

Merla Highhill Freifrau vom Blutdornental

Player: Mirko

Female Halfling Druid 11 - CR 10

True Neutral Humanoid (Halfling); Atheist; Age: 30; Height: 3'; Weight: 31lb.; Eyes: schwarz; Hair: schwarz; Skin: hell

Ability	Score	Modifier	Temporary
STR STRENGTH	11/13	0/+1	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	12	+1	
WIS WISDOM	16/20	+3/+5	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+7		+2	+1		
REFLEX (DEXTERITY)	+10 =	+3	+4	+2	+1		
WILL (WISDOM)	+15 =	+7	+5	+2	+1		

Damage Resistance, Fire (10) Immunity to Poison

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	22 =	+3	+2	+4	+1	+1	+1		
Touch AC	16	Flat-Footed AC 18							

		BAB	Strength	Size	Misc
CM Bonus	+8 =	+8	+1*	-1	-

		BAB	Strength	Dexterity	Size
CM Defense	23 = 10	+8	+1*	+4*	-1

	Total	Damage / Current HP
HP	73	

Base Attack	+8	Initiative	+4
		Speed	20 / 30 ft

Light Shield Bash

Mainhand: **+6/+1, 1d2+1** Crit: 20/x2
Light, B

Cold Iron Dagger

Mainhand: **+10/+5, 1d3+1** Crit: 19-20/x2
Rng: 10'
Ranged: **+13/+8, 1d3+1** Light, P/S

+1 Darkwood Shield, Light Wooden

+2

Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (4)	-	
Appraise	+1	INT (1)	-	
Bluff	+4	CHA (1)	-	
Climb	+8	STR (1)	2	
Diplomacy	+8	CHA (1)	4	
Disguise	+4	CHA (1)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+13	DEX (4)	4	
Handle Animal	+13	CHA (1)	6	
Heal	+12	WIS (5)	2	
Intimidate	+4	CHA (1)	-	
Knowledge (Geography)	+5	INT (1)	1	
Knowledge (Nature)	+12	INT (1)	6	
Perception	+16	WIS (5)	6	
Profession (Herbalist)	+10	WIS (5)	2	
Ride	+13	DEX (4)	6	
Sense Motive	+5	WIS (5)	-	
Spellcraft	+11	INT (1)	7	
Stealth	+8	DEX (4)	-	
Survival	+18	WIS (5)	8	
Swim	+5	STR (1)	1	

Feats, Traits & Flaws

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Augment Summoning

Summoned creatures have +4 to Strength and Constitution.

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Feats, Traits & Flaws

Deadly Aim -3/+6

Trade a penalty to ranged attacks for a bonus to ranged damage.

Druid Weapon Proficiencies

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

Natural Spell

You can cast spells while in Wild Shape.

Point Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Shield Proficiency

You can use a shield and take only the standard penalties.

Spell Focus: Conjuraton

Spells from one school of magic have +1 to their save DC.

Masterwork Club

Mainhand: **+11/+6, 1d4+1**

Crit: 20/x2

Both Hands: **+11/+6, 1d4+1**

Rng: 10'
1-Hand, B

Ranged: **+14/+9, 1d4+1**

Ranged, Both Hands: **+14/+9, 1d4+1**

Masterwork Sling

Ranged: **+14/+9, 1d3+1**

Crit: 20/x2

Ranged, Both Hands: **+14/+9, 1d3+1**

Rng: 50'
1-Hand, B

Silver Sickle

Mainhand: **+10/+5, 1d4**

Crit: 20/x2
Light, S, Trip

Unarmed Strike

Mainhand: **+10/+5, 1d2+1**

Crit: 20/x2
Light, B, Nonlethal

Rosewood armor +1, +1 Leather

+3

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 22.625/112.5lbs, Light Load (Light: 37.5lbs, Medium: 75lbs, Heavy: 112.5lbs)

