

Dust

Male human (Shoanti) druid 6/fighter 1/rogue 1 - CL8 - CR 7

Chaotic Good Humanoid (Human); Deity: **Milani**; Age: **31**;
Height: **5' 11"**; Weight: **197lb.**; Eyes: **Green**; Hair: **Brown**;
Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	11	0	
INT INTELLIGENCE	12	+1	
WIS WISDOM	18	+4	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10	=	+7		+2	+1	
Storm-Lashed : +2 vs. electricity, Resist Nature's Lure : +4 vs. fey and plant-targeted effects							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+8	=	+4	+2	+2		
Storm-Lashed : +2 vs. electricity, Resist Nature's Lure : +4 vs. fey and plant-targeted effects							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+12	=	+5	+4	+2	+1	
Storm-Lashed : +2 vs. electricity, Resist Nature's Lure : +4 vs. fey and plant-targeted effects							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	=	+9		+1			+2	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
Touch AC 13	=							
Flat-Footed AC 21	=							

CM Bonus	Total	Base	Ability	Resist	Misc	Temp	Notes
CM Bonus +7	=	+5	+2				

CM Defense	Total	Base	Strength	Dexterity	Size
CM Defense 20	=	10	+5	+1	+2

Base Attack	+5	HP	50
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Initiative	Modifier	Damage / Current HP
Initiative	+2	

Speed	30 / 20 ft
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+1 shortsword

Main hand: **+7, 1d6+2** Crit: 19-20/x2
Light, P

Ember

Ranged: **+6, 1d8+1 plus 1d6 fire** Crit: 19-20/x2
Rng: 80'
Ranged, both hands: **+8, 1d8+1 plus 1d6 fire** 2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (2)	2	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+5	CHA (0)	2	
Climb	+3	STR (1)	5	
Diplomacy	+5	CHA (0)	2	
Disguise	+0	CHA (0)	-	
Escape Artist	-4	DEX (2)	-	
Fly	-4	DEX (2)	-	
Handle Animal	+6	CHA (0)	3	
Heal	+14	WIS (4)	7	
Intimidate	+4	CHA (0)	1	
Knowledge (geography)	+11	INT (1)	7	
Knowledge (nature)	+14	INT (1)	8	
Perception	+11	WIS (4)	4	
Trapfinding : +1 to locate traps				
Profession (soldier)	+8	WIS (4)	1	
Ride	-4	DEX (2)	-	
Sense Motive	+8	WIS (4)	1	
Stealth	+5	DEX (2)	6	
Survival	+14	WIS (4)	5	
Compass : +2 circumstance bonus to avoid becoming lost when using this				
Swim	+0	STR (1)	2	

Feats

Agile Maneuvers
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Aspect of the Beast (Night Senses - Darkvision 30')
Combat Casting
Druid Weapon Proficiencies
Martial Weapon Proficiency - All
Natural Spell
Nimble Moves (5 ft/rd)
Rogue Weapon Proficiencies
Shield Proficiency

Feats

Simple Weapon Proficiency - All
Storm-Lashed
Tower Shield Proficiency

Traits

Indomitable Faith
Resilient

Dragonhide plate

+9

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Gear

**Total Weight Carried: 124/150 lbs, Heavy Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

+1 shortsword	2 lbs
Alchemist's fire	1 lb
Antitoxin <In: Backpack, masterwork (13 @ 22.6 lbs)>	-
Backpack, masterwork (13 @ 22.6 lbs)	4 lbs
Bedroll <In: Backpack, masterwork (13 @ 22.6 lbs)>	5 lbs
Blanket <In: Backpack, masterwork (13 @ 22.6 lbs)>	1 lb
Climber's kit <In: Backpack, masterwork (13 @ 22.6	5 lbs
Cloak of resistance +2	1 lb
Compass <In: Backpack, masterwork (13 @ 22.6	0.5 lbs
Disguise kit (10 uses) <In: Backpack, masterwork (13	8 lbs
Dragonhide plate	50 lbs
Ember	4 lbs
Explorer's outfit (Free) <In: Backpack, masterwork (13 @	-
Fishhook <In: Backpack, masterwork (13 @ 22.6 lbs)>	-
Flint and steel <In: Backpack, masterwork (13 @ 22.6	-
Healer's kit <In: Backpack, masterwork (13 @ 22.6	1 lb
Hooded lantern <In: Backpack, masterwork (13 @	2 lbs
Ink, black <In: Backpack, masterwork (13 @ 22.6 lbs)>	-
Large scorpion venom	-
Money	19.58 lbs
Oil	1 lb
Paper	-
Potion of fly	-
Potion of gaseous form	-
Potion of invisibility	-
Potion of jump	-
Potion of protection from arrows 10/magic	-
Ring of protection +2	-
Sapphire Gems <In: Backpack, masterwork (13 @	0.1 lbs
Signal whistle	-
Silk rope	5 lbs
Tanglefoot bag	4 lbs
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

Darkvision (30 feet)
Druid Domain (Ash)
Resist Nature's Lure (Ex)
Sneak Attack +1d6
Spontaneous Casting
Trackless Step (Ex)
Trapfinding +1
Wild Empathy +6 (Ex)

Experience & Wealth

Experience Points: **51000/75000**
Current Cash: **974 gp, 5 sp**

Special Abilities

Wild Shape (6 hours, 2/day) (Su)
Wild Shape (Beast Shape II: Tiny - Large animal)
Wild Shape (Elemental Body I: Small elemental)
Woodland Stride (Ex)

Spell-Like Abilities

Fire Bolt 1d6+3 fire (7/day) (Sp)

Tracked Resources

Alchemist's fire	<input type="checkbox"/>
Antitoxin	<input type="checkbox"/>
Disguise kit (10 uses)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Healer's kit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Large scorpion venom	<input type="checkbox"/>
Potion of fly	<input type="checkbox"/>
Potion of gaseous form	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Potion of jump	<input type="checkbox"/>
Potion of protection from arrows 10/magic	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wild Shape (6 hours, 2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Elven
Druidic	Shoanti

Spells & Powers

Druid spells memorized (CL 6th; concentration +10)
Melee Touch +6 Ranged Touch +7
3rd—*cure moderate wounds*, *fireball*^D (DC 17), *poison* (DC 17), *stone shape*
2nd—*barkskin*, *fog cloud*, *produce flame*^D, *lesser restoration*, *spider climb*
1st—*ant haul*^{APG} (DC 15), *burning hands*^D (DC 15), *cloak of shade*^{APG} (DC 15), *cure light wounds*, *expeditious excavation*^{APG}
0th (at will)—*create water*, *know direction*, *purify food and drink* (DC 14), *stabilize*
[D] Domain spell; **Domains** Ash, Fire