

Tyrania Gosdark

Female Dwarf Druid 13 - CR 13

Neutral Good; Deity: **Ynith Woodscreeper**; Age: **77**; Height: **4' 3"**; Weight: **168lb.**; Eyes: **Green**; Hair: **Bleached White**; Skin: **Tanned**



Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	18	+4	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+8	+2				
REFLEX (DEXTERITY)	+5 =	+4	+1				
WILL (WISDOM)	+12 =	+8	+4				

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	15 =	+4		+1					

Touch AC	11	Flat-Footed AC	14
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	Total	Damage / Current HP
HP	98	

Base Attack	+9	Initiative	+1
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Grapple	+9	Speed	20 ft
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+2 Darkwood Quarterstaff, Icy Burst

Both Hands: **+11/+6, 1d6+2** Crit: 20/x2
 Double: **+7/+2 (Off: +3), 1d6+2/1d6+2** Double, B

Dagger

Mainhand: **+9/+4, 1d4** Crit: 19-20/x2
 Rng: 10'
 Light, P/S

Unarmed Strike

Mainhand: **+5/+0, 1d3** Crit: 20/x2
 Light, B

+1 Hide

+4

Max Dex: +4, Armor Check: -2
 Spell Fail: 20%, Medium, Slows

Skill Name	Total	Ability	Ranks	Misc
Appraise	+1	INT (1)		
Balance	-2	DEX (1)		
Bluff	-1	CHA (-1)		
Climb	-3	STR (0)		
Concentration	+8	CON (2)	6	
Craft: Alchemy	+11	INT (1)	10	
Diplomacy	+5	CHA (-1)	6	
Escape Artist	-2	DEX (1)		
Forgery	+1	INT (1)		
Gather Information	-1	CHA (-1)		
Handle Animal	+3	CHA (-1)	4	
Heal	+14	WIS (4)	10	
Hide	-2	DEX (1)		
Intimidate	-1	CHA (-1)		
Jump	-9	STR (0)		
Listen	+15	WIS (4)	11	
Move Silently	-2	DEX (1)		
Ride	+6	DEX (1)	5	
Search	+1	INT (1)		
Sense Motive	+4	WIS (4)		
Speak Language	+1		1	
Spot	+11	WIS (4)	7	
Survival	+21	WIS (4)	15	
Swim	-2	STR (0)	4	
Use Rope	+1	DEX (1)		

Feats, Traits & Flaws

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Brew Potion
- Combat Casting
- Craft Wand
- Druid Weapon Proficiencies
- Natural Spell

Gear

Total Weight Carried: 53.14/115lbs, Medium Load (Light: 38lbs, Medium: 76lbs, Heavy: 115lbs)

+1 Hide	25lbs
+2 Darkwood Quarterstaff	2lbs
Antitoxin (vial) x4 <In: Pouch, belt (4 @ 1 lbs)>	
Backpack (4 @ 4 lbs)	2lbs
Dagger	1lb
Explorer's Outfit (Free)	-
Hammer <In: Backpack (4 @ 4 lbs)>	2lbs
Handful of Acorns <In: Pouch, belt (4 @ 1 lbs)>	1lb
Lantern, hooded <In: Backpack (4 @ 4 lbs)>	2lbs
Money	17.64lbs
Potion of Barkskin +3	-
Potion of Bear's Endurance x3	-
Potion of Delay Poison <In: Backpack (4 @ 4 lbs)>	-
Potion of Protection From Evil <In: Backpack (4 @ 4 lbs)>	-
Pouch, belt (4 @ 1 lbs)	0.5lbs
Wand of Lightning Bolt <In: Pouch, belt (4 @ 1 lbs)>	-
Wand of Summon Monster III <In: Pouch, belt (4 @ 1 lbs)>	-

Feats, Traits & Flaws

Shield Proficiency
Silent Spell

Special Abilities

+1 to attack rolls vs Orcs and Goblinoids
+2 to Appraise and Craft checks on stone or metal items
+2 to saves vs poison, spells & spell-like effects
+4 dodge bonus to AC vs Giants
A Thousand Faces
Darkvision (60 feet)
Link (Ex)
Nature Sense (Ex)
Resist Nature's Lure (Ex)
Share Spells (Ex)
Stability
Stonecunning
Sturdy
Trackless Step (Ex)
Venom Immunity
Weapon Familiarity - Dwarven Waraxe & Ugrush
Wild Empathy (Ex)
Wild Shape (4/day) (Su)
Woodland Stride (Ex)

Charges

Dagger	0/1
Potion of Barkskin +3	0/1
Potion of Bear's Endurance	0/3
Potion of Delay Poison	0/1
Potion of Protection From Evil	0/1
Wand of Lightning Bolt	0/50
Wild Shape (4/day) (Su)	0/4

Languages

Common	Orc
Druidic	Whisperwind
Dwarven	

Experience & Wealth

Experience Points: **80000/91000**
Current Cash: **64 PP, 18 GP, 300 SP, 500 CP**

Spells & Powers

Druid Spell DC: 14 + spell level

Maximum Druid spells per day: **6x0; 6x1; 6x2; 5x3; 5x4; 3x5; 2x6; 1x7**
Druid 0: Detect Poison, Detect Poison, Know Direction, Read Magic, Resistance, Virtue
Druid 1: Detect Snares and Pits, Faerie Fire, Hide from Animals, Magic Stone, Produce Flame, Summon Nature's Ally I
Druid 2: Barkskin, Bull's Strength, Bull's Strength, Cat's Grace, Fire Trap, Owl's Wisdom
Druid 3: Entangle, Silent, Call Lightning, Cure Moderate Wounds, Poison, Protection from Energy
Druid 4: Control Water, Cure Serious Wounds, Dispel Magic, Reincarnate, Spike Stones
Druid 5: Cure Critical Wounds, Stoneskin, Tree Stride
Druid 6: Cure Light Wounds, Mass, Liveoak
Druid 7: Transmute Metal to Wood

Companions

Animal Companion, Male Badger - CL9 - CR 8

STR **14** (+2), DEX **21** (+5), CON **15** (+2), INT **2** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+10**, Reflex **+11**, Will **+4**

HP: 53/53; Init: +5; Speed: 30 feet

Attack Bonus: +7/+2; Armor Class: 25 / 16Tch / 20FI

Balance **+9**, Escape Artist **+14**, Hide **+11**, Listen **+5**, Move Silently **+7**, Spot **+4**

Bite (Badger) **+10, 1d3+1**, 20/x2

Claw x2 (Badger) **+12 x2, 1d2+2**, 20/x2

Unarmed Strike **+8/+3, 1d2+2**, 20/x2

Special: Burrowing (10 feet), Combat Reflexes, Devotion (Ex), Evasion (Ex), Low-Light Vision, Multiattack / Extra Attack, Rage (Ex), Scent (Ex), Track

Charges: Rage (Ex)

Donkey, Male Donkey - CL2 - CR 1/6

STR **10** (0), DEX **13** (+1), CON **12** (+1), INT **2** (-4), WIS **11** (0), CHA **4** (-3); Fortitude **+4**, Reflex **+4**, Will **+0**

HP: 11/11; Init: +1; Speed: 30 feet

Attack Bonus: +1; Armor Class: 13 / 11Tch / 12FI

Balance **-3**, Climb **-6**, Escape Artist **-5**, Hide **-5**, Jump **-12**, Listen **+3**, Move Silently **-5**, Spot **+2**, Swim **-12**

Bite (Donkey) **+1, 1d2**, 20/x2

Unarmed Strike **-3, 1d3**, 20/x2

Special: Endurance, Low-Light Vision, Scent (Ex)