

Glind

Drd1		Half-Elf		Lawful Neutral		Faunus	
CLASS		RACE		ALIGNMENT		DEITY	
1	Medium	32	Female	5' 4"	135 lbs.		
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR
0	1,000	1,000					
Current XP		XP for Next Level		XP Remaining		In Game XP Gained	



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL		WOUNDS/CURRENT HP			SUBDUAL DAMAGE		DAMAGE REDUCTION		HIT DIE TYPE		SPEED										
STR	10	+0			HP	10								1d8		30										
DEX	12	+1			AC	15	14	11	= 10 +	2	+	2	+	1	+	0	+	0	+	0		25				0
						TOTAL	FLAT FOOTED	TOUCH AC	BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.						
CON	14	+2			INITIATIVE				SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS									
INT	10	+0			+ 1	=	1	+	0	Fortitude Con	4	=	2	+	2	+	0	+	0	+						
						TOTAL	DEX MOD	MISC MOD	Reflex Dex	3	=	0	+	1	+	0	+	2	+							
WIS	18	+4			BASE ATTACK BONUS				Will Wis	6	=	2	+	4	+	0	+	0	+							
CHA	10	+0			+0																					

	TOTAL		BASE ATTACK BONUS		ABILITY MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER
MELEE ATTACK BONUS	+0	=	0	+	0	+	0	+	0	+	
RANGED ATTACK BONUS	+1	=	0	+	1	+	0	+	0	+	
Grapple MODIFIER	+0	=	0	+	0	+	0	+	0	+	

Scimitar		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
		+0		1d6		18-20/x2	
RANGE	WEIGHT	TYPE		SIZE		SPECIAL PROPERTIES	
-	4 lbs.	Slashing		Medium			

Sling		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
		+1		1d4		x2	
RANGE	WEIGHT	TYPE		SIZE		SPECIAL PROPERTIES	
50 ft.	0 lbs.	Bludgeoning		Medium			
50 - 99 ft.		100 - 149 ft.		150 - 199 ft.		200 - 249 ft.	
-1		-3		-5		-7	

Spear		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
		+0		1d8		x3	
RANGE	WEIGHT	TYPE		SIZE		SPECIAL PROPERTIES	
20 ft.	6 lbs.	Piercing		Medium			

Leather		TYPE		ARMOR BONUS		MAX DEX BONUS	
		Light		+2		6	
CHECK PENALTY	SPELL FAILURE	SPEED		WEIGHT		SPECIAL PROPERTIES	
0	10%	30 ft.		15 lbs.			

Shield, heavy wooden	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
	+2	10 lbs.	-2	15%
SPECIAL PROPERTIES				

SKILLS

Max Ranks 4/ 2

SKILL NAME	KEY ABILITY	TOTAL RANKS	ABILITY MOD	MISC MOD
■ Appraise	Int	0	=	+ 0 +
■ Balance*	Dex	-1	=	+ 1 + -2
■ Bluff	Cha	0	=	+ 0 +
■ Climb*	Str	-2	=	+ 0 + -2
■ Concentration	Con	2	=	+ 2 +
■ Control Shape	Wis	4	=	+ 4 +
■ Craft ()	Int	-2	=	+ 0 + -2
■ Diplomacy	Cha	2	=	+ 0 + 2
■ Disguise	Cha	0	=	+ 0 +
■ Escape Artist*	Dex	-1	=	+ 1 + -2
■ Forgery	Int	0	=	+ 0 +
■ Gather Information	Cha	2	=	+ 0 + 2
■ Handle Animal	Cha	4	=	+ 4 +
■ Heal	Wis	8	=	+ 4 +
■ Hide*	Dex	-1	=	+ 1 + -2
■ Intimidate	Cha	0	=	+ 0 +
■ Jump*	Str	-2	=	+ 0 + -2
■ Knowledge (Nature)	Int	6	=	+ 4 + 2
■ Listen	Wis	5	=	+ 4 + 1
■ Literacy		0	=	+ 0 +
■ Move Silently*	Dex	-1	=	+ 1 + -2
■ Perform (Act)	Cha	0	=	+ 0 +
■ Perform (Comedy)	Cha	0	=	+ 0 +
■ Perform (Dance)	Cha	0	=	+ 0 +
■ Perform (Keyboard Instruments)	Cha	0	=	+ 0 +
■ Perform (Oratory)	Cha	0	=	+ 0 +
■ Perform (Percussion)	Cha	0	=	+ 0 +
■ Perform (Sing)	Cha	0	=	+ 0 +
■ Perform (String Instruments)	Cha	0	=	+ 0 +
■ Perform (Weapon Drill)	Cha	0	=	+ 0 +
■ Perform (Wind Instruments)	Cha	0	=	+ 0 +
■ Ride	Dex	5	=	+ 4 + 1 +
■ Search	Int	1	=	+ 0 + 1
■ Sense Motive	Wis	4	=	+ 4 +
■ Spot	Wis	5	=	+ 4 + 1
■ Survival	Wis	6	=	+ 4 + 2
■ Swim*	Str	-4	=	+ 0 + -4
■ Use Rope	Dex	1	=	+ 1 +

