

PC Loedie Quercus claude beamont

Player: loedie

Human druid 3 - CR 2

Lawful Neutral Humanoid (Human); Deity: **Artemis**; Age: **18**; Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	7	-2	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	18	+4	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+3	+2		+1	
REFLEX (DEXTERITY)	+2	=	+1	+1			
WILL (WISDOM)	+8	=	+3	+4		+1	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=	+2		+1				
Touch AC 11								
Flat-Footed AC 12								
CM Bonus +0	=	+2		-2		-		-

Total	Base	Ability	Resist	Misc	Temp	Notes
CM Defense 11	=	10	+2	-2	+1	-

Base Attack	+2	HP	25
Initiative	+1	Damage / Current HP	
Speed	30 ft		

Masterwork dagger

Main hand: **-3, 1d2-2** Crit: 19-20/x2
Both hands: **-3, 1d2-2** Rng: 10'
N/A, P/S

Ranged: **+0, 1d2-2**
Ranged, both hands: **+0, 1d2-2**

Quarterstaff

Both hands: **+0, 1d6-2** Crit: x2
Double: **-4 (Off: -8), 1d6-2/1d6-1** Double, B, Monk

Sling

Ranged: **+3, 1d4-2** Crit: x2
Ranged, both hands: **+3, 1d4-2** Rng: 50'
1-hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (1)	1	
Appraise	+1	INT (1)	-	
Bluff	+4	CHA (3)	1	
Climb	+2	STR (-2)	1	
Craft (carpentry)	+5	INT (1)	1	
Diplomacy	+8	CHA (3)	1	
Ambitious : +4 trait bonus to influence creatures with 5+ HD more than you				
Disguise	+4	CHA (3)	1	
Escape Artist	+1	DEX (1)	-	
Fly	+5	DEX (1)	1	
Handle Animal	+7	CHA (3)	1	
Animal Companion Link : +4 circumstance bonus to checks made regarding an animal companion				
Heal	+8	WIS (4)	1	
Intimidate	+4	CHA (3)	1	
Knowledge (geography)	+5	INT (1)	1	
Knowledge (nature)	+8	INT (1)	2	
Perception	+8	WIS (4)	1	
Profession (engineer)	+8	WIS (4)	1	
Ride	+5	DEX (1)	1	
Sense Motive	+5	WIS (4)	1	
Spellcraft	+5	INT (1)	1	
Stealth	+1	DEX (1)	-	
Survival	+11	WIS (4)	1	
Swim	+2	STR (-2)	1	
Use Magic Device	+4	CHA (3)	1	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Augment Summoning
Druid Weapon Proficiencies
Shield Proficiency
Spell Focus (Conjuration)
Unforgotten

Traits

Ambitious
Artisan (Craft [carpentry])
Bullied
Influence (Diplomacy)
Militia Veteran (any town or village, Survival)
Resilient
Sacred Touch

Drawbacks

Doubt
Paranoid

Special Abilities

Animal Companion Link (Ex)
Share Spells with Companion (Ex)

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

Gear

**Total Weight Carried: 20/70 lbs, Light Load
(Light: 23 lbs, Medium: 46 lbs, Heavy: 70 lbs)**

Artisan's outfit (Free)	<In: Handy haversack (8 @ 29.78 lbs)>	-
Artisan's tools (Craft [carpentry])	<In: Handy haversack (5 @ 29.78 lbs)>	5 lbs
Bear trap	<In: Handy haversack (8 @ 29.78 lbs)>	10 lbs
Bear trap	<In: Handy haversack (8 @ 29.78 lbs)>	10 lbs
Handy haversack (8 @ 29.78 lbs)		5 lbs
Leather armor		15 lbs
Masterwork dagger	<In: Handy haversack (8 @ 29.78 lbs)>	0.1 lbs
Money	<In: Handy haversack (8 @ 29.78 lbs)>	0.68 lbs
Potion of protection from evil x2		-
Quarterstaff	<In: Handy haversack (8 @ 29.78 lbs)>	4 lbs
Sling	<In: Handy haversack (8 @ 29.78 lbs)>	-
Wand of cure light wounds		-
Wand of enlarge person		-

