

CHARACTER Phulleigh Dotfive PLAYER Sean O
 CLASS Druid LEVEL 2
 RACE Strongheart Halfling (F R Campaign Setting, p. 18) ALIGNMENT Neutral Good
 PATRON DEITY/RELIGION Mielikki
 ORIGIN Beliur, 3', 30 lbs, Black eyes, Black hair, Speed- 10', Ambidextrous
 NATIONALITY Luiren RESIDENCE Whillip (renown= 20%)



ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH	16	3		
DEXTERITY	16	3		
CONSTITUTION	16	3		
INTELLIGENCE	12	1		
WISDOM	16	3		
CHARISMA	10	0		

HIT POINTS

18

DIE TYPE d8

DAMAGE REDUCTION

AC WHEN FLAT-FOOTED 14

AC VERSUS TOUCH ATTACKS 14

MISS CHANCE 4

MAX DEX BONUS -1

ARMOR CHECK PENALTY

ARCANE SPELL FAILURE

SPELL RESISTANCE

MAX RANKS = LVL+3(1/2)

- ALCHEMY
- ANIMAL EMPATHY
- APPRAISE ■
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ (_____)
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INNUENDO
- INTIMIDATE ■
- INTUIT DIRECTION
- JUMP ■
- KNOWLEDGE (Nature)
- KNOWLEDGE (Local (Whillup))
- KNOWLEDGE (_____)
- KNOWLEDGE (_____)
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ■ (_____)
- (_____)
- (_____)
- PICK POCKET
- PROFESSION (_____)
- READ LIPS
- RIDE ■
- SCRY ■
- SEARCH ■
- SENSE MOTIVE ■
- SPELLCRAFT
- SPOT ■
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE ROPE ■
- WILDERNESS LORE ■

SKILLS

CROSS CLASS	KEY ABILITY	MODIFIERS			
		TOTAL	ABILITY	RANKS	MISC
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	CHA	0	0		
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	DEX*	2	3		-1
<input checked="" type="checkbox"/>	CHA	0	0		
<input type="checkbox"/>	STR*	5	3	1	1
<input type="checkbox"/>	CON	6	3	3	
<input type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	INT	1	1		
<input type="checkbox"/>	CHA	0	0		
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	CHA	0	0		
<input checked="" type="checkbox"/>	DEX*	2	3		-1
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	CHA	0	0		
<input type="checkbox"/>	CHA	9	0	5	4
<input type="checkbox"/>	WIS	4	3	1	
<input type="checkbox"/>	DEX*	7	3	1	3
<input checked="" type="checkbox"/>	WIS	3	3		
<input checked="" type="checkbox"/>	CHA	0	0		
<input checked="" type="checkbox"/>	WIS	3	3		
<input type="checkbox"/>	STR*	5	3	1	1
<input type="checkbox"/>	INT	8	1	5	2
<input type="checkbox"/>	INT	2	1	1	
<input type="checkbox"/>	INT	1	1		
<input type="checkbox"/>	INT	1	1		
<input type="checkbox"/>	WIS	9	3	4	2
<input type="checkbox"/>	DEX*	5	3	1	1
<input checked="" type="checkbox"/>	DEX	3	3		
<input checked="" type="checkbox"/>	CHA	0	0		
<input type="checkbox"/>					
<input checked="" type="checkbox"/>	DEX*	2	3		-1
<input type="checkbox"/>	WIS	3	3		
<input checked="" type="checkbox"/>	INT	1	1		
<input type="checkbox"/>	DEX	15	3	5	7
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	INT	-1	1		-2
<input checked="" type="checkbox"/>	WIS	3	3		
<input type="checkbox"/>	INT	2	1	1	
<input type="checkbox"/>	WIS	9	3	5	1
<input type="checkbox"/>	STR†	1	3		-2
<input checked="" type="checkbox"/>	DEX*	2	3		-1
<input checked="" type="checkbox"/>	CHA	0	0		
<input type="checkbox"/>	DEX	3	3		
<input type="checkbox"/>	WIS	6	3	1	2
<input type="checkbox"/>		0			
<input type="checkbox"/>		0			
<input type="checkbox"/>		0			
<input type="checkbox"/>		0			

ARMOR

ARMOR CLASS 18

ARMOR WORN = 10 +

ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
4		3		1		

Masterwork chain shirt
 Masterwork Heavy Steel Shield w/Lance
 AC= 20

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP
FORTITUDE (CON)	6	3	3			
REFLEX (DEX)	3	0	3			
WILL (WIS)	6	3	3			

