

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	Flat-Footed AC	BAB	Strength	Size	Misc
11	12				

CM Bonus	BAB	Strength	Size	Misc
+0	+2	-2	-	-

CM Defense	BAB	Strength	Dexterity	Size
11	= 10	+2	-2	+1

Base Attack	HP
+2	25

Initiative	Speed	Damage / Current HP
+1	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	
<i>Ambitious</i> : +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	
<i>Animal Companion Link</i> : +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)

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)