

<b>Phulleigh Dotfive</b>		<b>SeanO</b>		<b>Neutral Good</b>							
Character Name		Player		Alignment		Current XP		Next Level XP		XP Change	
<b>Druid</b>		<b>Strongheart Halfling (FRCS, p. 18)</b>		<b>Rob's World!</b>		<b>Mielikki</b>					
Class		Race		Campaign		Deity					
<b>ECL=3</b>		<b>Small</b>		<b>37</b>		<b>Male</b>		<b>3'</b>		<b>30</b>	
Level		Size		Age		Gender		Height		Weight	
								<b>Black</b>		<b>Black</b>	
								Eyes		Hair	

Ability	Score	Mod	Temp Score	Temp Mod
<b>STR</b>	16	3		
<b>DEX</b>	16	3		
<b>CON</b>	16	3		
<b>INT</b>	12	1		
<b>WIS</b>	16	3		
<b>CHA</b>	10	0		

<b>HP</b>		<b>AC</b>		<b>Touch</b>		<b>Flat-footed</b>		<b>INIT</b>		<b>Speed</b>		<b>Armor Type</b>	
TOTAL		Current HP		Nonlethal Damage		Hit Dice		Damage Reduction					
23		[ ]		[ ]		3d8		[ ]		[ ]		[ ]	
21		= 10 + 5		+ 2 + 3		+ 1 + 0		+ 0 + 0					
TOTAL		Armor		Shield		Dex		Size		Natural		Deflect Misc	
10		light		[ ]		[ ]		[ ]		[ ]		[ ]	
3		= 3		+ [ ]		[ ]		[ ]		[ ]		[ ]	

**Action Points**      +1 Luck

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
<b>FORTITUDE</b>	6	3	3	0	0	0
<b>REFLEX</b>	4	1	3	0	0	0
<b>WILL</b>	6	3	3	0	0	0

	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
<b>MELEE</b>	+6	2	3	1	[ ]	[ ]
<b>GRAPPLE</b>	+1	2	3	-4	[ ]	[ ]
<b>RANGED</b>	+7	2	3	1	1 racial	[ ]
	Total Attack Bonus	Base Attack Bonus	Dex Mod	Size Mod	Misc Mod	Temp Mod

Light Load	57
Med Load	114.75
Max Load	172.5
Over Head	172.5
Off Ground	345
Push/ Drag	862.5

Weapon	Total Attack Bonus	Damage	Critical	Range
Masterwork Heavy Lance	+6 (+1 MW)	1d8+3	19-20X3	-
Special Properties	Ammunition	Weight	Size	Type
WSM= -4, Parry= -5, Fumble= 19, 10' Reach		On Spencer	Small	P
Weapon	Total Attack Bonus	Damage	Critical	Range
Masterwork Staffsling (Melee, TWF), (Ranged)	+4(+1MW)/+4(+1MW), (+7(+1MW)) +1PB	(1d4+3/1d4+3)(1d4+4)	(X2) (19-20x3)	70'
Special Properties	Ammunition	Weight	Size	Type
WSM= -2, Parry= -1, Fumble= (17) (19)	Bullets	2	Small	B
Weapon	Total Attack Bonus	Damage	Critical	Range

Masterwork Mace-Axe	+6 (+1 MW)	1d6+3	19-20X3	-
Special Properties	Ammunition	Weight	Size	Type
WSM-3, Parry 0, Fumble19		4.5	Small	B&S

<b>Weapon</b>	Total Attack Bonus	Damage	Critical	Range
Knife, Throwing (TWF) (Single) (Melee)	(+5/+5) (+7) (+3)	(1d6+3/1d6+3) ((1d6+3))	18—20/x2	20'
Special Properties	Ammunition	Weight	Size	Type
WSM= -2, Parry= -1, Fumble= 19	Bandoleer with 6 knives	12	Small	P/S

<b>Armor/Protective Item</b>	Type	AC Bonus	Check Pen	Max Dex
Masterwork Chain Shirt, Masterwork Dastana (ref AE15)	Light	5	1	4
Special Properties		Weight	Spell Fail	Speed
		12.5	-	30

<b>Shield/Protective Item</b>	Type	AC Bonus	Check Pen	Max Dex
Masterwork Heavy Steel Shield	Heavy	2	1	-
Special Properties		Weight	Spell Fail	Speed
+2 AC, -1 Armor check, , WSM= -4, Parry= +4, Fumble= 16		7.5	-	-

