CLEAR PLAYER INFORMATION

RESET CHARACTER SHEET

| CHARACTER | | PLAYER | | |
|---|---|---|---|---|
| Bearoak the Cursed | | | | |
| High Elf | M | Male | 6'2" | 200 |
| RACE & LA | SIZE | GENDER | HEIGHT | WEIGHT |
| 140 | N | Oakentree | Forestal | |
| AGE | ALIGNMENT | DEITY | BACKGROUND OCCUPATION | |

LANGUAGES: Common, Elven, Sylvan, Druidic

NECEROS.COM 1.1.2

PATHFINDER® ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.8) - www.jamesthebard.net

CLEAR CHARACTER STATS

| ABILITY SCORE | TOTAL | MOD | BASE | INHERENT | ENHANCE | MISC |
|---|---|---|---|---|---|---|
| STR STRENGTH | 17 | +3 | 17 | | | |
| DEX DEXTERITY | 13 | +1 | 12 | +1 | | |
| CON CONSTITUTION | 13 | +1 | 14 | -1 | | |
| INT INTELLIGENCE | 15 | +2 | 14 | +1 | | |
| WIS WISDOM | 17 | +3 | 16 | | +1 | |
| CHA CHARISMA | 15 | +2 | 15 | | | |

ABILITY SCORE NOTES & RACIAL NOTES

## HITPOINTS

CLEAR CHARACTER VITALS

| CURRENT HP | HP GAINED | HD |
|---|---|---|
| | 44 | d8 |
| TEMPORARY HP | | |
| TOTAL HP | 44 | |

## CLASS RECORDER

| CLASS NAME | BAB | SKILLS | FORT | REF | WILL | LEVELS |
|---|---|---|---|---|---|---|
| Druid | 4 | 42 | 5 | 2 | 5 | 6 |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| FAVORED CLASS: | TOTALS | +4 | 42 | +5 | +2 | +5 | 6 |

MISCELLANIOUS TRACKING

## ATTACKS & DEFENSE

CLEAR COMBAT STATS

| ARMOR CLASS | TOTAL | | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| AC ARMOR CLASS | 14 | =10+ | +3 | 0 | +1 | | | | | | |
| TOUCH ARMOR CLASS | 11 | =10+ | | | +1 | | | | | | |
| FLAT-FOOT ARMOR CLASS | 13 | =10+ | +3 | 0 | | | | | | | |

| | |
|---|---|
| ARMOR PENALTY | 0 |
| MAX DEX | +3 |
| SPELL FAILURE | 15% |

COMBAT NOTES & MODIFIERS

CLEAR NOTES

| SAVING THROWS | TOTAL | CLASS BASE | ABILITY | ENHANCE | |
|---|---|---|---|---|---|
| FORT FORTITUDE | +6 | +5 | +1 | | |
| REF REFLEX | +3 | +2 | +1 | | |
| WILL WILLPOWER | +8 | +5 | +3 | | |

| ATTACKS | TOTAL | | BASE ATTACK BONUS | | ABILITY | SIZE | |
|---|---|---|---|---|---|---|---|
| MELEE ATTACK MODIFIER | +7 | | +4 | | +3 | | |
| RANGED ATTACK MODIFIER | +5 | | +4 | | +1 | | |
| CMB TO ATTACK | +7 | | +4 | | +3 | 0 | |
| CMD TO DEFEND | +18 | =10+ | +4 | DEX +1 | STR +3 | 0 | |