Skills marked with ■ can be used untrained.
* armor check penalty, if any, applies.
** Double armor penalty

EQUIPMENT							
ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Coin: gp (46)	1	46 gp	(0.92)	Shield, heavy wooden	1	7 gp	(10.00)
Leather	1	10 gp	(15.00)	Sling	1	0 gp	(0.00)
Scimitar	1	15 gp	(4.00)	Spear	1	2 gp	(6.00)
1 - 33 lbs.	34 - 66 lbs.	67 - 100 lbs.	TOTAL WEIGHT CARRIED				0.00 lbs.
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD					

MONEY			
CP -	SP -	GP - 46	PP -
Misc -			

LANGUAGES											
Druidic, Elven, Common											
Glind's Animal, Wolf											
STR	13	DEX	15	CON	15	INT	2	WIS	12	CHA	6
Fort	+5	Ref	+5	Will	+1	HP	13	Spd	50	Init	+2
AC - Base	14			AC - Flat		12		AC - Touch		12	
Bite	+3			Damage		1d6+1		Critical		20/x2	
Features: Bonus Tricks (1), Link (Ex), Share Spells											
Special: Trip (Ex) , Scent (Ex), Low-light Vision (Ex)											
Feats: Track, Weapon Focus: Bite											
Skills: Spot + 3, Listen + 3, Jump + 9, Move Silently + 3											

FEATS
Lightning Reflexes
Armor Proficiency: medium
Shield Proficiency
Armor Proficiency: light

SPECIAL ABILITIES
Half-Elf Racial Features
Elven Blood
Special Qualities
+2 Saves vs. Spells and Spell-like Effects
Immunity: Sleep Effects (Ex)
Low-light Vision (Ex)
Druid Class Features
Animal Companion
Druidic weapons
Nature Sense
Proficiency: Armor, Light
Proficiency: Armor, Medium
Proficiency: Shields
Secret Language: Druidic
Spells
Spontaneous casting (Druid)
Wild Empathy (1)

