

Rhen Firespirit

John Kerrigan

Aegir

Neutral Good

NAME

PLAYERNAME

DEITY

ALIGNMENT

Drd1 0

Forest Gnome

Small

3'5"

43 lbs.

Low-Light, Normal

CLASS EXPERIENCE

RACE

SIZE

HEIGHT

WEIGHT

VISION

1 1000

68

Male

Blue

Dark brown, Dreadlocks and cropped beard

92

LEVEL NEXT LEVEL

AGE

GENDER

EYES

HAIR

POINTS



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	12	+1		
<b>DEX</b> Dexterity	14	+2		
<b>CON</b> Constitution	12	+1		
<b>INT</b> Intelligence	14	+2		
<b>WIS</b> Wisdom	16	+3		
<b>CHA</b> Charisma	15	+2		

HP	AC	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
9	14	14	12	10	Walk 0'

INITIATIVE	BASE ATTACK
+2	+0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS: 4/2		
			ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	2	= 2	+ 0.0	+ 0
✓ Balance	DEX	-4	= 2	+ 0.0	+ -6
✓ Bluff	CHA	2	= 2	+ 0.0	+ 0
✓ Climb	STR	-5	= 1	+ 0.0	+ -6
✓ Concentration	CON	3	= 1	+ 2.0	+ 0
✓ Control Shape	WIS	3	= 3	+ 0.0	+ 0
✓ Craft (Alchemy)	INT	8	= 2	+ 4.0	+ 2
✓ Diplomacy	CHA	4	= 2	+ 2.0	+ 0
✓ Disguise	CHA	2	= 2	+ 0.0	+ 0
✓ Escape Artist	DEX	-4	= 2	+ 0.0	+ -6
✓ Forgery	INT	2	= 2	+ 0.0	+ 0
✓ Gather Information	CHA	2	= 2	+ 0.0	+ 0
✓ Handle Animal	CHA	6	= 2	+ 4.0	+ 0
✓ Heal	WIS	3	= 3	+ 0.0	+ 0
✓ Hide	DEX	4	= 2	+ 0.0	+ 2
✓ Intimidate	CHA	2	= 2	+ 0.0	+ 0
✓ Jump	STR	-23	= 1	+ 0.0	+ -24
Knowledge (Local)	INT	3	= 2	+ 1.0	+ 0
Knowledge (Nature)	INT	6	= 2	+ 2.0	+ 2
✓ Listen	WIS	6	= 3	+ 1.0	+ 2
✓ Move Silently	DEX	-4	= 2	+ 0.0	+ -6
✓ Ride	DEX	-3	= 2	+ 0.0	+ -5
✓ Search	INT	2	= 2	+ 0.0	+ 0
✓ Sense Motive	WIS	3	= 3	+ 0.0	+ 0
✓ Spellcraft	INT	6	= 2	+ 4.0	+ 0
✓ Spot	WIS	5	= 3	+ 2.0	+ 0
✓ Survival	WIS	6	= 3	+ 1.0	+ 2
✓ Swim	STR	-11	= 1	+ 0.0	+ -12
✓ Use Rope	DEX	2	= 2	+ 0.0	+ 0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+3	+2	+1	+0	+0		
<b>REFLEX</b> (dexterity)	+2	+0	+2	+0	+0		
<b>WILL</b> (wisdom)	+5	+2	+3	+0	+0		

	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+2	+0	+1	+1	+0	
<b>RANGED</b> attack bonus	+3	+0	+2	+1	+0	
<b>GRAPPLE</b> attack bonus	-3	+0	+1	-4	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+2	1d2+1	20/x2

*Club (Small)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	B	S	20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+2	1d4+1	2W-P-(OH)	-4	1d4+1
1H-O	-2	1d4	2W-P-(OL)	-2	1d4+1
2H	+2	1d4+1	2W-OH	-8	1d4
To Hit	10"	20"	30"	40"	50"
Dam	+3	+3	+3	+3	+3
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1
Special Properties					