MODIFIERS: +2 vs fear

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP
INITIATIVE (DEX)	3	0	3			
MELEE (STR)	5	1	3	1		
RANGED (DEX)	5	1	3	1		

ADDITIONAL COMBAT MODIFIERS

Double damage during charge & triple with Lance

PROFICIENCIES

All simple weapons
 all light and medium armor
 light and heavy shields
 Class/FRCS pg. 23

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
Lance, Heavy	+6	1d8+3	19-20X3	10'	P	S
NOTES Triple damage during charge, 1.5 x Str= +4, Masterwork						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
Staffsling	+6	1d4+4	X2		B	S
NOTES Melee, 1.5 x Str= +4, Masterwork						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
Staffsling	+4/+4	1d4+3/1d4	X2		B	S
NOTES Melee, Double weapon, Masterwork						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
Staffsling	+7	1d4+4	19-20X3	70'	B	S
NOTES Ranged, +1 racial to attack using slings, Masterwork						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES 28 sling bullets						

<input checked="" type="checkbox"/>	DEX*	2	3		-1
<input type="checkbox"/>	WIS	3	3		
<input checked="" type="checkbox"/>	INT	1	1		
<input type="checkbox"/>	DEX	15	3	5	7
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	INT	-1	1		-2
<input checked="" type="checkbox"/>	WIS	3	3		
<input type="checkbox"/>	INT	2	1	1	
<input type="checkbox"/>	WIS	9	3	5	1
<input type="checkbox"/>	STR†	1	3		-2
<input checked="" type="checkbox"/>	DEX*	2	3		-1
<input checked="" type="checkbox"/>	CHA	0	0		
<input type="checkbox"/>	DEX	3	3		
<input type="checkbox"/>	WIS	6	3	1	2
<input type="checkbox"/>		0			
<input type="checkbox"/>		0			
<input type="checkbox"/>		0			
<input type="checkbox"/>		0			

■ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
Chain shirt, Masterwork	worn	12.5	Mundane Staffsling	X's Manor	3	Riding Dog 150g		185
MW Lance, Heavy	carried	7.5				Bit and bridle 2g	Worn	1
Staff Sling, Masterwork	carried	3				Barding, MW Breastplate	Worn	60
MW Heavy Steel Shield	carried	7.5				Bladder 2gp	Sddl Bgs	2
Backpack 2 gp	worn	2				Saddle Bags 2g	Worn	4
Spell Component Bag 1 gp	belt	.5				Hin Warrior	carried	75.5
Belt Pouch 1 gp	belt	.5				Rope, silk (50 ft.) 10 gp	Sddl Bgs	5
Water skin 1gp	pack	4				Trail Rations 2 gp	Sddl Bgs	10
Traveler's Outfit	worn	3				Bedroll	Sddl Bgs	5
Taint Stick 100gp	carried	.1				Sling Bullets (18)	Sddl Bgs	9
						Hooded Lantern 7gp	Sddl Bgs	2
Sling Bullets (10)	belt	5						
CURRENT LOAD		45.6				TOTAL WEIGHT CARRIED		173.6

MOVEMENT/LIFTING

MOVEMENT	RATE	MOVEMENT	RATE	
WALK (= BASE)	10	HOURLY WALK	1 miles	
HUSTLE	20	HOURLY HUSTLE	3 miles	
RUN (X3)	30	DAY WALK	8 miles	
RUN (X4)	40	SPECIAL	32 mount	
LOAD	WEIGHT CARRIED	MAX DEX	CHK PEN	RUN
LIGHT	<57	NORMAL	NORMAL	NORMAL
MEDIUM	58-115	+3	-3	X4
HEAVY	116-172	+1	-6	X3

EXPERIENCE

TOTAL EXPERIENCE
2,945
XPS NEEDED FOR NEXT LEVEL
6,000
<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 2px;">172</div> <div style="border: 1px solid black; padding: 2px;">345</div> </div>
<small>LIFT OVER HEAD = MAX LOAD</small>
<small>LIFT OFF GROUND = 2 X MAX LOAD</small>
<div style="border: 1px solid black; padding: 2px; width: fit-content; margin: 0 auto;">862</div>
<small>PUSH OR DRAG = 5 X MAX LOAD</small>