*+2 save vs. enchantment (Elven Immunities)*

*+2 caster check to overcome spell resistance (Elven Magic)*

*immune to sleep effects*

*+4 saving throws against spell-like abilities of fey (Resist Nature's Lure)*

## SKILLS

CLEAR SKILLS

42 RANKS — ARMOR PENALTY: 0

| CLASS | | TOTAL | RANKS | ABILITY | TRAINED | | |
|---|---|---|---|---|---|---|---|
| ☐ Acrobatics ◆ | DEX | 5 | 4 | 1 | 0 | | |
| ☐ Appraise | INT | 2 | 0 | 2 | 0 | | |
| ☐ Bluff | CHA | 2 | 0 | 2 | 0 | | |
| ☑ Climb ◆ | STR | 12 | 6 | 3 | 3 | | |
| ☐ Craft: | INT | 2 | 0 | 2 | 0 | | |
| ☐ Craft: | INT | 2 | 0 | 2 | 0 | | |
| ☐ Diplomacy | CHA | 2 | 0 | 2 | 0 | | |
| ☐ Disable Device ◆ | DEX | -- | 0 | 1 | 0 | | |
| ☐ Disguise | CHA | 2 | 0 | 2 | 0 | | |
| ☐ Escape Artist ◆ | DEX | 1 | 0 | 1 | 0 | | |
| ☑ Fly ◆ | DEX | 10 | 6 | 1 | 3 | | |
| ☑ Handle Animal | CHA | 11 | 6 | 2 | 3 | | |
| ☑ Heal | WIS | 3 | 0 | 3 | 0 | | |
| ☐ Intimidate | CHA | 2 | 0 | 2 | 0 | | |
| ☑ Kn: *geography* | INT | -- | 0 | 2 | 0 | | |
| ☑ Kn: *nature* | INT | -- | 0 | 2 | 0 | 2 | |
| ☐ Kn: | INT | -- | 0 | 2 | 0 | | |
| ☐ Kn: | INT | -- | 0 | 2 | 0 | | |
| ☐ Kn: | INT | -- | 0 | 2 | 0 | | |
| ☐ Kn: | INT | -- | 0 | 2 | 0 | | |
| ☐ Linguistics | INT | -- | 0 | 2 | 0 | | |
| ☑ Perception | WIS | 14 | 4 | 3 | 3 | 4 | |
| ☐ Perform | CHA | 2 | 0 | 2 | 0 | | |
| ☑ Profession: | WIS | -- | 0 | 3 | 0 | | |
| ☑ Ride ◆ | DEX | 8 | 4 | 1 | 3 | | |
| ☐ Sense Motive | WIS | 5 | 0 | 3 | 0 | 2 | |
| ☐ Sleight of Hand ◆ | DEX | -- | 0 | 1 | 0 | | |
| ☑ Spellcraft | INT | -- | 0 | 2 | 0 | 2 | |
| ☐ Stealth ◆ | DEX | 1 | 0 | 1 | 0 | | |
| ☑ Survival | WIS | 14 | 6 | 3 | 3 | 2 | |
| ☑ Swim ◆ | STR | 12 | 6 | 3 | 3 | | |
| ☐ Use Magic Device | CHA | -- | 0 | 2 | 0 | | |
| ☐ | CHA | 2 | 0 | 2 | 0 | | |
| ☐ | CHA | 2 | 0 | 2 | 0 | | |
| ☐ | CHA | 2 | 0 | 2 | 0 | | |

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.* SKILLS MARKED WITH ◆ ARE APPLIED ARMOR CHECK PENALTIES

## FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

*Low-Light Vision - See twice as far as a human in low light, distinguishing color and detail. (CR p.564)*

*Improved Initiative - +4 to initiative - included*

*Power Attack - -2/+4*

*Alertness - You get a +2 bonus on Perception and Sense Motives skill checks. (CR px)*

*Animal Companion Link - You have a link with you animal companion.*

*Nature Sense - You get a +2 on Knowledge (nature) and Survival checks. (CR p.50)*

*Wild Empathy - Influences animals to improved attitudes towards you. 1d20+8 empathy check; creature must be within 30 feet. Magical beasts are 1d20+4.(CR p.64)*

*Woodland Stride - You may move through any sort of undergrowth at normal speed without impairment. (CR p.51)*

*Trackless Step - You leave no trail in natural surroundings (CRp.51)*

*Share Spells with Companion - Spells you cast can affect your companion if within 5 feet.*

*Lover's Curse - (3/day) You may assume bear form - which causes your animal companion to revert to her elf form. You must switch back within 6 hours, although you may end the effect sooner. This is a standard action that doesn't provoke an attack of opportunity.*

CLEAR EXPERIENCE

EXPERIENCE — SLOW ☐ MEDIUM ☐ FAST ☐ — /

| INIT INITIATIVE | +5 | SPEED 30 | FLY | SWIM | CLIMB |
|---|---|---|---|---|---|

DR DAMAGE REDUCTION

SR SPELL RESIST

AP ACTION POINTS

RESISTANCES

RESISTANCES

CLEAR ARMOR AND SHIELD

| | ARMOR & SHIELD | ENHANCE | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | SIZE | MATERIAL |
|---|---|---|---|---|---|---|---|---|---|
| Armor | Leaf Armor (alchemically-hardened leaves) | | +3 | +3 | - | 15% | Light | 10 | Leaves |
| Shield | | | | | | | | | |

PROFICIENCIES

CLEAR WEAPONS

| WEAPONS & ATTACKS | ENHANCE | ATTACK MODIFIERS 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH | DAMAGE | CRIT | RANGE | SIZE | TYPE | AMMO & NOTES |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Quarterstaff | | +7 | | | | | | | 1d6+4 | 20/x2 | 5 | 4 | B | |
| Longbow | | +5 | | | | | | | 1d8 | 20/x3 | 100 | 3 | P | |
| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |
| Unarmed Strike | | +7 | | | | | | | 1d3+3 | 20/x2 | 5 | - | B | |

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## EQUIPMENT

CLEAR

| QTY | ⌘ | ITEM | WEIGHT |
|---|---|---|---|
| | | | |
| | | | |
| | | | |

## ABILITY DCs

CLEAR

| SAVE DC | LEVEL | MAXIMUM SPELLS PER DAY TOTAL | CLASS BONUS | ABILITY BONUS | | TOTAL KNOWN |
|---|---|---|---|---|---|---|
| 13 | 0 | 3 | 3 | WIS | | |
| 14 | 1st | 4 | 3 | 1 | | |
| 15 | 2nd | 4 | 3 | 1 | | |
| 16 | 3rd | 4 | 3 | 1 | | |
| | 4th | | | 0 | | |
| | 5th | | | 0 | | |
| | 6th | | | 0 | | |
| | 7th | | | 0 | | |
| | 8th | | | 0 | | |
| | 9th | | | 0 | | |