### Feats & Special Abilities

Race: Strongheart Halfling. Ref PH pg 20 & FRCS pg 18  
Race: +2 Dex, -2 Str (ref PH pg 20)  
Race: Small +1 size bonus to AC, attack roll, hide check  
Race: Small lift & carry = 75% med. Use small weapons  
Race: Speed = 20ft  
Race: +2 on Climb, Jump, Listen & Move silently  
Race: +2 morale bonus on svs fear  
Race: +1 to hit with thrown weapons & slings  
Race: +2 bonus on Listen checks  
Druid: Std ref PH33-37. Subs feature(s) ref RW157-158  
Druid: Skills Conc, Crft, Dipl, H. Anml, Heal, K(nat), PH3  
Druid: Skills Lstn, Prof, Ride, Splcft, Spt, Srv, Swm PH3  
Druid(1sf): Skills Clmb, Hide, Jmp, Mv Silent. RW157  
Druid: Skill pts(6+Int mod)x4 at 1st.6+int after 1st.RW15  
Druid: Cast spells: lvl/#/bonus: 0/4/-, 1/2/1, 2/1/1 PH34-  
Druid(1): Animal Companion(Ex). Begin w/A.Comp. PH3  
Druid(1sf): Enhanced link(Ex). +4 ride. No saddle.RW158  
Druid(1sf): Enh. link(Ex). Share w/stride & T-Step.RW158

Druid(1): Nature sense(Ex) +2 Know. (nat.) & Surv. PH35  
Druid(1sf): Spont. casting. tgt self or mount. RW157-158  
Druid(1sf): S. Cast.: Jmp(1), Sp.Cl.(2), P.fm E.(3) RW158  
Druid(1): Wild Empathy(Ex) Imp. animal attitude. PH35  
Druid(2): Woodland stride(Ex) Mv. thr. ntrl. undgrw. PH36  
Druid(3): Trackless step(Ex) Lv. no trail in natural PH36  
Flaws (Unearthed Arcana, Pg 91):  
Flaw(1): Murky Eyed. Roll miss x2 if opp. cnceald. UA91  
Flaw(1): Slow. Base movement is halved to 10ft. UA91  
Traits (Unearthed Arcana, Pg 90):  
Trait(1): Saddleborn. +1 to ride, -1 h.ani. not riding UA90  
Trait(1): Far Sighted. +1 to spot, -1 to search UA87  
Skills:  
Skill(3): Iaijutsu Focus. Draw & att flat footed opp. OA58

Feats  
Extra(1): Companion Resource. Feat x'd for animal comp  
Extra(1): Point Blank Shot- +1 Hit & Dam<30'. PH 98  
Strongheart (1st Lev): Precise Shot- No -4 Penalty for shooting into melee. PH 98  
RW(1) Parry. Make opposed attack roll to parry. RWNF5  
RW(1): Ambidexterity. Use either hand prof. RWNF13-14  
RW(1): Two weapon fight. -2 att w/both PH102/RWNF13  
Level(1): Mounted combat.1/rd ride ck to neg dmg.PH98  
RW(1): Token Familiar. Tokenize animal comp. RWNF9  
Level(3): Extra familiar. Gain an animal comp. RWNF8-9

Druid(1): Armor Prof. (Light (incl. metal)) FP48  
Druid(1): Shield (incl. metal) FP48  
Druid(1): Simple Weapon Prof. (all simple) FP48  
Druid(1): Martial Weapon Prof. (all martial) FP48

