

CHARACTER NAME		PLAYER		True Neutral	Obad-Hai	36
Druid9	36000	Halfling	Small / 5.0 ft.	3' 4"	38 lbs.	Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	43		Brown	Brown, Long & Flowing	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	12	+1	12	+1			HP Hit Points	90		Walk 15'
DEX Dexterity	16	+3	16	+3			AC Armour Class	23	= 20 : 14 : 10 + 7 + 0 + 3 + 1 + 2 + 0	
CON Constitution	14	+2	14	+2			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	14	+2	14	+2			INITIATIVE Modifier	3	= 3 + 0	ARMOR BONUS
WIS Wisdom	18	+4	18	+4			TOTAL	DEX MODIFIER	MISC MODIFIER	SHIELD BONUS
CHA Charisma	10	+0	10	+0			BASE ATTACK Bonus	+6/+1		STAT BONUS
										SIZE BONUS
										NATURAL ARMOR
										MISC BONUS
										MISS CHANCE
										ARCANE FAILURE
										ARMOR CHECK
										MAX DEX
										SPELL RESIST.

Fortitude Constitution	+10	=	+6	+	+2	+	+1	+	+0	+	+1	+		CONDITIONAL MODIFIERS
Reflex Dexterity	+8	=	+3	+	+3	+	+1	+	+0	+	+1	+		
Willpower Wisdom	+12	=	+6	+	+4	+	+1	+	+0	+	+1	+		
Melee ATTACK BONUS	+8/+3	=	+6/+1	+	1	+	1	+	0	+	0	+		
Ranged ATTACK BONUS	+10/+5	=	+6/+1	+	3	+	1	+	0	+	0	+		
Grapple ATTACK BONUS	+3/-2	=	+6/+1	+	1	+	-4	+	0	+	0	+		

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	2	=	2	+ 0
Balance	DEX	0	=	3	+ 0
Bluff	CHA	0	=	0	+ 0
Climb	STR	1	=	1	+ 1
Concentration	CON	7	=	2	+ 5
Diplomacy	CHA	5	=	0	+ 5
Disguise	CHA	0	=	0	+ 0
Escape Artist	DEX	0	=	3	+ 0
Forgery	INT	2	=	2	+ 0
Gather Information	CHA	0	=	0	+ 0
Handle Animal	CHA	12	=	0	+ 12
Heal	WIS	5	=	4	+ 1
Hide	DEX	5	=	3	+ 1
Intimidate	CHA	0	=	0	+ 0
Jump	STR	-9	=	1	+ 0
Knowledge (Geography)	INT	4	=	2	+ 2
Knowledge (Nature)	INT	14	=	2	+ 10
Listen	WIS	9	=	4	+ 3
Move Silently	DEX	3	=	3	+ 1
Ride	DEX	17	=	3	+ 12
Search	INT	2	=	2	+ 0
Sense Motive	WIS	4	=	4	+ 0
Spellcraft	INT	7	=	2	+ 5
Spot	WIS	7	=	4	+ 3
Survival	WIS	6	=	4	+ 0
Swim	STR	-1	=	1	+ 4
Tumble	DEX	1	=	3	+ 1
Use Rope	DEX	3	=	3	+ 0

Fortitude Constitution	+10	=	+6	+	+2	+	+1	+	+0	+	+1	+		CONDITIONAL MODIFIERS
Reflex Dexterity	+8	=	+3	+	+3	+	+1	+	+0	+	+1	+		
Willpower Wisdom	+12	=	+6	+	+4	+	+1	+	+0	+	+1	+		
Melee ATTACK BONUS	+8/+3	=	+6/+1	+	1	+	1	+	0	+	0	+		
Ranged ATTACK BONUS	+10/+5	=	+6/+1	+	3	+	1	+	0	+	0	+		
Grapple ATTACK BONUS	+3/-2	=	+6/+1	+	1	+	-4	+	0	+	0	+		

	TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY						
Melee ATTACK BONUS	+8/+3	=	+6/+1	+	1	+	1	+	0	+	0	+	
Ranged ATTACK BONUS	+10/+5	=	+6/+1	+	3	+	1	+	0	+	0	+	
Grapple ATTACK BONUS	+3/-2	=	+6/+1	+	1	+	-4	+	0	+	0	+	

WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Small Repeating Heavy Crossbow +2	+12/+7	1d8+2	19-20/x2	B	120'	P	S
Small Shocking Spear +1	+9/+4	1d6+2	20/x3	C	0'	P	S
Small Shocking Spear +1 (Thrown)	+12/+7	1d6+1	20/x3	C	20'	P	S

Small Repeating Heavy Crossbow +2							Search	INT	2	=	2	+	0	+	0	
+12/+7		1d8+2	19-20/x2	B	120'	P S	Sense Motive	WIS	4	=	4	+	0	+	0	
							Spellcraft	INT	7	=	2	+	5	+	0	
Small Shocking Spear +1							Spot	WIS	7	=	4	+	3	+	0	
+9/+4		1d6+2	20/x3	C	0'	P S	Survival	WIS	6	=	4	+	0	+	2	
							Swim	STR	-1	=	1	+	4	+	-6	
Small Shocking Spear +1 (Thrown)							Tumble	DEX	1	=	3	+	1	+	-3	
+12/+7		1d6+1	20/x3	C	20'	P S	Use Rope	DEX	3	=	3	+	0	+	0	

AMMUNITION	TYPE	AC	CHECK	SPELL FAILURE
Small Repeating Crossbow Bolts				
(5) (3)				

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Amulet of Natural Armor +2 (Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +2)	Equipped	1	0.01	8000	Small Belt Pouch	Equipped	1	0.12	1
Spell Component Pouch	Equipped	1	3	5	Small Dragonhide Breastplate +2 (Breastplate (Dragonhide/Small)), (Breastplate (Dragonhide/+2 (Armor)/Small)), (Dragonhide, Steel)	Equipped	1	15	4700
Cloak of Resistance +1 (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Small Explorer's Outfit	Equipped	1	2	0
Flint and Steel	Small Belt Pouch	1	0	1	Small Repeating Crossbow Bolts (5) (Steel, Wood)	Carried	1	0.5	1
Holly and Mistletoe	Equipped	1	0	0	Small Repeating Crossbow Bolts (5) (Steel, Wood)	Small Belt Pouch	1	0.5	1
Meat (Chunk)	Small Backpack	2	0.5	0.3	Small Repeating Crossbow Bolts (5) (Steel, Wood)	Small Repeating Heavy Crossbow +2	1	0.5	1
Mirror (Small/Steel)	Small Belt Pouch	1	0.5	10					
Small Backpack	Equipped	1	0.5	2	Small Repeating Heavy Crossbow +2 (Masterwork, Wood)	Equipped	1	6	8700
					Small Shocking Spear +1 (Masterwork, Wood, Shock)	Carried	1	3	8302
					TOTAL WEIGHT CARRIED/VALUE	31.64 lbs.		36235.4 gp	

WEIGHT ALLOWANCE

Light	32	Medium	65	Heavy	97
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MONEY

SPECIAL ABILITIES

+2 morale bonus on saving throws against fear, Animal Companion (Ex) ~ Effective Level 3, Nature Sense (Ex), Resist Nature's Lure (Ex) ~ +4 to save vs, fey abilities, Spontaneous Casting ~ May channel stored spell energy into summoning spells not prepared in advance, Trackless Step (Ex) ~ Cannot be tracked in natural surroundings, Venom Immunity (Ex) ~ Immune to all poisons, Wild Empathy (Ex) ~ +11, Wildshape (Su) ~ (Large) 9 hours 3/day, Woodland Stride (Ex) ~ May move through undergrowth at normal speed without taking damage
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TEMPLATES

Animal Companion Upgrade (CL-6), Saddle on Mount
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PROFICIENCIES

Club, Crossbow (Repeating Heavy), Dagger, Dart, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear
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LANGUAGES

Common, Druidic, Goblin, Halfling, Literacy, Orc
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FEATS

NAME	DESCRIPTION
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Exotic Weapon Proficiency	You are profiocient with the selected exotic weapon
Natural Spell	You can cast spells while in a wild shape
Point Blank Shot	You are skilled at making well-placed shots with ranged weapons at close range
Rapid Shot	You can use ranged weapons with exceptional speed
Shield Proficiency	You are proficient with bucklers, small shields, and large shields