SHORT: 25FT + 5FT / 2 LVL | MEDIUM: 100FT + 10FT / LVL | LONG: 400FT + 40FT / LVL

| POWER POINTS | TOTAL | CLASS | ABILITY | OTHER | POINTS USED |
|---|---|---|---|---|---|
| | | | | | |

## FAMILIAR & COMPANION

CLEAR

NAME: Arianna

RACE/TEMPLATE: Bear

CLASS: Familiar

LEVEL/HD: 6

| ABILITY | TOTAL | DEFENSES | TOTAL | | TOTAL |
|---|---|---|---|---|---|
| STR STRENGTH | 22 | AC ARMOR CLASS | 19 | HP HIT POINTS | 48 |
| DEX DEXTERITY | 15 | FORT FORTITUDE | +7 | | |
| CON CONSTITUTION | 15 | REF REFLEX | +7 | | |
| INT INTELLIGENCE | 2 | WILL WILLPOWER | +3 | | |
| WIS WISDOM | 12 | SPD SPEED | 40 | | |
| CHA CHARISMA | 6 | CMB MODIFIER | +10 | | |
| | | CMD MODIFIER | 22 | | |

| ATTACK | ATTACK BONUSES 1ST | 2ND | 3RD | 4TH | DAMAGE & CRIT |
|---|---|---|---|---|---|
| Bite/Claw/Claw | +10/+10/+10 | | | | 20/x2 | 1d6+6 |

SPECIAL QUALITIES

*Improved Natural Armor - AC +1 - included*

*Improved Natural Attack - increase damage attack type by one class - included*

*Power Attack - gain -2 attack/+4 damage*

*Climb +12, Perception +1, Stealth +2, Swim +10*

*Tricks: Attack, Come, Defend, Fight, Hunting, Seek*

*Scent - You can follow the trail of game. (MM p.304)*

*Evasion - Reflex saves are half or no damage. (CR p.67)*

## SPELLS & POWERS

CLEAR | CASTER LEVEL

| LEVEL | NAME & DESCRIPTION | SAVE DC | SR | PG |
|---|---|---|---|---|
| 0 | *Guidance - range touch; lasts 1 minute or until discharged; +1 competence bonus on a single attack roll, saving throw, or skill check. You must decide before rolling. (CR p.292)* | | | |
| 0 | *Know Direction - You know the direction of north from your current location. (CR p.304)* | | | |
| 0 | *Light - range touch; duration 1 hour; Touched object glows like a torch. (CR p.304)* | | | |
| 1 | *Pass without Trace - up to six creatures; 6 hours; The subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by non-magical means. (CR p.318)* | 14 Will | | |
| 1 | *Jump - creature touched; duration 6 minutes; The subject gains a +20 on Acrobatics checks made to high or long jumps. (CR p.303)* | | | |
| 1 | *Obscuring Mist - duration 6 minutes; A misty vapor rises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. It is subject to normal dissipation. (CR p.317)* | | | |
| 1 | *Entangle - range 400 feet; This spell causes grass, weeds, and plants to wrap around creatures within a 40 foot radius circle. A save means you escape, but a new save is required each round in the area. Strength or escape artist check (DC 14) to break out. (CR p.276)* | 14 Reflex | | |
| 2 | *Gust of Wind - range 60 feet; duration 1 round - This spell creates a severe blast of wind (50 mph) that originates from you. (CR p.293)* | 15 Fort | | |
| 2 | *Hold Animal - range 160 feet; duration 6 rounds; The subject becomes paralyzed and freezes in place. It cannot take any actions, even speech. Each round the subject gets a saving throw. Flying and swimming fails. (CR p.296)* | 15 Will | | |
| 2 | *Spider Climb - range touch; duration 1 hour; The subject can climb and travel on vertical surfaces or even traverse ceilings. Climb speed of 20 feet; +8 on Climb skill checks; (CR p.347)* | | | |
| 2 | *Tree Shape - duration 6 hours; This spell allows you to assume the form of a large tree or shrub. To all normal tests, you are a tree. You can observe as a tree. (CR p.362)* | | | |
| 3 | *Call Lightning - range 160 feet; duration 6 minutes; You may call down a vertical lightning bolt within 30 feet doing 3d6 points of electricity damage (3d10 in a storm). The bolt is 5 feet wide. You may call 6 bolts down. (CR p.251)* | 16 Reflex | | |
| 3 | *Neutralize Poison - range touch; duration 1 hour; You detoxify any sort of venom in the creature or object touched. 1d20+6 against the DC of each poison affecting the target. (CR p.316)* | | | |
| 3 | *Stone Shape - range touch; You instantly form an existing piece of stone into a shape that suits your purpose. Fine detail isn't possible. (CR p.349)* | | | |

CLEAR GROUP

CLEAR

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