Light Shield Bash -
+1 Darkwood Shield, Light Wooden 1.25 lbs
Amulet of Natural Armor +1 -
Bedroll <In: Handy Haversack (10 @ 40.085 lbs)> 1.25 lbs
Belt of Physical Might, STR & DEX +2 0.5 lbs
Black Pearl (worth 500 gp) <In: Pouch, belt (35 @ 3.75 -
Black Star Sapphire (worth 1000 gp) <In: Pouch, belt (35 -
Boots of Striding and Springing 0.5 lbs
Bullets, Sling x5 <In: Pouch, belt (35 @ 3.75 lbs)> 0.25 lbs
Bullets, Sling x5 <In: Handy Haversack (10 @ 0.25 lbs
Case, map or scroll (2 @ 0 lbs) 0.5 lbs
Circlet of Persuasion -
Cloak of Resistance, +2 0.5 lbs
Cold Iron Bullets, Sling x5 <In: Pouch, belt (35 @ 0.25 lbs
Cold Iron Dagger 0.5 lbs
Feather Token, Tree <In: Pouch, belt (35 @ 3.75 lbs)> -
Feather Token, Tree <In: Pouch, belt (35 @ 3.75 lbs)> -
Flint and steel <In: Pouch, belt (35 @ 3.75 lbs)> -
Handy Haversack (10 @ 40.085 lbs) 2.5 lbs
Headband of Inspired Wisdom, +4 0.5 lbs

Experience & Wealth

Experience Points: **105000/145000**

Current Cash: **1764 GP, 9 SP, 2200 GP of Valuables**

Gear

Total Weight Carried: 22.625/112.5lbs, Light Load

(Light: 37.5lbs, Medium: 75lbs, Heavy: 112.5lbs)

Healer's kit (10 uses) <In: Handy Haversack (10 @ 1 lb
Holly and mistletoe <In: Pouch, belt (35 @ 3.75 lbs)>
Jade (7x) (worth 700 gp) <In: Pouch, belt (35 @ 3.75 -
Masterwork Club 1.5 lbs
Masterwork Sling -
Metamagic Rod, Extend, Lesser -
Money <In: Handy Haversack (10 @ 40.085 35.46 lbs
Pearl of Power, 2nd Level -
Potion of Invisibility <In: Pouch, belt (35 @ 3.75 lbs)> -
Potion of Resist Fire 20 <In: Pouch, belt (35 @ 3.75 -
Potion of Restoration, Lesser <In: Pouch, belt (35 @ -
Pouch, belt (35 @ 3.75 lbs) 0.125 lbs
Ring of Protection, +1 -
Rosewood armor +1 7.5 lbs
Sack (empty) <In: Handy Haversack (10 @ 0.125 lbs
Scroll: Cure Light Wounds, Restoration, Lesser (CL 3) -
Scroll: Summon Nature's Ally II <In: Case, map or -
Silver Bullets, Sling x5 <In: Pouch, belt (35 @ 0.25 lbs
Silver Sickle 1 lb
Spell component pouch 2 lbs
Sunrod <In: Handy Haversack (10 @ 40.085 lbs)> 1 lb
Tindertwig x8 <In: Pouch, belt (35 @ 3.75 lbs)>
Traveller's Outfit (Free) -
Wand of Cure Light Wounds <In: Pouch, belt (35 @ -
Whistle, Signal <In: Pouch, belt (35 @ 3.75 lbs)>

Special Abilities

Druid Domain: Fire

Granted Powers: You can call forth fire, command creatures of the inferno, and your flesh does not burn.

Fearless

+2 morale bonus vs Fear saves.

Nature Sense (Ex)

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

Resist Nature's Lure (Ex)

Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as blight, entangle, spike growth, and warp

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.

Trackless Step (Ex)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wild Empathy +12 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to

Wild Shape (4/day) (Su)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the beast shape I

Wild Shape (Beast Shape III: Diminutive - Huge animal)

You may use your Wild Shape ability to become an animal.

Special Abilities

Wild Shape (Elemental Body III: Small - Large elemental)

You may use your Wild Shape ability to become an elemental.

Wild Shape (Plant Shape II: Small - Large plant creature)

You may use your Wild Shape ability to become a plant creature.

Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Spell-Like Abilities

Fire Bolt (1d6+5) (8/day) (Sp) ☐☐☐☐☐ ☐☐☐☐

Tracked Resources

Bullets, Sling ☐☐☐☐☐

Bullets, Sling ☐☐☐☐☐

Cold Iron Bullets, Sling ☐☐☐☐☐

Cold Iron Dagger ☐

Healer's kit (10 uses) ☐☐☐☐☐ ☐☐☐☐☐

Masterwork Club ☐

Metamagic Rod, Extend, Lesser ☐☐

Potion of Invisibility ☐

Potion of Resist Fire 20 ☐

Potion of Restoration, Lesser ☐

Silver Bullets, Sling ☐☐☐☐☐

Sunrod ☐

Wand of Cure Light Wounds ☐☐☐☐☐ ☐☐☐☐☐

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Wild Shape (4/day) (Su) ☐☐☐☐

Languages

Common
Druidic

Elven
Halfling

Spells & Powers

Druid Spell DC: 15 + spell level

CL: 11 (vs. SR: +11, Concentration: +16)

Melee Touch +10 Ranged Touch +13

Maximum Druid spells per day: **4/*x0; 6x1; 5x2; 5x3; 4x4; 3x5; 1x6**

Druid 0: Light, Detect Magic, Create Water, Stabilize

Druid 1: Burning Hands (DC 16), Endure Elements (DC 16), Entangle (DC 16), Cure Light Wounds (DC 17),

Faerie Fire, Produce Flame, Produce Flame

Druid 2: Bull's Strength (DC 17), Barkskin, Flame Blade, Produce Flame, Restoration, Lesser (DC 18), Warp Wood

(DC 17)

Druid 3: Fireball (DC 18), Daylight, Call Lightning (DC 18),

Cure Moderate Wounds (DC 19), Magic Fang, Greater

(DC 18), Sleet Storm

Druid 4: Cure Serious Wounds (DC 20), Wall of Fire,

Dispel Magic, Flame Strike (DC 19), Flame Strike (DC 19)

Druid 5: Fire Shield (DC 20), Insect Plague, Call Lightning

Storm (DC 20), Death Ward

Druid 6: Cure Light Wounds, Mass (DC 22), Fire Seeds

Companions

Grr (Dog, riding), Male Dog, Riding - CL2 - CR 1

STR **15** (+2), DEX **15** (+2), CON **15** (+2), INT **2** (-4), WIS

12 (+1), CHA **6** (-2); Fortitude **+5**, Reflex **+5**, Will **+1**

HP: 13/13; Init: +2; Speed: 40 feet

Attack Bonus: +1; Armor Class: 13 / 12Tch / 11Fl

Acrobatics **+6**, Perception **+8**

Bite (Dog, Riding) **+3, 1d6+3**, 20/x2

Unarmed Strike **+3, 1d3+2**, 20/x2

Special: +4 to Survival when tracking by Scent, Acrobatics (Jump) +8

(Ex), Combat Riding [Trick], Low-Light Vision, Scent (Ex)

Charges: Feed (per day) - 0/6

Wuff (Dog, riding), Male Dog, Riding - CL2 - CR 1

STR **15** (+2), DEX **15** (+2), CON **15** (+2), INT **2** (-4), WIS

12 (+1), CHA **6** (-2); Fortitude **+5**, Reflex **+5**, Will **+1**

HP: 13/13; Init: +2; Speed: 40 feet

Attack Bonus: +1; Armor Class: 13 / 12Tch / 11Fl

Acrobatics **+6**, Perception **+8**

Bite (Dog, Riding) **+3, 1d6+3**, 20/x2

Unarmed Strike **+3, 1d3+2**, 20/x2

Special: +4 to Survival when tracking by Scent, Acrobatics (Jump) +8

(Ex), Combat Riding [Trick], Low-Light Vision, Scent (Ex)