

Ulraed the Traveler

CHARACTER NAME: Ulraed the Traveler DRL
 CLASS: Druid RACE: Aasimar PLAYER NAME: Medium GENDER: Male ALIGNMENT: NG REGION: _____
 LEVEL (ECL): 14 (15) TYPE: Outsider(native) AGE: 28 HEIGHT: 6'2" WEIGHT: 12.5str DEITY: Violet PLATINUM: Platinum



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
STR STRENGTH	14	+2			HP HT POINTS	136		30 ft/x4

DEX DEXTERITY	14	+2			AC ARMOR CLASS	22 = 10 + 5 + 2 + 2 + 0 + 0 + 3 + 0		
CON CONSTITUTION	21	+5			TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	20

INT INTELLIGENCE	16	+3			INITIATIVE	+2 = 2 + 0	SKILLS				
WIS WISDOM	24	+7			BASE ATTACK	+10/+5	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: + RANKS + MISC. BONUS

CHA CHARISMA	12	+1			COND. MODIFIERS	#/NA #/NA #/NA	Appraise ¹	INT	3	=	3	+	0	+	0
SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER		Balance [*]	DEX*	2	=	2	+	0	+	0
FORTITUDE CONSTITUTION	+17	9	5	3			Bluff ¹	CHA	1	=	1	+	0	+	0
REFLEX DEXTERITY	+9	4	2	3			Climb ¹	STR*	2	=	2	+	0	+	0
WILL WISDOM	+19	9	7	3			Concentration ¹	CON	15	=	5	+	10	+	0
GRAPPLE MODIFIER	+12	10	2	0	0		Craft skills... ¹	INT	3	=	3	+	0	+	0
SPELL RESISTANCE	0						Craft (Alchemy) ¹	INT	12	=	3	+	9	+	0
ARCANE SPELL FAILURE							Diplomacy ¹	CHA	9	=	1	+	6	+	2
ACTION POINTS							Disguise ¹	CHA	1	=	1	+	0	+	0
MELEE ATTACK BONUS	+12/+7	10	2	0	0		Escape Artist ¹	DEX*	2	=	2	+	0	+	0
RANGED ATTACK BONUS	+12/+7	10	2	0	0		Forgery ¹	INT	3	=	3	+	0	+	0

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Longspear	+13/+8	1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE
0 ft	9 lb	P	Medium
SPECIAL PROPERTIES: Changeling, Spell-Storing; 2H			
ATTACK 2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Spear	+13/+8	1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE
20 ft	6 lb	P	Medium
SPECIAL PROPERTIES: Changeling, Spell-Storing; 2H			
ATTACK 3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Short spear	+13/+8	1d6+3	20/x2
RANGE	WEIGHT	TYPE	SIZE
20 ft	3 lb	P	Medium
SPECIAL PROPERTIES: Changeling, Spell-Storing; 2H			
ATTACK 4	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Longsword	+13/+8	1d8+3	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
0 ft	4 lb	S	Medium
SPECIAL PROPERTIES: Sword-Bow			
ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Longbow	+13/+8	1d8+1	20/x3
RANGE	WEIGHT	TYPE	SIZE
100 ft	3 lb	P	Medium
SPECIAL PROPERTIES: Sword-Bow			
ATTACK 6	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Ray	+12/+7	*	20/x2
RANGE	WEIGHT	TYPE	SIZE
0 ft	0 lb	*	Medium
SPECIAL PROPERTIES: One-handed			

x Concentration ¹	CON	15	=	5	+	10	+	0
x Craft skills... ¹	INT	3	=	3	+	0	+	0
x Craft (Alchemy) ¹	INT	12	=	3	+	9	+	0
x Diplomacy ¹	CHA	9	=	1	+	6	+	2
Disguise ¹	CHA	1	=	1	+	0	+	0
Escape Artist ¹	DEX*	2	=	2	+	0	+	0
Forgery ¹	INT	3	=	3	+	0	+	0
Gather Information ¹	CHA	1	=	1	+	0	+	0
x Handle Animal	CHA	15	=	1	+	13	+	1
x Heal ¹	WIS	15	=	7	+	8	+	0
Hide ¹	DEX*	2	=	2	+	0	+	0
Intimidate ¹	CHA	1	=	1	+	0	+	0
Jump ¹	STR*	2	=	2	+	0	+	0
x Knowledge (nature)	INT	21	=	3	+	13	+	5
x Listen ¹	WIS	15	=	7	+	6	+	2
Move Silently ¹	DEX*	2	=	2	+	0	+	0
Perform skills ... ¹	CHA	1	=	1	+	0	+	0
x Profession (Sailor)	WIS	10	=	7	+	3	+	0
x Ride ¹	DEX	10	=	2	+	6	+	2
Search ¹	INT	3	=	3	+	0	+	0
Sense Motive ¹	WIS	14	=	7	+	7	+	0
x Spellcraft	INT	14	=	3	+	11	+	0
x Spot ¹	WIS	15	=	7	+	6	+	2
x Survival ¹	WIS	18	=	7	+	8	+	3
x Swim ¹	STR**	8	=	2	+	6	+	0
Use Rope ¹	DEX	2	=	2	+	0	+	0

¹ This skill can be used even if the character has zero skill ranks.
 x This skill is a class skills for at least one of your classes.
 * Armor check penalty, if any, applies. ** Double the armor check penalty.

