" type="checkbox"/>	Profession (herbalist)	Wis	+9	= 4	+ 2	+ 3
<input checked="" type="checkbox"/>	Ride	Dex* ¹	+9	= 1	+ 5	+ 3
	Sense Motive	Wis ¹	+4	= 4	+ 0	+ 0
	Stealth	Dex* ¹	+5	= 1	+ 0	+ 4
<input checked="" type="checkbox"/>	Survival	Wis ¹	+17	= 4	+ 8	+ 5
<input checked="" type="checkbox"/>	Swim	Str* ¹	+2	= 1	+ 0	+ 1

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with are class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

GEAR

ARMOR/PROTECTIVE ITEM			
TYPE	ARMOR BONUS	MAX DEX BONUS	
Leather	Light	+2	+6
ACP	SPELL FAILURE	SPEED	WEIGHT
+0	10%	20 ft	7.5 lbs

SHIELD/PROTECTIVE ITEM				
SHIELD BONUS	MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

OTHER POSSESSIONS

ITEM	Wgt.	ITEM	Wgt.
Dagger			
Sling			
Sling Bullets (32)			
Leather Armor			
Backpack			
Bedroll			
Explorer's Outfit (2)			
Fishing Net			
Waterskin			
Flint and Steel			
Whetstone			

Magic Items Equipped by Slot

Slot	Item	Weight
Belt/Waist Slot		0 lbs
Body Slot		0 lbs
Chest/Torso Slot		0 lbs
Eyes/Face Slot		0 lbs
Feet Slot		0 lbs
Hand Slot		0 lbs
Head Slot		0 lbs
Headband Slot		0 lbs
Neck Slot		0 lbs
Ring Slot (RH)		0 lbs
Ring Slot (LH)	Ring of Protection +2	0 lbs
Shoulder Slot	Cloak of Resistance +2	0.5 lbs
Wrist/Arm Slot		0 lbs
Armor/Shield/Weapons lbs	7.5	Total Weight Carried lbs 11.24

SPECIAL ABILITIES

- GNOMISH RACIAL TRAITS --
- Str: -2, Con: +2, Cha: +2
 - TYPE: Humanoid (Gnome)
 - SIZE: Small (+1 Attack/AC, +4 Stealth Checks, x3/4 Lift/Carry); Space: 5 ft. by 5 ft.; Reach: 5 ft.
 - SPEED: 20 ft
 - LOW-LIGHT VISION: Gnomes can see twice as far as humans in conditions of dim light.
 - KEEN SENSES: Gnomes receive a +2 racial bonus on Perception skill checks.
 - OBSESSIVE (Profession (gardener)): The Gnome receives a +2 racial bonus on Profession (gardener) checks.
 - ILLUSION RESISTANT: Gnomes get a +2 racial saving throw bonus against illusion spells or effects.
 - GNOME MAGIC: Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gain the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation, and speak with animals. The caster level for these effects is 8. The DC for these spells is 13 (14 for Speak with Animals).
 - WEAPON FAMILIARITY: Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.
 - HATRED: Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblin subtypes due to special training against these hated foes.
 - GNOMISH DEFENSIVE TRAINING: Gnomes get a +4 dodge bonus to AC against monsters of the giant type.
 - Automatic Languages: Common, Gnome, Sylvan
 - Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, Orc

