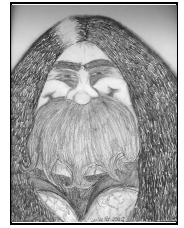


# Brian Bearheart

NAME	PLAYERNAME	DEITY	ALIGNMENT
Drd1	Human	6' 11"	Neutral Good
CLASS	RACE	HEIGHT	VISION
0	Medium	323 lbs.	Normal
EXPERIENCE	SIZE	WEIGHT	VISION
1	Male	Brown, Unkempt	30
Character Level	AGE	HAIR	POINTS
NEXT LEVEL	24		
	GENDER	EYES	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	16	+3	16	+3	16	+3	11				Walk 20'
DEX	9	-1	9	-1	9	-1	AC	14	14	9	10
CON	17	+3	17	+3	17	+3					35
INT	8	-1	8	-1	8	-1	INITIATIVE	-1	-1	+0	-5
WIS	14	+2	14	+2	14	+2	BASE ATTACK	+0			0
CHA	8	-1	8	-1	8	-1					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+5	+2	+3	+0	+0	+0		
REFLEX	-1	+0	-1	+0	+0	+0		
WILLPOWER	+4	+2	+2	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+3	+0	+3	+0	+0	0	
RANGED	-1	+0	-1	+0	+0	0	
GRAPPLE	+0	+0	0	+0	+0	0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	-1	1d3+3	20/x2

*Club	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	B	M	20/x2
To Hit	Dam	To Hit	Dam	
1H-P	+3	1d6+3	2W-P-(OH)	-3
1H-O	-1	1d6+1	2W-P-(OL)	-1
2H	+3	1d6+4	2W-OH	-7
To Hit	Dam	To Hit	Dam	
10'	-1	-3	-5	-7
20'	-3	-5	-7	-9
30'	-5	-7	-9	-11
40'	-7	-9	-11	-13
50'	-9	-11	-13	-15
Dam	1d6+3	1d6+3	1d6+3	1d6+3
Special Properties				

*Shield, Heavy	CURRENT HAND	TYPE	SIZE	CRITICAL
	Equipped	B	M	20/x2
To Hit	Dam	To Hit	Dam	
1H-P	-1	1d4+3	2W-P-(OH)	-7
1H-O	-5	1d4+1	2W-P-(OL)	-5
2H	-1	1d4+4	2W-OH	-11
Dam	1d4+3	1d4+3	1d4+3	1d4+3
Special Properties				

Sling	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B	M	20/x2
To Hit	Dam	To Hit	Dam	
30'	-1	-3	-5	-7
50'	-1	-3	-5	-7
100'	-3	-5	-7	-9
150'	-5	-7	-9	-11
200'	-7	-9	-11	-13
Dam	1d4+3	1d4+3	1d4+3	1d4+3
Special Properties				

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Hide	Medium	+3	+4	-3	20
*Shield, Heavy	Heavy	+2		-2	15
*Shield, Heavy	Heavy	+2		-2	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2	MISC MODIFIER
✓ Appraise	INT	-1	= -1	+	+	
✓ Balance	DEX	-6	= -1	+	+	-5
✓ Bluff	CHA	-1	= -1	+	+	
✓ Climb	STR	-2	= 3	+	+	-5
✓ Concentration	CON	4	= 3	+	1.0	+
✓ Craft (Untrained)	INT	-1	= -1	+	+	
✓ Diplomacy	CHA	-1	= -1	+	+	
✓ Disguise	CHA	-1	= -1	+	+	
✓ Escape Artist	DEX	-6	= -1	+	+	-5
✓ Forgery	INT	-1	= -1	+	+	
✓ Gather Information	CHA	-1	= -1	+	+	
Handle Animal	CHA	5	= -1	+	4.0	+
✓ Heal	WIS	3	= 2	+	1.0	+
✓ Hide	DEX	-6	= -1	+	+	-5
✓ Intimidate	CHA	-1	= -1	+	+	
✓ Jump	STR	-8	= 3	+	+	-11
Knowledge (Nature)	INT	2	= -1	+	1.0	+
✓ Listen	WIS	4	= 2	+	2.0	+
✓ Move Silently	DEX	-6	= -1	+	+	-5
✓ Ride	DEX	-2	= -1	+	2.0	+
✓ Search	INT	-1	= -1	+	+	
✓ Sense Motive	WIS	2	= 2	+	+	
Spellcraft	INT	0	= -1	+	1.0	+
✓ Spot	WIS	4	= 2	+	2.0	+
✓ Survival	WIS	6	= 2	+	2.0	+
✓ Swim	STR	-7	= 3	+	+	-10
✓ Use Rope	DEX	-1	= -1	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. X : exclusive skills