Special Abilities

Spontaneous Casting
Trackless Step (Ex)
Wild Empathy +6 (Ex)
Woodland Stride (Ex)

Tracked Resources

Masterwork dagger	
Potion of protection from evil	
Wand of cure light wounds	
Wand of enlarge person	

Languages

Common	Elven
Druidic	

Spells & Powers

Druid spells memorized (CL 3rd; concentration +7)
Melee Touch +0 Ranged Touch +3
2nd—*barkskin, chill metal* (DC 16), *delay poison, flaming sphere* (DC 16), *fog cloud, gust of wind* (DC 16), *resist energy, lesser restoration, soften earth and stone*
1st—*air bubble*^{UC}, *commune with birds*^{ARG}, *cure light wounds, entangle* (DC 15), *faerie fire, longstrider, obscuring mist, restore corpse*^{UM}, *summon nature's ally I*
0th (at will)—*create water, daze animal* (DC 14), *detect magic, guidance, light, purify food and drink* (DC 14)

Experience & Wealth

Experience Points: **6751/9000**
Current Cash: **24 pp, 2 gp, 6 sp, 2 cp**

Companions

PC Loedie Donkey

Donkey
N Medium animal
Init +1; **Senses** low-light vision, scent; Perception +5

Defense

AC 11, **touch** 11, **flat-footed** 10 (+1 Dex)
hp 13 (2d8+4)
Fort +5, **Ref** +4, **Will** +0

Offense

Speed 40 ft.
Melee 2 hooves +2 (1d3+1)

Statistics

Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4
Base Atk +1; CMB +2; CMD 13 (17 vs. trip)
Feats Endurance, Run^B
Skills Acrobatics +1 (+5 to jump with a running start, +5 to jump), Perception +5
Other Gear backpack, bedroll, cleric's vestments, falconry gauntlet^{UE}, flask, flask, hemp rope (50 ft.), mug/tankard, pack saddle, sack, vial (2), waterskin

PC loedie Hawk Animal Companion

Hawk
N Small animal
Init +3; **Senses** low-light vision; Perception +7

Defense

AC 18, touch 15, flat-footed 14 (+3 Dex, +1 dodge, +3 natural, +1 size)
hp 23 (3d8+3)
Fort +4, **Ref** +6, **Will** +3
Defensive Abilities evasion

Offense

Speed 10 ft., fly 80 ft. (average)
Melee bite +3 (1d4), 2 talons +3 (1d4)

Statistics

Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6
Base Atk +2; CMB +4; CMD 15
Feats Agile Maneuvers, Dodge
Tricks Attack, Come, Defend, Down, Fetch, Guard,
Guarding, Seek
Skills Acrobatics +3 (-5 to jump), Fly +5, Perception +7,
Stealth +11
SQ come, fetch, guarding, seek

History

Homeland: Other Homeland

Chauffeur sur Veill (Brive)

Parents: Both Alive

nobel born land en krijgen schatting

Vader is ridder: Gifford Beaumont

Amabella Beaumont- Touchpas

Siblings: 2 Siblings, 1 Half-Siblings

broer Xavier (18j)

Zus Marine (10j)

zelf zelf de oudste

Circumstance of Birth : Noble Birth

Nobility: Gentry

Childhood: Bullied

Childhood: Major Disaster

Training: Spirit of Nature

Influential Associate: The Champion

Influential Associate: The Craftsperson

Moral Conflict : Cheater: 3

Subject: Clergy: 0

Motivation: Family: 3

Resolution: Regret and Penance: -3

Romantic Relationships : One Significant

Drawback: Safety or Security

Drawback: Self-Doubt

Sourcebooks Used

- **1001 Spells** - Daze Animal (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Bear trap (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Bullied (trait); Resilient (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Sacred Touch (trait)
- **Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign** - Militia Veteran (any town or village) (trait)
- **Advanced Race Guide** - Commune With Birds (spell)
- **Ultimate Campaign** - Ambitious (trait); Artisan (trait); Doubt (???); Influence (trait); Paranoid (???); Unforgotten (feat)
- **Ultimate Combat** - Air Bubble (spell)
- **Ultimate Magic** - Restore Corpse (spell)