Dagger (Small)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	PS	S	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+2	1d3+1	2W-P-(OH)	-4	1d3+1
1H-O	-2	1d3	2W-P-(OL)	-2	1d3+1
2H	+2	1d3+1	2W-OH	-6	1d3
To Hit	10"	20"	30"	40"	50"
Dam	+3	+3	+3	+3	+3
Dam	1d3+1	1d3+1	1d3+1	1d3+1	1d3+1
Special Properties					

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
*Leather (Small)	Light	+2	+6	+0	10

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
*Shield (Light/Wood/Small)	Light	+1	-1	5

✓: can be used untrained. X: exclusive skills

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Backpack (Small) <small>10 lbs., 1 Bedroll (Small), 1 Blanket (Winter/Small), 1 Dagger (Small), 1 Tent (Small), 1 Bullets (Sling/10/Small)</small>	Equipped	1	0.5	2
Bedroll (Small)	Backpack (Small)	1	1.25	0.1
Blanket (Winter/Small)	Backpack (Small)	1	0.75	0.5
Bullets (Sling/10/Small)	Backpack (Small)	1	2.5	0.1
Club (Small)	Equipped	1	1.5	0
Dagger (Small)	Backpack (Small)	1	0.5	2
Fishhook	Pouch (Belt/Small)	1	0	0.1
Flint and Steel	Pouch (Belt/Small)	1	0	1
Leather (Small)	Equipped	1	7.5	10
Outfit (Peasant's/Small)	Equipped	1	0.5	0
Pouch (Belt/Small) <small>0 lbs., 1 Sling (small)</small>	Equipped	1	0.12	1
Pouch (Belt/Small) <small>0.72 lbs., 1 Fishhook, 1 Flint and Steel, 18 Coin (Gold), 11 Coin (Silver), 7 Coin (Copper), 1 Bite (Natural/Primary)</small>	Equipped	1	0.12	1
Shield (Light/Wood/Small)	Equipped	1	2.5	3
Sling (small) <small>(Sling) 0 lbs.</small>	Pouch (Belt/Small)	1	0	0
Tent (Small)	Backpack (Small)	1	5	10
<b>TOTAL WEIGHT CARRIED/VALUE</b>			<b>22.97 lbs.</b>	<b>50 gp</b>

## WEIGHT ALLOWANCE

Light	0	Medium	0	Heavy	0
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## MONEY

## SPECIAL ABILITIES

- +1 racial bonus on attack rolls against kobolds goblinoids, orcs, and reptilian humanoids.
- +2 racial bonus on saving throws against illusions.
- +4 bonus to Hide skill when in wooded areas
- +4 Dodge bonus to Armor Class against monsters of the giant type.
- Animal Companion (Ex)
- Humanoids eat and sleep and breathe
- Nature Sense (Ex)
- Pass without Trace (Su)
- Speak with Animals (burrowing mammal only, 1 min).
- Spontaneous Casting ~ May lose a prepared spell to cast Summon Nature's Ally of equal or lower level
- Wild Empathy (Ex)

## FEATS

- Armor Proficiency (Light) You are proficient with light armor.
- Armor Proficiency (Medium) You are proficient with medium armor.
- Shield Proficiency You are proficient with bucklers, small shields, and large shields.
- Spell Focus (Conjuration) Your spells of the chosen school are more potent than normal.

