

Harken

Arandur
(PFS 17821-16)

Druid (Blight Druid) 1

CHARACTER LEVEL (favored class = Druid)

True Neutral

ALIGNMENT

Human

Medium

Male

19

4' 10"

110lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

Pharasma, Pharasma

Pale

Black

Black

DEITY

SKIN

HAIR

EYES



ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	14	+2		
DEX Dexterity	16	+3		
CON Constitution	10	+0		
INT Intelligence	10	+0		
WIS Wisdom	14	+2		
CHA Charisma	14	+2		

HP	TOTAL	DR
HIT POINTS	8	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
+3 = 3 + 0	
TOTAL	DEX MODIFIER
	MISC MODIFIER

AC 15	= 10 +	2	+		+	3	+		TOUCH 13
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER		DODGE BONUS	
									FLAT-FOOTED 12

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	2	2				
REFLEX (DEXTERITY)	3		3			
WILL (WISDOM)	4	2	2			

BASE ATTACK BONUS	+0	SPELL RESISTANCE	
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CMB	2	=	<div>0</div>	+	<div>2</div>	+	<div>0</div>			
TOTAL			BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER			
CMD	15	=	<div>0</div>	+	<div>2</div>	+	<div>3</div>	+	<div>0</div>	+ 10
TOTAL			BASE ATTACK BONUS		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER	

WEAPONS

DAGGER

ATTACK BONUS: +3, DAMAGE: 1d4+2, CRITICAL: 19-20/x2, RANGE: 10', TYPE: Piercing

DART

ATTACK BONUS: +3, DAMAGE: 1d4+2, CRITICAL: 20/x2, RANGE: 20', TYPE: Piercing

SICKLE

ATTACK BONUS: +3, DAMAGE: 1d6+2, CRITICAL: 20/x2, TYPE: Slashing

SICKLE

ATTACK BONUS: +3, DAMAGE: 1d6+2, CRITICAL: 20/x2, TYPE: Slashing

UNARMED STRIKE

ATTACK BONUS: +3, DAMAGE: 1d3+2, CRITICAL: 20/x2, TYPE: Bludgeoning

SPEED	30'	20'	SPEED				
LAND	BASE SPEED	WITH ARMOR	OTHER	FLY	SWIM	CLIMB	BURROW

SKILLS

Skill Names	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	0	=Dex	3 + 0 + -3	
Appraise	0	=Int	0 + 0 +	
Bluff	2	=Cha	2 + 0 +	
✓Climb	-1	=Str	2 + 0 + -3	
✓Craft (Traps)	2	=Int	0 + 1 + 3 +	
Diplomacy	2	=Cha	2 + 0 +	
Disguise	2	=Cha	2 + 0 +	
Escape Artist	0	=Dex	3 + 0 + -3	
✓Fly	0	=Dex	3 + 0 + -3	
✓Heal	2	=Wis	2 + 0 +	
Intimidate	2	=Cha	2 + 0 +	
✓Knowledge (Geography)	4	=Int	0 + 1 + 3 +	
✓Perception	6	=Wis	2 + 1 + 3 +	
✓Ride	0	=Dex	3 + 0 + -3	
Sense Motive	2	=Wis	2 + 0 +	
Stealth	1	=Dex	3 + 1 + -3	
✓Survival	4	=Wis	2 + 0 +	
✓Swim	-1	=Str	2 + 0 + -3	

✓ = Class Skill, ■ = Trained Only, ▽ = Armor Check Penalty Applies

LANGUAGES

Common, Druidic

COMBAT MANEUVERS		
Maneuver	CMB	CMD
Bull Rush	+2	15
Dirty Trick	+2	15
Disarm	+2	15
Drag	+2	15
Feint	+2	15
Grapple	+2	15
Overrun	+2	15
Pull	+2	15
Push	+2	15
Reposition	+2	15
Steal	+2	15
Sunder	+2	15
Trip	+2	15

MONEY	
Platinum	0
Gold	63
Silver	3
Copper	0
Valuables	0

ENCUMBRANCE	
Current	59 lbs
Light	58 lbs
Medium	116 lbs
Heavy	175 lbs

EXPERIENCE	
Current	0
Next Level	

TRAIT SUMMARY

Anatomist
Master of Pentacles (1/day)