Glind's Druid Spells										
Level:	0	1	2	3	4	5	6	7	8	9
Known:	All	All	--	--	--	--	--	--	--	--
Per Day:	3	2	--	--	--	--	--	--	--	--
PREP	SPELL NAME	DC	SAVE	CAST TIME	DURATION	RANGE				
0 LEVEL										
	Breeze <i>Spell Resistance:-</i> <i>Desc:</i> A light wind that provides a +2 deflection bonus to AC against light missile weapons (Blickmor 83).	14	None	1 Swift	1 round	Personal <i>School:</i> Abjuration				
	Create Water <i>Spell Resistance:</i> No <i>Desc:</i> This spell generates wholesome, drinkable water, just like clean rain water (PH215)	14	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels) <i>School:</i> Conjuration				
	Cure Minor Wounds <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Cures 1 point of damage (PH216)	14	Will Half	1 Action	Instantaneous	Touch <i>School:</i> Conjuration				
	Detect Magic <i>Spell Resistance:</i> No <i>Desc:</i> Detects spells and magic items within 60 ft (PH219)	14	None	1 Action	Concentration, up to 1 minute/level (D)	60 ft. <i>School:</i> Divination				
	Detect Poison <i>Spell Resistance:</i> No <i>Desc:</i> You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)	14	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels) <i>School:</i> Divination				
	Flare <i>Spell Resistance:</i> Yes <i>Desc:</i> Creates a burst of light, that can dazzle one creature for 1 minute unless it makes a successful Fortitude save (PH232)	14	Fortitude Negates	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels) <i>School:</i> Evocation				
	Guidance <i>Spell Resistance:</i> Yes <i>Desc:</i> Imbues the subject with divine guidance, granting a +1 competence bonus on a single attack, save, or skill check (PH237)	14	Will Negates (Harmless)	1 Action	1 minute or until discharged	Touch <i>School:</i> Divination				
	Know Direction <i>Spell Resistance:</i> No <i>Desc:</i> You discern north (PH246).	14	None	1 Action	Instantaneous	Personal <i>School:</i> Divination				
	Light <i>Spell Resistance:</i> No <i>Desc:</i> Object shines like a torch (PH248).	14	None	1 Action	10 minutes/level (D)	Touch <i>School:</i> Evocation				
	Mending <i>Spell Resistance:</i> Yes (Harmless, Object) <i>Desc:</i> Makes minor repairs on an object (PH253).	14	Will Negates (Harmless, Object)	1 Action	Instantaneous	10 ft. <i>School:</i> Transmutation				
	Purify Food and Drink <i>Spell Resistance:</i> Yes (object) <i>Desc:</i> Purifies 1 cu. Ft. /level of food or water (PH267).	14	Will Negates (Object)	1 Action	Instantaneous	10 ft. <i>School:</i> Transmutation				
	Read Magic <i>Spell Resistance:-</i> <i>Desc:</i> Read scrolls and spellbooks (PH269).	14		1 Action	10 minutes/level	Personal <i>School:</i> Divination				
	Resistance <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Subject gains +1 on saving throws (PH272).	14	Will Negates (Harmless)	1 Action	1 minute	Touch <i>School:</i> Abjuration				
	Virtue <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Subject gains 1 temporary hp (PH298).	14	Fortitude Negates; See Text	1 Action	1 minute	Touch <i>School:</i> Transmutation				
	Waft <i>Spell Resistance:</i> No <i>Desc:</i> Carry a light item (less than 1 lb.) on a breeze (Blickmor 95).	14	None	1 Action	Concentration	Close (25 ft.+5 ft./2 levels) <i>School:</i> Transmutation				
1st LEVEL										
	Calm Animals <i>Spell Resistance:</i> Yes <i>Desc:</i> This spell soothes and quiets animals (2d4 + caster level HD, all of the same kind), rendering them harmless (PH207)	15	Will Negates	1 Action	1 minute/level	Close (25 ft.+5 ft./2 levels) <i>School:</i> Enchantment				
	Charm Animal <i>Spell Resistance:</i> Yes <i>Desc:</i> This charm makes an animal regard you as its trusted friend and ally (PH208)	15	Will Negates	1 Action	1 hour/level	Close (25 ft.+5 ft./2 levels) <i>School:</i> Enchantment				
	Cure Light Wounds <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Cures 1d8+1/level damage [max +5] (PH215)	15	Will Half	1 Action	Instantaneous	Touch <i>School:</i> Conjuration				
	Detect Animals or Plants <i>Spell Resistance:</i> No	15	None	1 Action	Concentration, up to 10 minutes/level (D)	Long (400 ft.+40 ft./level) <i>School:</i> Divination				