- CLASS ABILITIES --
- FAVORED CLASS (Druid): You've gain the following bonuses: +2 Skill Point, and +6 Hit Point.
 - DRUID BONUS LANGUAGES: A Druid automatically knows Druidic, and may choose Sylvan as a bonus language. (PFCR 50).
 - DRUID SPELLS: A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs. DC for a saving throw against a druid's spell is 10 + the spell level + Wisdom modifier. Druids can prepare a number of orisons, or 0-level spells, each day. They can cast these spells at will as a spell-like ability. (PFCR 49).
 - DRUID SPONTANEOUS CASTING: A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon nature's ally spell of the same level or lower. (PFCR 49).
 - DRUID WEAPONS AND ARMOR: Weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear, all natural attacks (claw, bite, and so forth) of any form they assume with wild shape. Armor: light and medium armor (but no metal armor); shields (except tower shields) but wooden only. (PFCR 49).
 - WILD SHAPE: You can change form 3 times per day for 8 hours, or until you choose to change back. Cannot speak in animal form. Standard action to change. Does not provoke AoO. Possible forms:
 - Small or Medium Animal as Beast Shape I [PFCR 247]
 - Tiny or Large Animal as Beast Shape II
 - Small Elemental as with Elemental Body I [PFCR 275]
 - Diminutive or Huge animal as Beast Shape III
 - Medium Elemental as Elemental Body II [PFCR 276]
 - Small or Medium Plant as Plant Shape I [PFCR 322] (PFCR 51).
 - FORBIDDEN SPELL ALIGNMENT: Spells with the Lawful descriptor are forbidden by your alignment and your deity's alignment. (PFCR 41, 49).
 - NATURE BOND (Animal Companion - Thylacine): You have chosen an animal companion. The Thylacine is detailed in [PFBy3 191]. (PFCR 50).
 - NATURE SENSE: A druid gains a +2 bonus on Knowledge (nature) and Survival checks. (PFCR 50).
 - RESIST NATURE'S LURE: +4 bonus on saving throws against the spell-like and supernatural abilities of fey. Also applies to spells and effects that target plants, such as blight, entangle, spike growth, and warp wood. (PFCR 51).
 - TRACKLESS STEP: You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired. (PFCR 51).
 - WOODLAND STRIDE: You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you. (PFCR 51).

- GENERAL FEATS --
- COMBAT CASTING: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while casting on the defensive or while grappled. (PFCR 119)
 - LEADERSHIP: You gain a cohort and followers by the rules in [PFCR 129-130]. Several factors can affect your base Leadership score (11). (PFCR 129-130)
 - NATURAL SPELL: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape. (PFCR 131)

- COMBAT FEATS --
- ARMOR PROFICIENCY (LIGHT / MEDIUM): When you wear a type of armor in which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks. (PFCR 118)
 - IMPROVED INITIATIVE: You get a +4 bonus on initiative checks. (PFCR 127)
 - SHIELD PROFICIENCY: You can use a shield and take only the standard penalties. (PFCR 133)

- TRAITS --
- BRIGAND (Campaign: Kingmaker): You hail from the River Kingdoms or the more lawless reaches of Brevoy. Life has been hard for you. An expedition into the rugged wilderness seems like a perfect way to lie low until the trouble blows over. You begin the campaign with an extra 100 gp in ill-gotten gains. You also gain a +1 trait bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with brigands, thieves, bandits, and their ilk. (PFAP: KgMr PG 10)

ENCUMBRANCE

37.5	75	112.5
LIGHT LOAD	MED LOAD	HEAVY LOAD

113	225	563
LIFT OVER	LIFT OFF GROUND	PUSH DRAG

Unencumbered

(Spd: normal, Max Dex Bonus: normal).

MONEY

PP	
GP	149
SP	5
CP	8
Art	
Gems	
Misc.	

EXPERIENCE / LEVEL

at least 34,000 / 10,000

NOTES

- 3 - Combat Casting
- 5 - Natural Spell
- 7 - Craft Wand
- 9 - Leadership
- 11 -
- 13 -
- 15 -
- 17 -
- 19 -

LANGUAGES

- Common
- Druidic
- Dwarven
- Gnome
- Sylvan

Micki

a youth, a gang of river pirates put you to work swimming in nighttime rivers and canals with a dagger in your teeth so you could sever the anchor ropes of merchant vessels. You gain a +1 trait bonus on damage dealt with a dagger and a +1 trait bonus on Swim checks. Swim is always a class skill for you. (PFAPG 332)

-- WEAPONS --

- COLD IRON SICKLE +3: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped. [Weapon 1 (PFCR)]
- SLING: You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls. [Weapon 2 (PFCR)]

-- MAGIC ITEMS --

- RING OF PROTECTION +2: This ring offers continual magical protection in the form of a deflection bonus to AC. [CL: 5th] [Ring (LH) (PFCR 481)]
- CLOAK OF RESISTANCE +2: These garments offer magic protection in the form of a resistance bonus on all saving throws (Fortitude, Reflex, and Will). [CL: 5th] [Shoulder (PFCR)]

Lined writing area with horizontal lines for notes.