MONEY & GEMS

CP —
SP — Starting gold- 140
GP — 60
PP —
GEMS —

CLASS & RACIAL ABILITIES

Racial: Halfling (PH Pg. 20)
 +2 Dexterity, -2 Strength
 Small: +1 size bonus to AC, +1 and attack rolls, & +4 size bonus on Hide checks, lifting & carrying limits three-quarters of a Medium character.
 - Halfling base land speed is 20 feet.
 - +2 racial on Climb, Jump, and Move Silently
 - +2 morale against fear.
 - +1 racial attack with thrown weapons & slings
 - +2 racial bonus on Listen checks
 Strongheart Halfling (FR Campaign Setting Pg. 18): +extra feat at 1st level
 Class
 Halfling Druid Racial Substitution Levels (Races of the Wild, page 159): Animal companion, Enhanced link, Nature sense, Spontaneous casting, Wild Empathy.
 Class skills: Climb, Hide, Jump & Move Silently
 Woodland stride- move unimpeded through natural thorns, briars, overgrown areas, and similar terrain

Flaws (Unearthed Arcana, Pg 91):
 *Murky-Eyed= roll 2x for concealment
 *Slow= Your movement speed is halved

Traits (Unearthed Arcana, Pg 90):
 Saddleborn- +1 bonus on Ride checks.
 -1 penalty on Handle Animal when not riding them.
 Farsighted- +1 bonus on Spot checks.
 -2 penalty on Search checks.

LANGUAGES

Automatic Languages: Common, Halfling, Druidic, Sylvan
 Bonus Languages: Dwarven, Gnome, Goblin, Halruaan, Shaaran, Sylvan

FEATS

Granted to Druids of Mielikki (Pg. 23, FRCS)
 Light armor proficiency
 Medium armor proficiency
 Shield proficiency
 Martial weapon proficiency
 * Companion Resources
 * Spirited Charge (PH Pg. 100)
 1st Lev: Strongheart- Ride-by attack (PH Pg. 99)
 1st Lev: Ambidexterity- Two-Weapon Fighting (PH pg. 102)
 1st Lev: Mounted Combat (PH Pg. 98)
 1st Lev (extra): Token Familiar (RW, 3enwfeats, pg. 7), "Come to me Guenhwyvar"
 1st Lev (free): Parry (RW, 3enwfeats, pg. 4)
 Mielikki, famous for the number of druid/rangers who worship her, has more lenient spiritual oaths than most deities. Druids of Mielikki can use any standard armor or weapons rangers normally use (all simple & martial weapons, all light & medium armor, & all shields) without violating their spiritual oaths (pg. 23, FR Campaign Setting).

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
13	0	4	0	
14	1ST	2	1	
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

+3 SPELL SAVE DC MOD

MAGIC ITEMS

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SPELLS

0 Level
Cure Minor Wounds (Leave open), Detect Magic, Light, Create Water

1st Level
Speak with Animals (In town)
Cure light wounds
Vigor, Lesser
(Adventuring outdoors) Surefooted Stride
Shillelagh- 1d8, +1 to hit & damage (Page 216, Spell Compendium)
Vigor, Lesser
(Adventuring indoors, close quarters) Claws of the Bear (Spell Comp., Pg. 254): Hands become natural weapons that deal 1d8 damage.
Snake's Swiftess (Spell Comp., Pg. 193): Subject immediately makes one attack.
Vigor, Lesser

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

Halfling Druid Racial Substitution
Spontaneous casting (Races Wild, pg 159)
1st: jump
2nd: spider climb
3rd: protection from energy
4th: freedom of movement
5th: treestride

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.

War Mastiff
An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel (3 tricks per point of intelligence).
Warhorses and riding dogs (see the Monster Manual) are already trained to bear riders into combat, and they don't require any additional training for this purpose (PH, pg 76, Handle Animal).
Carrying Capacity: A light load for a war mastiff is up to 130 pounds; a medium load, 131–260 pounds; and a heavy load, 261–390 pounds. A war mastiff can drag 1, 950 pounds.
Combat: If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
Spencer (185 lbs.)	War Mastiff	3d8+9	25	+1	30	20	+2	17	13	17	2	12	6
NOTES Speed=30 with breast plate barding													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
Sammy, (150 lbs.)	Riding Dog	2d8+4	13	+2	40	16	+1	15	15	15	2	12	6
NOTES Great Dane, Carrying Capacity= Light <100, medium<200, heavy <300, bite= +3 melee (1d6+3), Low-light vision, scent													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
Sammy's skills													
NOTES Jump +8, Listen +5, Spot +5, Swim +3, Survival +1, Saves: Fort +5, Ref +5, Will +1, Feats: Alertness, Track													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

CHARACTER DESCRIPTION

CHARACTER NAME Phulleigh Dotfive	AGE 37	SEX yes
DESCRIPTION	BIRTH DATE 7 Novius 971	SIZE S
	HEIGHT 3'5"	WEIGHT 30'
	HAIR Black	EYES Black
	SKIN Tan	HANDEDNESS Ambidex

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES