

Karma Silverclaw

CHARACTER NAME: **Ex-Druid/Warshaper**
 CLASS: **5/1**
 LEVEL: **5/1**
 RACE: **Wemic**
 TYPE: **Monstrous Humanoid**
 SIZE: **Large**

Janet Hall

PLAYER: **Female**
 GENDER: **Female**
 ALIGNMENT: **Lawful Good**
 AGE: **42**
 HEIGHT: **5' 0"**
 WEIGHT: **500**
 DEITY: _____
 EYES: _____
 HAIR: _____



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	25	+7			85			40 ft/x4
DEX DEXTERITY	13	+1			22	10	+6 +2 +1 -1 +4 +0 +0	-1
CON CONSTITUTION	19	+4						
INT INTELLIGENCE	14	+2						
WIS WISDOM	18	+4						
CHA CHARISMA	10	+0						
AC ARMOR CLASS								
TOUCH ARMOR CLASS								
FLAT-FOOTED ARMOR CLASS								

INITIATIVE **+1** = **+1** + _____

SAVING THROWS

FORTITUDE (CONSTITUTION)	+11	+7	+4	+0	+0	
REFLEX (DEXTERITY)	+5	+4	+1	+0	+0	
WILL (WISDOM)	+11	+7	+4	+0	+0	

BASE ATTACK BONUS **+6/+1**

GRAPPLE **+17** = **+6** **+7** **+4** **+0**

MELEE **+12/+7** = **+6/+1** **+7** **-1** **+0**

RANGED **+6/+1** = **+6/+1** **+1** **-1** **+0**

SPELL RESISTANCE _____

ARCANE SPELL FAILURE _____

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Skullthumper (+3 club)	+15/+10	1d8+10	20/x2
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		
10 ft 6 lb B Large	Miring		
AMMUNITION _____			

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Skyhammer (+2 composite longbow)	+3/-2	2d6+1	20/x3
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		
110 ft 6 lb P Large	Two-handed		
AMMUNITION _____			

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Metal's Bane (+1 rusting club)	+13/+8	1d8+8	20/x2
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		
10 ft 6 lb B Large	Rusting		
AMMUNITION _____			

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Creepier (+1 winding whip)	+8/+3	1d4+7	20/x2
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		
4 lb S Large	Entangling		
AMMUNITION _____			

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		
AMMUNITION _____			

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		
AMMUNITION _____			

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		
AMMUNITION _____			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		14 / 7
			ABILITY MODIFIER	RANKS	
<input checked="" type="checkbox"/> Appraise ¹	INT	+2	2	+	+
<input type="checkbox"/> Balance ¹	DEX*	+0	1	+	-1
<input type="checkbox"/> Bluff ¹	CHA	+0		+	
<input type="checkbox"/> Climb ¹	STR*	+6	7	+	-1
<input type="checkbox"/> Concentration ¹	CON	+4	4	+	
<input type="checkbox"/> Diplomacy ¹	CHA	+0		+	
<input type="checkbox"/> Disguise ¹	CHA	+0		+	
<input type="checkbox"/> Escape Artist ¹	DEX*	+0	1	+	-1
<input checked="" type="checkbox"/> Forgery ¹	INT	+2	2	+	
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+0		+	
<input type="checkbox"/> Handle Animal	CHA	+4		2	2
<input type="checkbox"/> Heal ¹	WIS	+6	4	+	2
<input type="checkbox"/> Hide ¹	DEX*	+0	1	4	-5
<input checked="" type="checkbox"/> Intimidate ¹	CHA	+0		+	
<input type="checkbox"/> Jump ¹	STR*	+22	7	4	11
<input type="checkbox"/> Knowledge (nature)	INT	+16	2	12	2
<input type="checkbox"/> Listen ¹	WIS	+14	4	8	2
<input type="checkbox"/> Move Silently ¹	DEX*	+6	1	6	-1
<input type="checkbox"/> Ride ¹	DEX	+3	1		2
<input checked="" type="checkbox"/> Search ¹	INT	+2	2	+	
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+4	4	+	
<input type="checkbox"/> Spellcraft	INT	+8	2	6	+
<input type="checkbox"/> Spot ¹	WIS	+12	4	6	2
<input type="checkbox"/> Survival ¹	WIS	+10	4	2	4
<input type="checkbox"/> Swim ¹	STR**	+11	7	6	-2
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+1	1	+	