Desc:You can detect a particular animal or plant in a cone emanating out from you in whatever direction you face (PH218)					
Detect Snares and Pits	15	None	1 Action	Concentration, up to 10 minutes/level (D)	60 ft.
Spell Resistance:No		Components:V, S		School:Divination	
Desc:You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials (PH220)					
Endure Elements	15	Will Negates (Harmless)	1 Action	24 hours	Touch
Spell Resistance:Yes		Components:V, S		School:Abjuration	
Desc:Target can exist comfortably in conditions between -50 and 140 degrees without ill effects (PH226)					
Entangle	15	Reflex Partial	1 Action	1 minute/level	Long (400 ft.+40 ft./level)
Spell Resistance:No		Components:V, S, DF		School:Transmutation	
Desc:Grasses, weeds, bushes and even trees wrap, twist, and entwine about creatures in (or those that enter) the area (PH227)					
Faerie Fire	15	None	1 Action	1 minute/level (D)	Long (400 ft.+40 ft./level)
Spell Resistance:Yes		Components:V, S, DF		School:Evocation	
Desc:A pale glow surrounds and outlines the subjects, who shed light as candles, thus negating many illusory effects (PH229)					
Goodberry	15	None	1 Action	1 day/level	Touch
Spell Resistance:Yes		Components:V, S, DF		School:Transmutation	
Desc:Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature, and cures 1 HP (PH237)					
Hide from Animals	15	Will Negates (Harmless)	1 Action	10 minutes/level (D)	Touch
Spell Resistance:Yes		Components:S, DF		School:Abjuration	
Desc:Animals cannot see, hear, or smell the warded creatures (PH241)					
Jump	15	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
Spell Resistance:Yes		Components:V, S, M		School:Transmutation	
Desc:Subject gets up to +30 on Jump checks (PH246).					
Longstrider	15	None	1 Action	1 hour/level (D)	Personal
Spell Resistance:-		Components:V, S, M		School:Transmutation	
Desc:Increases your base land movement by +10 (PH249)					
Magic Fang	15	Will Negates (Harmless)	1 Action	1 minute/level	Touch
Spell Resistance:Yes (harmless)		Components:V, S, DF		School:Transmutation	
Desc:One natural weapon of subject creature gets +1 bonus to attack and damage (PH250).					
Magic Stone	15	Will Negates (Harmless, Object)	1 Action	30 minutes or until discharged	Touch
Spell Resistance:Yes (Harmless, Object)		Components:V, S, DF		School:Transmutation	
Desc:Three stones become +1 projectiles, 1d6+1 damage (PH251).					
Mud	15	See text	1 Action	1 round/level (D)	Medium (100 ft.+10 ft./level)
Spell Resistance:No		Components:V, S, M		School:Conjuration	
Desc:This spell covers the ground with a layer of thick mud (Bkckmor 90).					
Obscuring Mist	15	None	1 Action	1 minute/level	20 ft.
Spell Resistance:No		Components:V, S		School:Conjuration	
Desc:Fog surrounds you (PH258).					
Pass without Trace	15	Will Negates (Harmless)	1 Action	1 hour/level (D)	Touch
Spell Resistance:Yes (harmless)		Components:V, S, DF		School:Transmutation	
Desc:One subject/level leaves no tracks (PH259).					
Produce Flame	15	None	1 Action	1 minute/level (D)	0 ft.
Spell Resistance:Yes		Components:V, S		School:Evocation	
Desc:1d6 +1/level damage (Max +5), touch or thrown (PH265).					
Shillelagh	15	Will Negates (Object)	1 Action	1 minute/level	Touch
Spell Resistance:Yes (object)		Components:V, S, DF		School:Transmutation	
Desc:Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level (PH278).					
Speak with Animals	15	None	1 Action	1 minute/level	Personal
Spell Resistance:-		Components:V, S		School:Divination	
Desc:You can communicate with natural animals (PH281).					
Summon Nature's Ally I	15	None	1 Round(s)	1 round/level (D)	Close (25 ft.+5 ft./2 levels)
Spell Resistance:No		Components:V, S, DF		School:Conjuration	
Desc:Calls elemental or animal to fight for you (PH288).					