

Derryn

Player: Chris Johnson

Male Dwarf Druid (Aquatic Druid) 1 - CR 1/2

Lawful Neutral Humanoid (Dwarf); Deity: **Besmara**; Age: **51**;
Height: **4' 2"**; Weight: **185lb.**; Eyes: **Brown**; Hair: **Brown**;
Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	18	+4	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	+2	+3				Hardy +2: +2 vs. poison, spells, and spell-like abilities
REFLEX (DEXTERITY)	-1		-1				Hardy +2: +2 vs. poison, spells, and spell-like abilities
WILL (WISDOM)	+6	+2	+4				Hardy +2: +2 vs. poison, spells, and spell-like abilities

AC	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	14	= 10	+4	+1	-1				

Touch AC	Flat-Footed AC
9	14

Saltbeard: +2 Dodge bonus vs. creatures with the aquatic or water subtype

CM Bonus	BAB	Strength	Dexterity	Size
+2	-	+2	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

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

11 vs. Bull Rush (Stability: +4 CMD while standing on the ground); 11 vs. Trip (Stability: +4 CMD while standing on the ground)

See the AC section (above) for situational modifiers that may also apply to CMD

Hero Points	□□□	HP	14
Base Attack	+0	Damage / Current HP	
Initiative	-1		
Speed	20 ft		

Hatred +1: +1 vs. Goblinoids and Orcs, Saltbeard: +1 bonus vs. creatures with the aquatic or water subtype

Light Shield Bash

Main hand: **-2, 1d3+2**

Main w/ offhand: **-8, 1d3+2**

Main w/ light off.: **-6, 1d3+2**

Offhand: **-10, 1d3+1**

Hatred +1: +1 vs. Goblinoids and Orcs, Saltbeard: +1 bonus vs. creatures with the aquatic or water subtype

Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-7	DEX (-1)	-	
Speed less than 30': -4 jump				
Appraise	+0	INT (0)	-	
Greed: +2 to determine the price of nonmagic items with precious metals or gemstones				
Bluff	+0	CHA (0)	-	
Climb	-4	STR (2)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-7	DEX (-1)	-	
Fly	-7	DEX (-1)	-	
Heal	+8	WIS (4)	1	
Intimidate	+0	CHA (0)	-	
Knowledge (geography)	+4	INT (0)	1	
Knowledge (nature)	+6	INT (0)	1	
Perception	+4	WIS (4)	-	
Perform (dance)	+0	CHA (0)	-	
Ride	-7	DEX (-1)	-	
Sense Motive	+4	WIS (4)	-	
Stealth	-7	DEX (-1)	-	
Survival	+10	WIS (4)	1	
Saltbeard: +2 bonus while at sea				
Swim	+1	STR (2)	1	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Druid Weapon Proficiencies
Shield Proficiency
Toughness

Traits

Genie-Caller (1/day)
Touched by the Sea

Special Abilities

Darkvision (60 feet)
Druid (Aquatic Druid) Domain (Water)
Greed
Hardy +2
Hero Points (1)
Saltbeard +1 to attack/+2 to AC
Slow and Steady
Spontaneous Casting
Stability +4
Wild Empathy +1 (Ex)

Spell-Like Abilities

Icicle (1d6+0) (7/day) (Sp) □□□□□ □□

Dagger

Main hand: **+2, 1d4+2**

Main w/ offhand: **-4, 1d4+2**

Main w/ light off.: **-2, 1d4+2**

Offhand: **-6, 1d4+1**

Ranged: **-1, 1d4+2**

Ranged w/ offhand: **-7, 1d4+2**

Ranged w/ light off.: **-5, 1d4+2**

Ranged offhand: **-9, 1d4+1**

Hatred +1: +1 vs. Goblins and Orcs, **Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype

Crit: 19-20/x2

Rng: 10'

Light, P/S

Shortspear

Main hand: **+2, 1d6+2**

Both hands: **+2, 1d6+3**

Main w/ offhand: **-4, 1d6+2**

Main w/ light off.: **-2, 1d6+2**

Offhand: **-8, 1d6+1**

Ranged: **-1, 1d6+2**

Ranged, both hands: **-1, 1d6+3**

Ranged w/ offhand: **-7, 1d6+2**

Ranged w/ light off.: **-5, 1d6+2**

Ranged offhand: **-11, 1d6+1**

Hatred +1: +1 vs. Goblins and Orcs, **Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype

Crit: x2

Rng: 20'

1-hand, P

Shortspear

Main hand: **+2, 1d6+2**

Both hands: **+2, 1d6+3**

Main w/ offhand: **-4, 1d6+2**

Main w/ light off.: **-2, 1d6+2**

Offhand: **-8, 1d6+1**

Ranged: **-1, 1d6+2**

Ranged, both hands: **-1, 1d6+3**

Ranged w/ offhand: **-7, 1d6+2**

Ranged w/ light off.: **-5, 1d6+2**

Ranged offhand: **-11, 1d6+1**

Hatred +1: +1 vs. Goblins and Orcs, **Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype

Crit: x2

Rng: 20'

1-hand, P

Shortspear

Main hand: **+2, 1d6+2**

Both hands: **+2, 1d6+3**

Main w/ offhand: **-4, 1d6+2**

Main w/ light off.: **-2, 1d6+2**

Offhand: **-8, 1d6+1**

Ranged: **-1, 1d6+2**

Ranged, both hands: **-1, 1d6+3**

Ranged w/ offhand: **-7, 1d6+2**

Ranged w/ light off.: **-5, 1d6+2**

Ranged offhand: **-11, 1d6+1**

Hatred +1: +1 vs. Goblins and Orcs, **Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype

Crit: x2

Rng: 20'

1-hand, P

Experience & Wealth

Experience Points: **0/3**

Current Cash: **101 GP, 1 SP, 8 CP**

Unarmed strike

Main hand: **+2, 1d3+2**

Crit: x2

Main w/ offhand: **-4, 1d3+2**

Light, B, Nonlethal

Main w/ light off.: **-2, 1d3+2**

Offhand: **-6, 1d3+1**

Hatred +1: +1 vs. Goblins and Orcs, **Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype

Hide armor

+4

Max Dex: +4, Armor Check: -3

Spell Fail: 20%, Medium, Slows

Light wooden shield

+1

Max Dex: -, Armor Check: -1

Spell Fail: 5%, Shield

Gear

Total Weight Carried: 117.5/175lbs, Heavy Load

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Light Shield Bash	-
Artisan's outfit (Free)	-
Bedroll	5 lbs
Dagger	1 lb
Druid's kit	44 lbs
Fishing kit	3 lbs
Fishing net	5 lbs
Grappling hook	4 lbs
Hide armor	25 lbs
Holy symbol, wooden (Some new age sea icon)	-
Inkpen x2	-
Light wooden shield	5 lbs
Mug/tankard	1 lb
Paper x5	-
Rope	10 lbs
Scroll case (empty)	0.5 lbs
Shortspear	3 lbs
Shortspear	3 lbs
Shortspear	3 lbs
Traveler's outfit	5 lbs

Tracked Resources

Dagger	<input type="checkbox"/>
Genie-Caller (1/day)	<input type="checkbox"/>
Shortspear	<input type="checkbox"/>
Shortspear	<input type="checkbox"/>
Shortspear	<input type="checkbox"/>

Languages

Common
Druidic

Dwarven

Spells & Powers

Druid (Aquatic Druid) Spell DC: 14 + spell level

CL: 1 (vs. SR: +1, Concentration: +5)

Melee Touch +2 Ranged Touch -1

Maximum Druid (Aquatic Druid) spells per day: **3/*x0; 2x1**

Druid (Aquatic Druid) 1: obscuring mist

Situational Modifiers

Acrobatics

Speed less than 30': -4 jump

All Saves

Hardy +2: +2 vs. poison, spells, and spell-like abilities

Appraise

Greed: +2 to determine the price of nonmagic items with precious metals or gemstones

Survival

Saltbeard: +2 bonus while at sea

Derryn – Abilities & Gear

Toughness

Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Genie-Caller (1/day)

Trait

Your exploration of the magic for calling genies has increased your overall aptitude for summoning creatures. Once per day, you may cast one conjuration (summoning) spell as if your caster level were 2 higher than normal.

Appears In: Qadira, Gateway to the East, Inner Sea Primer

Touched by the Sea

Trait

You've always felt the call of the sea and your blood surges with the ebb and flow of the tides. Perhaps one of your parents was a sailor or pirate, or maybe one of your ancestors had a bit of aquatic elf or undine blood in them. Whatever the reason, you're as comfortable in the water as you are on land. You gain a +1 trait bonus on Swim checks and Swim is a class skill for you. In addition, penalties on attack rolls made underwater are lessened by 1.

You came to Port Peril in search of your destiny, and after a few drinks at a tavern called the Formidably Maid, you went down to the docks to take in a view of the sea. The last thing you remember is a blow to the back of your head and the waves rushing up to meet you.

Appears In: Skull & Shackles

Darkvision (60 feet)

Racial Ability, Senses (Dwarf)

You can see in the dark (black and white vision only).

Greed

Racial Ability (Dwarf)

+2 to Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.

Modification from Saltbeard: Greed applies only to treasure found in or under the water, but applies to all such treasure regardless of whether or not it contains metal or gemstones.

Hardy +2

Racial Ability (Dwarf)

Gain a racial bonus to saves vs Poison, Spells and Spell-Like effects.

Hero Points (1)

Unknown

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn: You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action: You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special: You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death: A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In: Advanced Player's Guide Hero Points

Saltbeard +1 to attack/+2 to AC **Unknown**

Dwarves occasionally found iron cities along rugged seacoasts, and natives of such cities gain a +2 bonus on Profession (sailor) and Survival checks while at sea. They gain a +1 racial bonus on attack rolls and a +2 dodge bonus to AC against creatures with the aquatic or water subtype. Their greed racial trait applies only to treasure found in or under the water, but applies to all such treasure regardless of whether or not it contains metal or gemstones. This racial trait replaces defensive training, hatred, and stonecunning.

Appears In: Advanced Race Guide

Slow and Steady **Racial Ability, Movement (Dwarf)**

Your base speed is never modified by encumbrance.

Stability +4 **Racial Ability (Dwarf)**

+4 CMD against bull rushes and trips while standing on the ground.

Icicle (1d6+0) (7/day) (Sp) **Class Ability (Cleric, Dragon Sh)**

As a standard action, you can fire an icicle from your finger, targeting any foe within 30 feet as a ranged touch attack. The icicle deals 1d6 points of cold damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Spontaneous Casting **Class Ability (Druid)**

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Wild Empathy +1 (Ex) **Class Ability (Druid)**

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Modification from Aquatic Druid: An aquatic druid's wild empathy functions only on creatures that have a swim speed or the aquatic or water subtype; however, she can improve the attitude of any such creature with Intelligence 2 or less regardless of type, including mindless creatures.