Savage Tide	91,847 / 120,000
CAMPAIGN	EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
+2 Leafweave studded		Light	+5	+6
ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+0	10%	30	15	

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
Blessed Bandage, 2x (MIC152)			
Everlasting Rations (MIC160)			
Survival Pouch (MIC187)			
Standard Adventurers' Kit			
Healers' Kit			
Holy Symbol			
Signal Whistle			
Arrows, 40x			
Tanglefoot, 2x			
Thunderstone, 2x			
Wand of Cure Mod, 29x (2d8+3)		Magic Items Equipped by Slot	
"+1 Buckler"		Ring Slot (RH)	
Wilding Clasp (Armor, MIC190)	2	Ring of protection (+3) (18000 GP)	
Crystal of Cold Assault (1d6 Cold, MIC64)		Ring Slot (LH)	
		Ring of force shield (8500 GP)	
		Hand Slot	
		(none) (0 GP)	0
		Arm Slot	
		(none) (0 GP)	0
		Head Slot	
		(none) (0 GP)	0
		Face Slot	
		(none) (0 GP)	0
		Shoulder Slot	
		Cloak of resistance (+3) (9000 GP)	1
		Neck Slot	
		Periap of wisdom (+4) (16000 GP)	0
		Body Slot	
		(none) (0 GP)	0
		Torso Slot	
		(none) (0 GP)	0
		Waist Slot	
		(none) (0 GP)	0
		Feet Slot	
		(none) (0 GP)	0
		TOTAL WEIGHT CARRIED	18

NOTES	LANGUAGES
	Common
	Celestial
	Draconic
	Druidic
	Elven
	Olman

SPECIAL ABILITIES

- RACIAL ABILITIES —
- x Wisdom+2, Charisma+2
- x Base land speed of 30 feet.
- x Darkvision 60 feet.
- x Resistance to Acid 5, Cold 5, and Electricity 5.
- x +2 racial bonus on Listen and Spot checks.
- x Daylight(Sp): You can use daylight once per day.
- x Favored Class: Paladin
- CLASS ABILITIES —
- x Proficient in light and medium armor, and all shields (except tower shields) (but cannot wear any armor made of metal)
- x Proficient with all simple and martial weapons.
- x Restricted Spells: cannot cast Evil spells.
- x Spontaneous Casting: Can spontaneously cast summon nature's ally spells; by sacrificing a pre-prepared spell of equal or higher level.
- x Animal Companion(Ex): You have selected a Badger as your companion.
- x Nature Sense(Ex): You gain a +2 bonus on Knowledge(nature) and Survival checks.
- x Wild Empathy(Ex): You can make a check(1d20+17) to improve the attitude of an animal. You must be within 30 feet of it; and it generally takes one minute to perform the action.
- x Woodland Stride(Ex): You can move through natural thorns; briars; etc. at full speed and without suffering damage or impairment. Magically altered areas still hamper you.
- x Trackless Step(Ex): You leave no trail in natural surroundings; and cannot be tracked unless you choose to.
- x Wild Shape(Su): You can turn yourself into a Tiny to Large animal or plant (and back) 7 times per day for 14 hour(s). The new form's Hit Dice cannot exceed 14.
- x Venom Immunity(Ex): You are immune to all poisons.
- x A Thousand Faces(Su): You can change your appearance at will; as if using the spell alter self.
- FEATS —
- x Natural Spell(PH 98) : Cast spells while in wild shape.
- x Extra Wild Shape(CD 81) : Gain two additional wild shape uses per day.
- x Fast Wild Shape(CD 81) : Wild shape as a move equivalent action.
- x Natural Bond(CAD 111) : Add +3 to effective druid level when determining animal companion's abilities
- x Bestial Charge(CC 56) : Gain various maneuvers you can combine with wild shape.
 - x Pouncing Charge
 - x Striking Charge
 - x Twisting Charge
- x Heat Endurance(SS 50)² : +2 on saves against fire, heat protection 1.
- x Improved Heat Endurance(SS 50) : Fire resistance 5, heat protection 3.
- x Student of Nature(CUST)

CARRYING INFO

58 <small>LIGHT LOAD</small>	116 <small>MED LOAD</small>	175 <small>HEAVY LOAD</small>
175 <small>LIFT OVER HEAD</small>	350 <small>LIFT OFF GROUND</small>	875 <small>PUSH DRAG</small>

MONEY	
PP	
GP	120
SP	
CP	
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day <input type="checkbox"/>	Used <input type="checkbox"/>	Turning/Rebuking Check Modifier <input type="checkbox"/>	
baking Check	Most Powerful Undead Affected(Max HD)	# of HD Turned/Rebuked	
Up to 0		2d6	
1-3		If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.	
4-6			
7-9			
10-12			
13-15			
16-18			
19-21			
22+			