### Sling (small)

	HAND		TYPE		SIZE	CRITICAL
	30"	50"	Carried	B	S	20/x2
To Hit	+3	+3	+3	+3		+3
Dam	1d3+1	1d3+1	1d3+1	1d3+1		1d3+1
Special Properties	(Sling)					

## PROFICIENCIES

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Halfspear, Heavy Mace, Javelin, Light Mace, Longspear, Morningstar, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Unarmed Strike

## LANGUAGES

Common, Druidic, Elven, Gnome, Literacy, Sylvan

## TEMPLATES

## Racial Innate Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/> <b>Speak with Animals</b>	10	None	1 standard action	1 minutes	Personal	V, S	No	Divination	PHB35 p.281
<i>Effect:</i> You can comprehend and communicate with animals.					<i>Target:</i> You				
<input type="checkbox"/> <b>Dancing Lights</b>	10	None	1 standard action	1 minute	Medium (110')	V, S	No	Evocation	PHB35 p.216
<i>Effect:</i> You create up to four lights that resemble lanterns or torches or up to four glowing spheres of light or one faintly glowing humanoid shape.					<i>Target:</i> Up to four lights, all within a 10-ft. radius area				
<input type="checkbox"/> <b>Ghost Sound</b>	11	Will disbelief (if interacted with)	1 standard action	1 rounds	Close (25')	V, S, M	No	Illusion	PHB35 p.235
<i>Effect:</i> allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.					<i>Target:</i> Illusory sounds				
<input type="checkbox"/> <b>Prestidigitation</b>	10	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	PHB35 p.264
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitatation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.					<i>Target:</i> See text				

\* -Domain/Specialty Spell

# 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	14	None	1 standard action	Instantaneous	Close (25')	V, S	No	Conjuration	PHB35 p.215
<i>Effect:</i> Generates wholesome, drinkable water - 2 gallons.					<i>Target:</i> Up to 2 gallons of water				
□□□□□ Cure Minor Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration	PHB35 p.216
<i>Effect:</i> You channel positive energy through your hand that cures 1 point of damage.					<i>Target:</i> Creature touched				
□□□□□ Detect Magic	13	None	1 standard action	Concentration, up to 1 minutes	60 ft.	V, S	No	Divination	PHB35 p.219
<i>Effect:</i> you detect magical auras.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Detect Poison	13	None	1 standard action	Instantaneous	Close (25')	V, S	No	Divination	PHB35 p.219
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□□ Flare	13	Fortitude negates	1 standard action	Instantaneous	Close (25')	V	Yes	Evocation	PHB35 p.232
<i>Effect:</i> This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. - -1 on attack rolls					<i>Target:</i> Burst of light				
□□□□□ Guidance	13	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	PHB35 p.238
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.					<i>Target:</i> Creature touched				
□□□□□ Know Direction	13	None	1 standard action	Instantaneous	Personal	V, S	No	Divination	PHB35 p.246
<i>Effect:</i> You instantly know the direction of north from your current position.					<i>Target:</i> You				
□□□□□ Light	13	None	1 standard action	10 minutes	Touch	V, M/DF	No	Evocation	PHB35 p.248
<i>Effect:</i> This spell causes an object to glow like a torch, shedding bright light in a 20-foot-radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object.					<i>Target:</i> Object touched				
□□□□□ Mending	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PHB35 p.253
<i>Effect:</i> Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a medallion, or a slender dagger, providing but one break exists.					<i>Target:</i> One object of up to 1 lb.				
□□□□□ Purify Food and Drink	13	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	PHB35 p.267
<i>Effect:</i> This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.					<i>Target:</i> 1 cu. ft. of contaminated food and water				
□□□□□ Read Magic	13	None	1 standard action	10 minutes	Personal	V, S, F	No	Divination	PHB35 p.269
<i>Effect:</i> By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.					<i>Target:</i> You				
□□□□□ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PHB35 p.272
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched				
□□□□□ Virtue	13	Fortitude negates (harmless)	1 standard action	1 minute	Touch	V, S, DF	Yes (harmless)	Transmutation	PHB35 p.298
<i>Effect:</i> The subject gains 1 temporary hit point.					<i>Target:</i> Creature touched				