SPELLS

Druid	0	1	2	3	4	5	6	7	8	9
Per Day	6	5	5	4	3	1	0	0	0	0
0: Create Water (DC:14) Flare (DC:14) Mending (DC:14) Virtue (DC:14)	Cure Minor Wounds (DC:14) Guidance (DC:14) Purify Food and Drink (DC:14)	Detect Magic (DC:14) Know Direction (DC:14) Read Magic (DC:14)	Detect Poison (DC:14) Light (DC:14) Resistance (DC:14)							
1: Calm Animals (DC:15) Detect Snares and Pits (DC:15) Goodberry (DC:15) Magic Fang (DC:15) Produce Flame (DC:15)	Charm Animal (DC:15) Endure Elements (DC:15) Hide from Animals (DC:15) Magic Stone (DC:15) Shillelagh (DC:15)	Cure Light Wounds (DC:15) Entangle (DC:15) Jump (DC:15) Obscuring Mist (DC:15) Speak with Animals (DC:15)	Detect Animals or Plants (DC:15) Faerie Fire (DC:15) Longstrider (DC:15) Pass without Trace (DC:15) Summon Nature's Ally I (DC:15)							
2: Animal Messenger (DC:16) Bull's Strength (DC:16) Fire Trap (DC:16) Gust of Wind (DC:16) Reduce Animal (DC:16) Spider Climb (DC:16) Warp Wood (DC:16)	Animal Trance (DC:16) Cat's Grace (DC:16) Flame Blade (DC:16) Heat Metal (DC:16) Resist Energy (DC:16) Summon Nature's Ally II (DC:16) Wood Shape (DC:16)	Barkskin (DC:16) Chill Metal (DC:16) Flaming Sphere (DC:16) Hold Animal (DC:16) Lesser Restoration (DC:16) Summon Swarm (DC:16)	Bear's Endurance (DC:16) Delay Poison (DC:16) Fog Cloud (DC:16) Owl's Wisdom (DC:16) Soften Earth and Stone (DC:16) Tree Shape (DC:16)							
3: Call Lightning (DC:17) Diminish Plants (DC:17) Neutralize Poison (DC:17) Quench (DC:17) Speak with Plants (DC:17) Water Breathing (DC:17)	Contagion (DC:17) Dominate Animal (DC:17) Plant Growth (DC:17) Remove Disease (DC:17) Spike Growth (DC:17) Wind Wall (DC:17)	Cure Moderate Wounds (DC:17) Greater Magic Fang (DC:17) Poison (DC:17) Sleet Storm (DC:17) Stone Shape (DC:17)	Daylight (DC:17) Meld into Stone (DC:17) Protection from Energy (DC:17) Snare (DC:17) Summon Nature's Ally III (DC:17)							
4: Air Walk (DC:18) Control Water (DC:18) Freedom of Movement (DC:18) Repel Vermin (DC:18) Summon Nature's Ally IV (DC:18)	Antiplant Shell (DC:18) Cure Serious Wounds (DC:18) Giant Vermin (DC:18) Rusting Grasp (DC:18)	Blight (DC:18) Dispel Magic (DC:18) Ice Storm (DC:18) Scrying (DC:18)	Command Plants (DC:18) Flame Strike (DC:18) Reincarnate (DC:18) Spike Stones (DC:18)							
5: Animal Growth (DC:19) Call Lightning Storm (DC:19) Death Ward (DC:19) Summon Nature's Ally V (DC:19) Unhallow (DC:19)	Atonement (DC:19) Commune with Nature (DC:19) Hallow (DC:19) Transmute Mud to Rock (DC:19) Wall of Fire (DC:19)	Awaken (DC:19) Control Winds (DC:19) Insect Plague (DC:19) Transmute Rock to Mud (DC:19) Wall of Thorns (DC:19)	Baleful Polymorph (DC:19) Cure Critical Wounds (DC:19) Stoneskin (DC:19) Tree Stride (DC:19)							

* = Domain/Specialty Spell

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CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Animal8 0		Brown Bear Large / 10.0 ft.		4' 2"	1827 lbs.	Low-light, Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
10	55000	4	Male	Black	Brown, Short Fur	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																							
STR Strength	28	+9	28	+9			HP Hit Points	96					Walk 40'																							
DEX Dexterity	14	+2	14	+2			AC Armour Class	24	=	22	:	11	:	10	+	6	+	0	+	2	+	-1	+	7	+	0		10	+0	6	0					
CON Constitution	19	+4	19	+4			TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT BONUS		SIZE BONUS		NATURAL ARMOR		MISC BONUS		MISS CHANCE		ARCANE FAILURE		ARMOR CHECK		MAX DEX		SPELL RESIST.	
INT Intelligence	2	-4	2	-4			INITIATIVE Modifier	2	=	2	+	0	SKILLS														MAX RANKS		13/6.5							
WIS Wisdom	12	+1	12	+1			TOTAL		DEX MODIFIER		MISC MODIFIER																									
CHA Charisma	6	-2	6	-2			BASE ATTACK Bonus				+6/+1																									

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+10	= +6	+ +4	+ +0	+ +0	+ +0		
Reflex Dexterity	+8	= +6	+ +2	+ +0	+ +0	+ +0		
Willpower Wisdom	+3	= +2	+ +1	+ +0	+ +0	+ +0		
Melee ATTACK BONUS	+14/+9	= +6/+1	+ 9	+ -1	+ 0	+ 0		
Ranged ATTACK BONUS	+7/+2	= +6/+1	+ 2	+ -1	+ 0	+ 0		
Grapple ATTACK BONUS	+19/+14	= +6/+1	+ 9	+ 4	+ 0	+ 0		

UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+10/+5	1d4+9	20/x2

WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Bite	+9	2d6+4	20/x2	O	0'	BPS	L
*Claw	+14/+14	1d8+9	20/x2	P	0'	PS	L

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Large Mithral Chain Shirt Barding +2	Light	+6	+6	+0	10
Mithral (Light), Steel					

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
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ITEMS	AC
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SKILLS

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	-4	= -4	+ 0	+ 0
Balance	DEX	2	= 2	+ 0	+ 0
Bluff	CHA	-2	= -2	+ 0	+ 0
Climb	STR	9	= 9	+ 0	+ 0
Concentration	CON	4	= 4	+ 0	+ 0
Diplomacy	CHA	-2	= -2	+ 0	+ 0
Disguise	CHA	-2	= -2	+ 0	+ 0
Escape Artist	DEX	2	= 2	+ 0	+ 0
Forgery	INT	-4	= -4	+ 0	+ 0
Gather Information	CHA	-2	= -2	+ 0	+ 0
Heal	WIS	1	= 1	+ 0	+ 0
Hide	DEX	-2	= 2	+ 0	+ -4
Intimidate	CHA	-2	= -2	+ 0	+ 0
Jump	STR	13	= 9	+ 0	+ 4
Listen	WIS	4	= 1	+ 3	+ 0
Move Silently	DEX	2	= 2	+ 0	+ 0
Ride	DEX	-3	= 2	+ 0	+ -5
Search	INT	-4	= -4	+ 0	+ 0
Sense Motive	WIS	1	= 1	+ 0	+ 0
Spot	WIS	7	= 1	+ 6	+ 0
Survival	WIS	1	= 1	+ 0	+ 0
Swim	STR	13	= 9	+ 0	+ 4
Use Rope	DEX	2	= 2	+ 0	+ 0
= Useable Untrained					

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Bite	Equipped	1	0	0	Miner's Pick	Saddlebags	1	10	3
Claw	Equipped	1	0	0	Silk Rope (50')	Saddlebags	1	5	10
Crowbar	Saddlebags	1	5	2	Sack	Saddlebags	1	0.5	0.1
Hammer	Saddlebags	1	2	0.5	Exotic Riding Saddle	Equipped	1	30	30
Healer's Kit	Saddlebags	1	1	50	Saddlebags	Equipped	1	8	4
Large Mithral Chain Shirt Barding +2 (Mithral (Light), Steel)	Equipped	1	25	5400	Small Repeating Crossbow Bolts (5) (Steel, Wood)	Saddlebags	8	0.5	1
Meat (Chunk)	Sack	4	0.5	0.3	Sunrod	Saddlebags	1	1	2
TOTAL WEIGHT CARRIED/VALUE							93.5 lbs.		5510.8 gp

WEIGHT ALLOWANCE

Light	1200	Medium	2400	Heavy	3600
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FEATS

Endurance, Run, Track

MONEY**SPECIAL ABILITIES**

Evasion (Ex), Improved Grab (Ex), Link (Ex), Scent (Ex), Share Spells (Ex)
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PROFICIENCIES

Bite, Claw

TRICKS KNOWN

Attack, Come, Defend, Down, Heel, Seek, Stay, Track

LANGUAGES

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