

## PC Loedie Quercus claude beamont – Abilities & Gear

### Augment Summoning **Feat**

Your summoned creatures are more powerful and robust.

**Prerequisite:** Spell Focus (conjuration).

**Benefit:** Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

### Spell Focus (Conjuration) **Feat**

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### Unforgotten **Feat**

You search for a person dear to you-lost, but you pray not dead.

**Prerequisite:** You must have a close relative, spouse, or other person dear to your heart who never returned from a journey, was captured, or otherwise vanished with little trace, or you have the Major Disaster background.

**Benefit:** Your dogged determination reduces any nonlethal damage you take by 1 point, to a minimum of 1 point of nonlethal damage. You also gain a +1 bonus on Will saves.

**Goal:** Find your lost loved one alive, and in the process, decisively defeat a challenging foe who kept you apart.

**Completion Benefit:** You gain a +1 bonus on all saving throws, replacing the +1 bonus on Will saves. If you find your loved one dead, you lose all benefits from this feat until you put the body and possibly soul to proper rest. Putting the body to rest restores the completion benefit, but you don't regain the ability to reduce nonlethal damage.

**Appears In :** Ultimate Campaign

### Ambitious **Trait**

You exude confidence in the presence of those more powerful than you—sometimes unreasonably so. You gain a +4 trait bonus on Diplomacy checks made to influence creatures with at least 5 Hit Dice more than you possess.

**Appears In :** Ultimate Campaign

### Artisan (Craft [carpentry]) **Trait**

You spent time working under artisans, or your parents were artisans who were particularly skilled at their trade. You gain a +2 trait bonus on a single Craft skill (your choice).

**Appears In :** Ultimate Campaign

### Bullied **Trait**

You were bullied often as a child, and you are now constantly ready to defend yourself with your fists when an enemy comes near. You gain a +1 trait bonus on attacks of opportunity attack rolls made with unarmed strikes. Note that this trait does not grant the ability to make attacks of opportunity with your unarmed strikes—you'll need to take a level of monk, the Improved Unarmed Strike feat, or some other similar power to gain the use of this character trait. However, that doesn't prevent you from selecting this trait. You'll simply not be able to make use of it until a later point if you do.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Influence (Diplomacy) **Trait**

Your position in society grants you special insight into others, and special consideration or outright awe from others. Choose one of the following skills: Diplomacy, Intimidate, or Sense Motive. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

**Appears In :** Ultimate Campaign

### Militia Veteran (any town or village, Survival) **Trait**

Your first job was serving in a civilian militia in your home town. Skills learned through daily drilling and protecting your fellow townsfolk gave you special insight into military life. Select one of the following skills: Profession (soldier), Ride, or Survival. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

**Appears In :** Advanced Player's Guide Traits, Taldor, Echoes of Glory, Ultimate Campaign

### Resilient **Trait**

Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You've built up your mettle as a result, and gain a +1 trait bonus on Fortitude saves.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Sacred Touch **Trait**

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

### Animal Companion Link (Ex) **Class Ability (Dragon Shaman)**

Masters can handle their animal companion as a free action, or push it as a move action, even if they doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

### Share Spells with Companion (Ex) **Class Ability (Dragon Shaman)**

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

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### Spontaneous Casting **Class Ability (Druid)**

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) **Class Ability (Druid)**

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 +6 (Ex) **Class Ability (Druid)**

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 determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

### Woodland Stride (Ex) **Class Ability (Druid)**

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.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

### Handy haversack (8 @ 29.78 lbs) **Wondrous Item**

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

#### Construction

**Requirements** Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

### Homeland: Other Homeland **History**

**Notes:** Chauffeur sur Veill (Brive)

Use the Notes option to describe your homeland.

**Appears In :** Ultimate Campaign

### Parents: Both Alive **History**

**Notes:** nobel born land en krijgen schatting  
Vader is ridder: Gifford Beaumont  
Amabella Beaumont- Touchpas

Both of your parents are alive.