## LEVEL 1

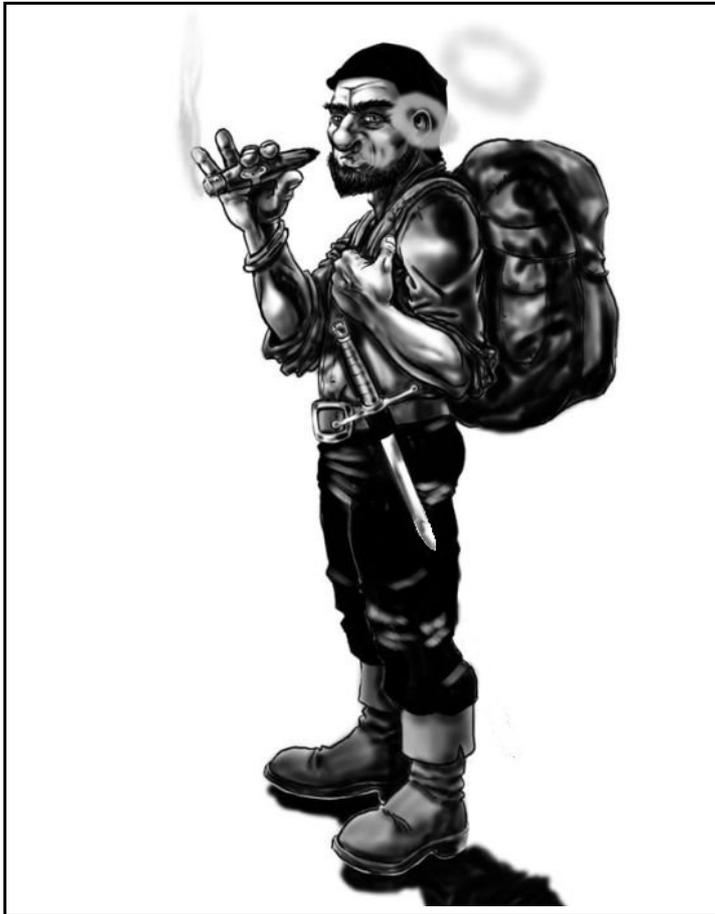
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Calm Animals	14	Will negates; see text	1 standard action	1 minutes	Close (25')	V, S	Yes	Enchantment	PHB35 p.207
<i>Effect:</i> You soothe and quiet animals. Calms 2d4+1 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other				
□□□□□ Charm Animal	14	Will negates	1 standard action	1 hours	Close (25')	V, S	Yes	Enchantment	PHB35 p.208
<i>Effect:</i> As charm person but affects a creature of the animal type.					<i>Target:</i> One animal				
□□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration	PHB35 p.215
<i>Effect:</i> You channel positive energy through your hand that cures 1d8+1 damage					<i>Target:</i> Creature touched				
□□□□□ Detect Animals or Plants	14	None	1 standard action	Concentration, up to 10 minutes	Long (440')	V, S	No	Divination	PHB35 p.218
<i>Effect:</i> You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Detect Snares and Pits	14	None	1 standard action	Concentration, up to 10 minutes	60 ft.	V, S	No	Divination	PHB35 p.220
<i>Effect:</i> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	PHB35 p.226
<i>Effect:</i> Subject suffers no harm from being in a hot or cold environment.					<i>Target:</i> Creature touched				
□□□□□ Entangle	14	Reflex partial; see text	1 standard action	1 minutes	Long (440')	V, S, DF	No	Transmutation	PHB35 p.227
<i>Effect:</i> Grasses, weeds, bushes and even trees wrap, twist and entwine about creatures within the area of effect, holding them fast and causing them to become entangled.					<i>Target:</i> Plants in a 40-ft. radius spread				
□□□□□ Faerie Fire	14	None	1 standard action	1 minutes	Long (440')	V, S, DF	Yes	Evocation	PHB35 p.229
<i>Effect:</i> A pale glow surrounds and outlines the subject. Cancels blur, concealment, and the like.					<i>Target:</i> Creatures and objects within a 5-ft. radius burst				
□□□□□ Goodberry	14	None	1 standard action	1 days	Touch	V, S, DF	Yes	Transmutation	PHB35 p.237
<i>Effect:</i> Casting goodberry upon a handful of freshly picked berries makes 2d4 of them magical. Each cures 1 hp [max 8 hp/24 hours].					<i>Target:</i> 2d4 fresh berries touched				
□□□□□ Hide from Animals	14	Will negates (harmless)	1 standard action	10 minutes	Touch	S, DF	Yes	Abjuration	PHB35 p.241
<i>Effect:</i> Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures.					<i>Target:</i> 1 creatures touched				
□□□□□ Jump	14	Will negates (harmless)	1 standard action	1 minutes	Touch	V, S, M	Yes	Transmutation	PHB35 p.246
<i>Effect:</i> The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th.					<i>Target:</i> Creature touched				