EQUIPMENT				
Name	Qty	Weight	Cost	
Bullets, Sling (10)	1	5.0	0.1	
☐				
Club	1	3.0	0.0	
Hide	1	25.0	15.0	
Traveler's Outfit	1	5.0	0.0	
Pouch (Belt) [0.5 lbs.]	1	0.5	1.0	
Coin (Copper)	5	0.02(0.1)	0.01(0.05)	
Coin (Gold)	8	0.02(0.16)	1.0(8.0)	
Coin (Silver)	12	0.02(0.24)	0.1(1.2)	
Pouch (Belt) [0.0 lbs.]	1	0.5	1.0	
Coin (Copper)	5	0.02(0.1)	0.01(0.05)	
Coin (Gold)	8	0.02(0.16)	1.0(8.0)	
Coin (Silver)	12	0.02(0.24)	0.1(1.2)	
Sack [29.0 lbs.]	1	0.5	0.1	
Pot (Iron) [0.0 lbs.]	1	10.0	0.5	
Fishing Net (25 Sq. Ft.)	1	5.0	4.0	
Flint and Steel	1	0.0	1.0	
Holly and Mistletoe	1	0.0	0.0	
Mug or Tankard (Clay) [0.0 lbs.]	1	1.0	0.02	
Rope (Hemp/50 Ft.)	1	10.0	1.0	
Tindertwig	1	0.0	1.0	
☐				
Torch	3	1.0(3.0)	0.01(0.03)	
Shield, Heavy	1	10.0	7.0	
Sling [0.0 lbs.]	1	0.0	0.0	
Waterskin [0.0 lbs.]	1	4.0	1.0	
<b>TOTAL WEIGHT CARRIED/VALUE</b>		<b>78.0 lbs.</b>	<b>32.75 gp</b>	

WEIGHT ALLOWANCE					
Light	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

MONEY	
Coin (Gold): 8[Pouch (Belt)]	
Coin (Silver): 12[Pouch (Belt)]	
Coin (Copper): 5[Pouch (Belt)]	
<b>Total = 9.25 gp</b>	

SPECIAL ABILITIES	
Animal Companion (Ex)	
Nature Sense (Ex)	
Wild Empathy (Ex)	

FEATS	
Animal Affinity	You get a +2 bonus on all Handle Animal checks and Ride checks.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.

PROFICIENCIES	
Club, Dagger, Dart, Halfspear, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear	

LANGUAGES	
Common, Druidic	

# Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
<b>KNOWN</b>	0	0	0	0	0	0	0	0	0	0
<b>PER DAY</b>	3	2	0	0	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water <i>Effect:</i> Creates 2 gallons of pure water.	12	None	1 standard action	Instantaneous	Close (25')	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	12	None	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	Instantaneous	Close (25')	V, S	No	Divination	RSRD: SpellsD-E.rtf
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	12	Fortitude negates	1 standard action	Instantaneous	Close (25')	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	12	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
□□□□ Know Direction <i>Effect:</i> You discern north.	12	None	1 standard action	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsH-L.rtf
□□□□ Light <i>Effect:</i> Object shines like a torch.	12	None	1 standard action	10 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	12	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 1 cu. ft of food or water.	12	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	10 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	12	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	12	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	13	Will negates; see text	1 standard action	1 minutes	Close (25')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
□□□□ Charm Animal <i>Effect:</i> Makes one animal your friend.	13	Will negates	1 standard action	1 hours	Close (25')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+1 damage	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
□□□□ Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	13	None	1 standard action	Concentration, up to 10 minutes [D]	Long (440')	V, S	No	Divination	RSRD: SpellsD-E.rtf
□□□□ Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	13	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
□□□□ Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	13	Reflex partial; see text	1 standard action	1 minutes [D]	Long (440')	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
□□□□ Faerie Fire <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.	13	None	1 standard action	1 minutes [D]	Long (440')	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
□□□□ Goodberry <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].	13	None	1 standard action	1 days	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
□□□□ Hide from Animals <i>Effect:</i> Animals can't perceive 1 subjects.	13	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
□□□□ Jump <i>Effect:</i> Subject gets bonus on Jump checks.	13	Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
□□□□ Longstrider <i>Effect:</i> Increases your speed.	13	None	1 standard action	1 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
□□□□ Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	13	Will negates (harmless)	1 standard action	1 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf

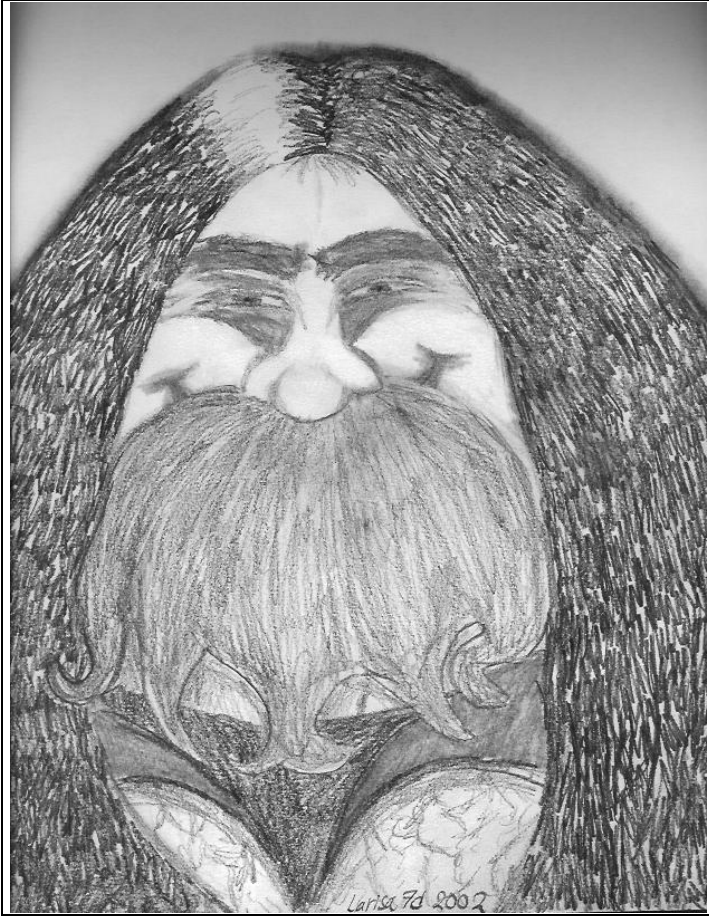
\* =Domain/Specialty Spell

## Druid Spells

□□□□□ Magic Stone	13	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched				
□□□□□ Obscuring Mist	13	None	1 standard action	1 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high				
□□□□□ Pass without Trace	13	Will negates (harmless)	1 standard action	1 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 1 subjects leaves no tracks.					<i>Target:</i> 1 creatures touched				
□□□□□ Produce Flame	13	None	1 standard action	1 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsP-R.rtf
<i>Effect:</i> 1d6+1 damage, touch or thrown.					<i>Target:</i> Flame in your palm				
□□□□□ Shillelagh	13	Will negates (object)	1 standard action	1 minutes	Touch	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes.					<i>Target:</i> One touched nonmagical oak club or quarterstaff				
□□□□□ Speak with Animals	13	None	1 standard action	1 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You				
□□□□□ Summon Nature's Ally I	13	None	1 round	1 rounds [D]	Close (25')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature				

\* =Domain/Speciality Spell

# Brian Bearheart



Human  
RACE

24  
AGE

Male  
GENDER

Normal  
VISION

Neutral Good  
ALIGNMENT

Right  
DOMINANT HAND

6' 11"  
HEIGHT

WEIGHT

Brown  
EYE COLOUR

Weathered  
SKIN COLOUR

Brown, Unkempt  
HAIR

Drowning  
PHOBIAS

Quick to anger or sulk, Kind  
PERSONALITY TRAITS

INTERESTS

Deep Yokel Voice,  
SPOKEN STYLE

RESIDENCE

LOCATION

None  
REGION

## Description:

Meet Brian Bearheart, a huge hairy man with a beard as wild and bushy as a rhododendran bush. Small animals have been known to get lost within its briar like depths. He is usually seen wearing layers and layers of dead animal skin upon his broad shoulders. Few people get too close due to the interesting aroma that always accompanies him. He is a simple man, enjoying the pleasures of the outdoors life and feels most at home when away from other people with only animals and shrubs for company. In particular he is often seen with his giant shire horse Gorgol, with whom he seems to share a rapport beyond that with any man. He hates to see cruelty and suffering and in particular that perpetuated by man's unnatural acts. His one flaw is that he is unable to take criticism well and has been known to fly into a terrifying rage or sulk hugely. Due to his great strength it is rare that those that know him will taunt him if they value their limbs. He is also unable to swim and fears, beyond all reason, the horrible fate of getting stuck in deep water and drowning. Whenever he crosses a deep river, which is rare, he clings tightly to his horse as that carries him to safety. Over the years he has learnt the ways of the outdoors, with occasional tutoring from wiser elders, whom he greatly respects. He now knows how to speak with the animals and can cure them when they are sick. This pleases him greatly.

## Biography: