

Najib Male Human Drd6

NAME

Drd6

CLASS

30000

EXPERIENCE

6

TCL

21000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'3"

HEIGHT

150 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	19	+4	19	+4
CON Constitution	15	+2	15	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

HP
hit points

45

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

:

10

FLAT

:

14

TOUCH

=

10

BASE

+

0

ARMOR BONUS

+

0

SHIELD BONUS

+

4

STAT MODIFIER

+

0

SIZE MODIFIER

+

0

NATURAL ARMOR MODIFIER

+

0

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+4

TOTAL

=

+4

DEX MODIFIER

+

+0

MISC MODIFIER

BASE ATTACK
bonus

+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED
Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+7

=

+5

BASE SAVE

+

+2

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

+6

=

+2

+

+4

+

+0

+

+0

+

+9

=

+5

+

+4

+

+0

+

+0

+

MELEE
attack bonus

TOTAL

+7

=

+4

BASE ATTACK BONUS

+

+3

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

RANGED
attack bonus

+8

=

+4

+

+4

+

+0

+

+0

+

GRAPPLE
attack bonus

+7

=

+4

+

+3

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+3

DAMAGE

1d3+3

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS	
Blind-Fight	See Text
Combat Casting	See Text
Improved Unarmed Strike	See Text
Quicken Spell	See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Leatherworking)	INT	9	=	1	+ 8.0 +
Craft (Trapmaking)	INT	8	=	1	+ 7.0 +
Handle Animal	CHA	10	=	1	+ 9.0 +
Knowledge (History)	INT	4	=	1	+ 3.0 +
Perform (Wind Instruments)	CHA	1	=	1	+ 0.5 +
✓ Ride	DEX	15	=	4	+ 9.0 + 2
✓ Spot	WIS	11	=	4	+ 7.0 +
✓ Survival	WIS	13	=	4	+ 9.0 +
_____ = _____ + _____ + _____					
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES

- +4 to Concentration to use spll or spelllike ability
- Animal Companion (Ex)
- Nature Sense (Ex)
- Resist Nature's Lure (Ex)
- Trackless Step (Ex)
- Wild Empathy (Ex)
- Wildshape 7/day
- Woodland Stride (Ex)

PROFICIENCIES

Club, Dagger, Dart, Halfspear, Longspear, Quarterstaff, Scimitar, Shortsppear, Sickle, Sling














LANGUAGES

Common, Druidic, Orc





















Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	5	4	4	3	0	0	0	0	0	0




LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Create Water <i>Effect:</i> Creates 12 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
 Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 6 minutes [D]	60 ft.	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (40 Feet)	V, S	No	Divination
 Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
 Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	<i>Target:</i> Burst of light 6 minute or until discharged	Touch	V, S	Yes	Divination
 Know Direction <i>Effect:</i> You discern north.	14	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
 Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> You 60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 Purify Food and Drink <i>Effect:</i> Purifies 6 cu. ft. of food or water.	14	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 6 cu. ft. of contaminated food and water 60 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 6 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	6 minutes	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 6 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (640 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 60 minutes [D]	60 ft.	V, S	No	Divination
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 6 minutes [D]	Long (640 Feet)	V, S, DF	No	Transmutation
 Faerie Fire <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.	15	None	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 6 minutes [D]	Long (640 Feet)	V, S, DF	Yes	Evocation [Light]
 Goodberry <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].	15	None	1 standard action	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst 6 days	Touch	V, S, DF	Yes	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 6 subjects.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 60 minutes [D]	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 6 creatures touched 6 minutes [D]	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	15	None	1 standard action	<i>Target:</i> Creature touched 6 hours [D]	Personal	V, S, M	No	Transmutation
 Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 6 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Living creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Up to three pebbles touched 6 minutes	20 ft.	V, S	No	Conjuration (Creation)
 Pass without Trace <i>Effect:</i> 6 subjects leaves no tracks.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 6 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 Produce Flame <i>Effect:</i> 1d6+6 damage, touch or thrown.	15	None	1 standard action	<i>Target:</i> 6 creatures touched 6 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 Shillelagh <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 6 minutes.	15	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 6 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 Speak with Animals <i>Effect:</i> You can communicate with animals.	15	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 6 minutes	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	15	None	1 round	<i>Target:</i> You 6 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
				<i>Target:</i> One summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	16	None; see text	1 standard action	6 days	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal Concentration	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Barkskin <i>Effect:</i> Grants +3 enhancement to natural armor.	16	None	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 60 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Living creature touched				

* =Domain/Specialty Spell

Druid Spells

■■■■■	Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	Chill Metal <i>Effect:</i> Cold metal damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (40 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	Delay Poison <i>Effect:</i> Stops poison from harming subject for 6 hours.	16	Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	Fire Trap <i>Effect:</i> Opened object deals 1d4+6 damage.	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
■■■■■	Flame Blade <i>Effect:</i> Touch attack deals 1d8 +1/two levels damage.	16	None	1 standard action	6 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 6 rounds.	16	Reflex negates	1 standard action	6 rounds	Medium (160 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	Fog Cloud <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	60 minutes	Medium (160 Feet)	V, S	No	Conjuration (Creation)
■■■■■	Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	6 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	Heat Metal <i>Effect:</i> Make metal so hot it damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (40 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	Hold Animal <i>Effect:</i> Paralyzes one animal for 6 rounds.	16	Will negates; see text	1 standard action	6 rounds [D]; see text	Medium (160 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	Reduce Animal <i>Effect:</i> Shrinks one willing animal.	16	None	1 standard action	6 hours [D]	Touch	V, S	No	Transmutation
■■■■■	Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	16	Fortitude negates (harmless)	1 standard action	60 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	Restoration, Lesser <i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
■■■■■	Soften Earth and Stone <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	16	None	1 standard action	Instantaneous	Close (40 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	16	None	1 round	6 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	16	None	1 round	Concentration + 2 rounds	Close (40 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	Tree Shape <i>Effect:</i> You look exactly like a tree for 6 hours.	16	None	1 standard action	6 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	Warp Wood <i>Effect:</i> Bends wood [shaft, handle, door, plank].	16	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes (object)	Transmutation
■■■■■	Wood Shape <i>Effect:</i> Rearranges wooden objects to suit you.	16	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Call Lightning	17	Reflex half	1 round	6 minutes	Medium (160 Feet)	V, S	Yes	Evocation [Electricity]
Effect: Calls down lightning bolts [3d6 per bolt] from sky.								
■■■■■ Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.								
■■■■■ Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+6 damage								
■■■■■ Daylight	17	None	1 standard action	60 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.								
■■■■■ Diminish Plants	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Reduces size or blights growth of normal plants.								
■■■■■ Dominate Animal	17	Will negates	1 round	6 rounds	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject animal obeys silent mental commands.								
■■■■■ Magic Fang, Greater	17	Will negates (harmless)	1 standard action	6 hours	Close (40 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +2 on attack and damage rolls.								
■■■■■ Meld into Stone	17	None	1 standard action	60 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.								
■■■■■ Neutralize Poison	17	Will negates (harmless, object)	1 standard action	60 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.								
■■■■■ Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Grows vegetation, improves crops.								
■■■■■ Poison	17	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.								
■■■■■ Protection from Energy	17	Fortitude negates (harmless)	1 standard action	60 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 72 points of damage from one kind of energy.								
■■■■■ Quench	17	None or Will negates (object)	1 standard action	Instantaneous	Medium (160 Feet)	V, S, DF	No or Yes (object)	Transmutation
Effect: Extinguishes nonmagical fires or one magic item.								
■■■■■ Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.								
■■■■■ Sleet Storm	17	None	1 standard action	6 rounds	Long (640 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.								
■■■■■ Snare	17	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
Effect: Creates a magic booby trap.								
■■■■■ Speak with Plants	17	None	1 standard action	6 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	17	Reflex partial	1 standard action	6 hours [D]	Medium (160 Feet)	V, S, DF	Yes	Transmutation
Effect: Creatures in area take 1d4 damage, may be slowed.								
■■■■■ Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpts stone into any shape.								
■■■■■ Summon Nature's Ally III	17	None	1 round	6 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.								

* =Domain/Specialty Spell

Druid Spells

□□□□□	Water Breathing	17	Will negates (harmless)	1 standard action	12 hours; see text	Touch	V, S, M/DF Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched			
□□□□□	Wind Wall	17	None; see text	1 standard action	6 rounds	Medium (160 Feet)	V, S, M/DF Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 60 ft. long and 30 ft. high [S]			

* =Domain/Speciality Spell