**Skills [ Auto Fill | Update CC | Clear ]**

Max Rank 6 / 3

Skill Name	Key Ab	CS	Skill Mod	Ab Mod	Rank	Misc Mod	ACP
Appraise	Int	<input checked="" type="checkbox"/>	1	= 1	+ 0	+ 0	0
Balance	Dex	<input checked="" type="checkbox"/>	3	= 3	+ 0	+ 0	0
Bluff	Cha	<input checked="" type="checkbox"/>	0	= 0	+ 0	+ 0	0
Climb	Str	<input type="checkbox"/>	2	= 3	+ 1	+ 0	-2
Concentration	Con	<input type="checkbox"/>	9	= 3	+ 6	+ 0	0
Craft ( )		<input type="checkbox"/>	0	= 0	+ 0	+ 0	0
Decipher Script	Int	<input checked="" type="checkbox"/>	1	= 1	+ 0	+ 0	0
Diplomacy	Cha	<input type="checkbox"/>	0	= 0	+ 0	+ 0	0
Disable Device	Int	<input checked="" type="checkbox"/>	-1	= 1	+ 0	+ 0	-2
Disguise	Cha	<input checked="" type="checkbox"/>	0	= 0	+ 0	+ 0	0
Escape Artist	Dex	<input checked="" type="checkbox"/>	1	= 3	+ 0	+ 0	-2
Forgery	Int	<input checked="" type="checkbox"/>	1	= 1	+ 0	+ 0	0
Gather Information	Cha	<input checked="" type="checkbox"/>	0	= 0	+ 0	+ 0	0
Handle Animal	Cha	<input type="checkbox"/>	10	= 0	+ 6	+ 4	0
Heal	Wis	<input type="checkbox"/>	4	= 3	+ 1	+ 0	0
Hide	Dex	<input type="checkbox"/>	6	= 3	+ 1	+ 4	-2
Intimidate	Cha	<input checked="" type="checkbox"/>	0	= 0	+ 0	+ 0	0
Jump	Str	<input type="checkbox"/>	2	= 3	+ 1	+ 0	-2
Knowledge (nature)	Int	<input type="checkbox"/>	9	= 1	+ 6	+ 2	0
Knowledge (local whillip)	Int	<input type="checkbox"/>	2	= 1	+ 0	+ 1	0
Knowledge (3)	Int	<input checked="" type="checkbox"/>	1	= 1	+ 0	+ 0	0
Knowledge (4)	Int	<input checked="" type="checkbox"/>	1	= 1	+ 0	+ 0	0
Listen	Wis	<input type="checkbox"/>	9	= 3	+ 4	+ 2	0
Move Silently	Dex	<input type="checkbox"/>	2	= 3	+ 1	+ 0	-2
Open Lock	Dex	<input checked="" type="checkbox"/>	3	= 3	+ 0	+ 0	0
Perform ( )		<input checked="" type="checkbox"/>	0	= 0	+ 0	+ 0	0
Profession ( )		<input type="checkbox"/>	0	= 0	+ 0	+ 0	0
Ride	Dex	<input type="checkbox"/>	14	= 3	+ 6	+ 7	-2
Search	Int	<input checked="" type="checkbox"/>	-1	= 1	+ 0	+ -2	0
Sense Motive	Wis	<input checked="" type="checkbox"/>	3	= 3	+ 0	+ 0	0
Sleight of Hand	Dex	<input checked="" type="checkbox"/>	1	= 3	+ 0	+ 0	-2
Spellcraft	Int	<input type="checkbox"/>	2	= 1	+ 1	+ 0	0
Spot	Wis	<input type="checkbox"/>	9	= 3	+ 5	+ 1	0
Survival	Wis	<input type="checkbox"/>	6	= 3	+ 1	+ 2	0

**Other Possessions**

Item	Weight (lbs)	Loc
Spell Component Pouch	.5	Worn
Canteen	5	Backpack
Backpack	2	worn
Belt Pouch	.5	worn
Traveler's Outfit	-	worn
Taint Stick	.5	Backpack
Sling Bullets (10)	1	BeltPouch
Scroll, Cure Light Wounds	.1	BeltPouch
Bandolier (6 Throwing Knives)	2	worn
Mundane Staffsling		X's Manor
10 Silver Sling Bullets		On Spence
Masterwork Dastana (ref AE15)	2.5	Worn
Total Weight:	51.1	





## Description

3', 30 lbs, Black eyes, Black hair

## Personality

## Character Traits

Far sighted- +1 to spot, -2 search Saddleborn- +1 bonus on Ride checks. -1 penalty on Handle Animal when not riding them.

## Character Flaws

Murky-Eyed- Roll Twice for Concealment \*Slow= Your movement speed is halved

## Contacts / Friends

## Enemies

Iaijutsu Focus: If you attack a flat-footed opponent immediately after drawing a melee weapon, you can deal extra damage, based on the result of an Iaijutsu Focus check. You can also use Iaijutsu Focus in preparation for striking an inanimate object, assuming no distractions. Your extra damage is halved, just like your ordinary damage. This is the technique martial artists use to shatter objects.

### Statistic Block [ NPC GEN IMPORT ] [ GENERATE STATBLOCK ]

#### Condition and Effects

#### Additional Information

Mielikki, famous for the number of druid/rangers who worship her, has more lenient spiritual oaths. Druids of Mielikki can use any standard armor or weapons rangers use (all simple & martial weapons, all light & medium armor, & all shields) without violating their spiritual oaths (pg. 23, FR Campaign Setting).

#### Other Notes

RIDE CHECKS (PH, pg. 80): Guide the Mount with Your Knees: DC 5 Ride check at beginning of your turn Fight Along with Your Mount: DC 10 Ride check as a free action.  
Soft Fall: If you fall off your mount- DC 15 Ride check to avoid damage Claim cover from your mount: DC 15 Ride check Mount or Dismount Quickly: DC 20 Ride check allows you on/off a mount 1 size bigger than you as free action Negate mount being hit (once per round): DC= Opponent's attack roll Enhanced Link (ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion. +4 circumstance bonus on all ride checks with animal companion. Takes no penalty for riding without a saddle. Shares woodland stride and trackless step. Ride +7= Saddleborn +1, Enhanced link +4, Handle Animal (5 ranks) +2

Private Notes

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