**Appears In :** Ultimate Campaign

### Siblings: 2 Siblings, 1 Half-Siblings **History**

**Notes:** broer Xavier (18j)  
Zus Marine (10j)  
zelf zelf de oudste

1d2 siblings and 1d2 half-siblings (roll d% to determine each one's race; 01-50: half-elf, 51-100: half-orc). You gain access to the Kin Guardian combat trait.

**Appears In :** Ultimate Campaign

### Circumstance of Birth : Noble Birth **History**

You were born to privilege among the nobility. Unless one of your parents is the regent, your family serves a higher-ranked noble but lesser nobles serve your family in turn. You gain access to the Influence social trait and the Rich Parents social trait. Roll on Table 1-28: Nobility to determine your family's noble rank.

**Appears In :** Ultimate Campaign

### Nobility: Gentry **History**

You are the child of a minor lord, lady, or noble with an income, hereditary land such as a manor, and titles. You likely grew up in a manor and your parents were paid tribute by peasants. Your parents serve a higher baron, count, or duke.

**Appears In :** Ultimate Campaign

### Childhood: Bullied **History**

In your early life, you were a victim—easy prey for those stronger or cleverer than yourself. They beat you when they could, using you for their sport. This abuse nursed a powerful flame of vengeance. You gain access to the Bullied combat trait.

**Appears In :** Ultimate Campaign

### Childhood: Major Disaster **History**

You witnessed-and survived-a major disaster in your childhood years, such as a great fire, flood, earthquake, volcano, or storm. It obliterated the settlement where you lived, whether a small village, large city, or entire island. You gain access to the Resilient combat trait and the Unforgotten story feat.

**Appears In :** Ultimate Campaign

### Training: Spirit of Nature **History**

Through a ritual, vision, or dream, you communed with a primordial spirit of nature. In the form of a majestic beast, this spirit charged you with preserving the natural world from those who would destroy it. You are instilled with the spirit of this creature - a small fragment of its power grows in you as you mature. You gain access to the Sacred Touch faith trait.

**Appears In :** Ultimate Campaign

**Influential Associate : The Champion History**

You were close to someone who excelled at athletic endeavors and tests of strength or skill. Through your friendship or rivalry, you developed the competitive spirit that continues to drive you in everything you do. You gain access to the Ambitious social trait.

**Appears In :** Ultimate Campaign

**Influential Associate : The Craftsperson History**

One of your major influences cherished perfection in every form of art. This person might have followed any path in life, from craftsperson to artist to assassin. From this person you developed a disciplined mind, a solitary focus, and the ability to create something useful and beautiful. You gain access to the Artisan social trait.

**Appears In :** Ultimate Campaign

**Moral Conflict : Cheater: 3 History**

You broke a rule, law, contract, or agreement for your own gain.

**Appears In :** Ultimate Campaign

**Subject: Clergy: 0 History**

**Appears In :** Ultimate Campaign

**Motivation: Family: 3 History**

**Appears In :** Ultimate Campaign

**Resolution: Regret and Penance: -3 History**

Not only do you regret your action, but you have publicly admitted to it and did your best to make amends for the wrongdoing. Most know of the conflict's details and those who don't can easily find them out if they know where to look or whom to ask.

**Appears In :** Ultimate Campaign

**Romantic Relationships : One Significant Relationship History**

You had a true love once, but that time has passed.

**Appears In :** Ultimate Campaign

**Drawback: Safety or Security History**

You are cautious and guarded - wary of others who might harm you, steal from you, or betray your trust. As such, you sleep lightly, always suspecting someone or something to sneak in upon you in the dark. Even when in relationships with people who trust you, there's always the fear that they harbor hidden agendas or will change and turn against you. You gain access to the Paranoid drawback.

**Appears In :** Ultimate Campaign

**Drawback: Self-Doubt History**

No matter what you do, it's never good enough. You cannot help but see in your victories many little defeats and failures. If you were stronger, smarter, faster, or more powerful, maybe you could be better. However, stuck in the body and mind you have, you feel you're destined to fail. You gain access to the Doubt drawback.

**Appears In :** Ultimate Campaign