SPECIAL ABILITY/FEATURE SUMMARY

+3 to Stealth checks
Empathic Link with Familiar (Su)
Nature Sense (Ex)
Share Spells with Familiar
Spontaneous Casting
Vermin Empathy +3 (Ex)

FEAT SUMMARY

Armor Proficiency (Light)
Armor Proficiency (Medium)
Druid Weapon Proficiencies
Shield Proficiency
Two-weapon Fighting
Weapon Finesse

MAGIC ITEM SUMMARY			
Qty	Item	Slot	Weight
EQUIPMENT			
Qty	Item		Weight
1	Backpack (15 @ 30 lbs)		2 lbs
1	Bedroll		5 lbs
4	Caltrops		8lbs
3	Dagger		3lbs
10	Dart		5lbs
1	Leather		15 lbs
5	Rations, trail (per day)		5lbs
1	Rope, silk (50 ft.)		5 lbs
1	Sickle		2 lbs
1	Sickle		2 lbs
2	Sunrod		2lbs
1	Thunderstone		1 lb
1	Waterskin		4 lbs

TRAITS

Anatomist (Combat)

You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits.

Master of Pentacles (1/day) (Cheliox, Faction)

Your many years spent studying the art of summoning has given you a unique knowledge of these subtle and complicated arts. Once per day, when casting a spell of the Conjuration school, you are at +2 caster level when determining the duration of the spell.

SPECIAL ABILITIES/FEATURES

+3 to Stealth checks

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat. If you are within 1 mile of your familiar, you may gain other benefits.

Empathic Link with Familiar (Su)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Nature Sense (Ex)

A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Share Spells with Familiar

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

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.

Vermin Empathy +3 (Ex)

A blight druid can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. The blight druid can also improve the attitude of animals and mindless undead creatures that were formerly animals, but she takes a –4 penalty on the check unless the animal or undead has a disease special attack. This ability replaces wild empathy.

FEATS

Druid Weapon Proficiencies

Benefit: You are proficient with the Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortspear, Sling and Spear.

Normal: When using a weapon with which you are not proficient, you are at –4 to attack rolls.

Two-weapon Fighting (Combat)

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Weapon Finesse (Combat)

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

MAGIC ITEMS

DRUID (BLIGHT DRUID) SPELLS

Spell Level:	0	1	Concentration Check:	d20 + caster level +2 (Wisdom modifier)
Casts Per Day:	3	2	Casting Defensively:	DC 15 + (spell level x 2)

SPELLS PREPARED

Level	Spell	Casting Time	Range	Save DC	Spell Resist	Duration
0	Create Water	1 action	Close	12	No	Instantaneous
0	Guidance	1 action	Touch	12	Yes	1 minute or until discharged
0	Light	1 action	Touch	12	No	10 min./level
1	Cure Light Wounds	1 action	Touch	13	Yes (harmless); see text	Instantaneous
1	Obscuring Mist	1 action	20 ft.	13	No	1 min./level (D)

LEVEL 0 SPELLS PREPARED

Create Water

School Conjunction (Creation)

Casting Time 1 action

Components Verbal, Somatic

Range Close

Effect up to 2 gallons of water/level

Duration Instantaneous

Saving Throw none; **Spell Resistance** No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Guidance

School Divination

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target(s) creature touched

Duration 1 minute or until discharged

Saving Throw DC 12 Will negates (harmless); **Spell Resistance** Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Light

School Evocation, Wood Elemental

Casting Time 1 action

Components Verbal, Material or Divine Focus

Range Touch

Target(s) object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

LEVEL 1 SPELLS PREPARED

Cure Light Wounds

School Conjunction (Healing)

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target(s) creature touched

Duration Instantaneous

Saving Throw DC 13 Will half (harmless); see text; **Spell Resistance** Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply

spell resistance, and can attempt a Will save to take half damage.

Obscuring Mist

School Conjuration, Water Elemental (Creation)

Casting Time 1 action

Components Verbal, Somatic

Range 20 ft.

Effect cloud spreads in 20-ft. radius from you, 20 ft. high

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** No

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

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