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Druid

CASTER LVL

5

SPELL SAVE

+4

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

14	15	16	17						
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
5	4	3	2						

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	35 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	150 ft.
LONG RANGE (400 ft. + 40 ft. / level)	600 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Resistance	abj	vsm/df	1a	Touch	1 min	Will neg(h)	Yes(h)	Subject gains +1 on saving throws.	phb:272
	Virtue	tra	vsdf	1a	Touch	1 min.	Fort neg(h)	Yes(h)	Subject gains 1 temporary hp.	phb:298
— 1st-Level Spells —										
	Calm Animals	en(comp)[mind]	vs	1a	Close	5 min	Will neg*	Yes	Calms 2d4+5 HD of animals.	phb:207
	Charm Animal	en(charm)[mind]	vs	1a	Close	5 hrs	Will neg	Yes	Makes one animal your friend.	phb:208
	Cure Light Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 1d8+5 damage.	phb:215
	Detect Animals or Plants	div	vs	1a	Long	[c]->50 min(D)	None	No	Detects kinds of animals or plants.	phb:218
	Detect Snares and Pits	div	vs	1a	60 ft.	[c]->50 min(D)	None	No	Reveals natural or primitive traps.	phb:220
	Endure Elements	abj	vs	1a	Touch	24 hrs	Will neg(h)	Yes(h)	Exist comfortably in hot or cold environments.	phb:226
	Entangle	tra	vsdf	1a	Long	5 min(D)	Ref prtl*	No	Plants entangle everyone in 40-ft.-radius.	phb:227
	Faerie Fire	evo[light]	vsdf	1a	Long	5 min(D)	None	Yes	5 ft. radius burst outlines subjects w/ light, canceling blur, concealment, etc.	phb:229
	Goodberry	tra	vsdf	1a	Touch	5 day	None	Yes	2d4 berries each cure 1 hp (max 8 hp/24 hours).	phb:237
	Hide from Animals	abj	sdf	1a	Touch	50 min(D)	Will neg(h)	Yes	Animals can't perceive 5 subject(s).	phb:241
	Jump	tra	vsm	1a	Touch	5 min(D)	Will neg(h)	Yes	Subject gets +20 bonus on Jump checks.	phb:246
	Longstrider	tra	vsm	1a	Personal	5 hrs(D)			Grants a +10 enhancement bonus to your speed.	phb:249
	Magic Fang	tra	vsdf	1a	Touch	5 min	Will neg(h)	Yes(h)	One natural weapon of subject creature gets +1 on attack and damage rolls.	phb:250
	Magic Stone	tra	vsdf	1a	Touch	30 min[d]	Will neg(h,o)	Yes(h,o)	Three stones gain +1 on attack, deal 1d6 +1 damage.	phb:251
	Obscuring Mist	con(creation)	vs	1a	20 ft.	5 min	None	No	Fog surrounds you.	phb:258
	Pass without Trace	tra	vsdf	1a	Touch	5 hrs(D)	Will neg(h)	Yes(h)	5 subject(s) leaves no tracks.	phb:259
	Produce Flame	evo[fire]	vs	1a	0 ft.	5 min (D)	None	Yes	1d6+5 damage, touch or thrown.	phb:265
	Shillelagh	tra	vsdf	1a	Touch	5 min	Will neg(o)	Yes(o)	Cudgel or quarterstaff becomes +1 weapon (1d10 damage).	phb:278
	Speak with Animals	div	vs	1a	Personal	5 min			You can communicate with animals.	phb:281
	Summon Nature's Ally I	con(summon)	vsdf	fr	Close	5 rd(D)	None	No	Calls creature to fight.	phb:288
— 2nd-Level Spells —										
	Animal Messenger	en(comp)[mind]	vsm	1a	Close	5 day	None*	Yes	Sends a Tiny animal to a specific place.	phb:198
	Animal Trance	en(comp)[mind,sonic]	vs	1a	Close	[c]	Will neg*	Yes	Fascinates 2d6 HD of animals.	phb:198
	Barkskin	tra	vsdf	1a	Touch	50 min	None	Yes(h)	Grants a +2 enhancement bonus to the target's existing natural armor bonus.	phb:203
	Bear's Endurance	tra	vsdf	1a	Touch	5 min	Will neg(h)	Yes	Subject gains +4 to Con.	phb:203
	Bull's Strength	tra	vsm/df	1a	Touch	5 min	Will neg(h)	Yes(h)	Subject gains +4 to Str.	phb:207
	Cat's Grace	tra	vsm	1a	Touch	5 min	Will neg(h)	Yes	Subject gains +4 to Dex.	phb:208
	Chill Metal	tra[cold]	vsdf	1a	Close	7 rd	Will neg(o)	Yes(o)	Cold metal damages those who touch it over seven rounds (0,1d4,2d4x3,1d4,0).	phb:209
	Delay Poison	con(healing)	vsdf	1a	Touch	5 hrs	Fort neg(h)	Yes(h)	Stops poison from harming subject.	phb:217
	Fire Trap	abj[fire]	vsm	10 min	Touch	Perm until [d](D)	Ref half*	Yes	Opened object deals 1d4+5 damage.	phb:231
	Flame Blade	evo[fire]	vsdf	1a	0 ft.	5 min(D)	None	Yes	Touch attack deals 1d8 +2 damage.	phb:231
	Flaming Sphere	evo[fire]	vsm/df	1a	Med	5 rd	Ref neg	Yes	Creates rolling ball of fire, 2d6 damage.	phb:232
	Fog Cloud	con(creation)	vs	1a	Med	50 min	None	No	Fog obscures vision.	phb:232
	Gust of Wind	evo[air]	vs	1a	60 ft.	1 rd	Fort neg	Yes	Blows away or knocks down smaller creatures.	phb:238
	Heat Metal	tra[fire]	vsdf	1a	Close	7 rd	Will neg(o)	Yes(o)	Make metal so hot it damages those who touch it(0,1d4,2d4x3,1d4,0).	phb:239
	Hold Animal	en(comp)[mind]	vs	1a	Med	5 rd(D)*	Will neg*	Yes	Paralyzes one animal.	phb:241
	Owl's Wisdom	tra	vsm/df	1a	Touch	5 min	Will neg(h)	Yes	Subject gains +4 to Wis.	phb:259
	Reduce Animal	tra	vs	1a	Touch	5 hr (D)	None	No	Shrinks one willing animal.	phb:269
	Resist Energy	abj	vsdf	1a	Touch	50 min	Fort neg(h)	Yes(h)	Subject ignores 10 points of damage/attack from specified energy type.	phb:272
	Restoration, Lesser	con(healing)	vs	3fr	Touch	Inst	Will neg(h)	Yes(h)	Dispels magical ability penalty or repairs 1d4 ability damage.	phb:272
	Soften Earth and Stone	tra[earth]	vsdf	1a	Close	Inst	None	No	Turns 50 ft.-square of stone to clay or dirt to sand or mud.	phb:280