\* = Domain/Specialty Spell

□□□□□	Longstrider	14	None	1 standard action	1 hours	Personal	V, S, M	No	Transmutation	PHB35 p.249
<i>Effect:</i> This spell increases your base land speed by 10 feet. [This adjustment counts as an enhancement bonus.] It has no effect on other modes of movement, such as burrow, climb, fly, or swim.										
<i>Target:</i> You										
□□□□□	Magic Fang	14	Will negates (harmless)	1 standard action	1 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	PHB35 p.250
<i>Effect:</i> Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls.										
<i>Target:</i> Living creature touched										
□□□□□	Magic Stone	14	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PHB35 p.251
<i>Effect:</i> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.										
<i>Target:</i> Up to three pebbles touched										
□□□□□	Obscuring Mist	15	None	1 standard action	1 minutes	20 ft.	V, S	No	Conjuration	PHB35 p.258
<i>Effect:</i> A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet.										
<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high										
□□□□□	Pass without Trace	14	Will negates (harmless)	1 standard action	1 hours	Touch	V, S, DF	Yes (harmless)	Transmutation	PHB35 p.259
<i>Effect:</i> The subject or subjects can move through any type of terrain—mud, snow, dust, or the like—and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.										
<i>Target:</i> 1 creatures touched										
□□□□□	Produce Flame	14	None	1 standard action	1 minutes	0 ft.	V, S	Yes	Evocation	PHB35 p.265
<i>Effect:</i> Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6+1 points.										
<i>Target:</i> Flame in your palm										
□□□□□	Shillelagh	14	Will negates (object)	1 standard action	1 minutes	Touch	V, S, DF	Yes (object)	Transmutation	PHB35 p.278
<i>Effect:</i> Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls.										
<i>Target:</i> One touched nonmagical oak club or quarterstaff										
□□□□□	Speak with Animals	14	None	1 standard action	1 minutes	Personal	V, S	No	Divination	PHB35 p.281
<i>Effect:</i> You can comprehend and communicate with animals.										
<i>Target:</i> You										
□□□□□	Summon Nature's Ally I	15	None	1 round	1 rounds	Close (25')	V, S, DF	No	Conjuration	PHB35 p.288
<i>Effect:</i> This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You conjure creatures from the 1st-level list on the Summon Nature's Ally table.										
<i>Target:</i> One summoned creature										

\* = Domain/Specialty Spell

# Rhen Firespirit



## Forest Gnome

RACE

68

AGE

Male

GENDER

Low-Light, Normal

VISION

Neutral Good

ALIGNMENT

Left

DOMINANT HAND

3' 5"

HEIGHT

43 lbs.

WEIGHT

Blue

EYE COLOR

Ruddy brown weathered

SKIN COLOR

Dark brown Dreadlocks and cropped beard

HAIR

Open water

PHOBIAS

Whistles a lot Unhurried

PERSONALITY TRAITS

Cards and cigars

INTERESTS

Soft 'Irish-like' voice, "Lets discuss it over a drink"

SPOKEN STYLE

Birchstead

RESIDENCE

Northwestern Reaches

LOCATION

None

REGION

## Description:

Rhen looks 'lived in'. His face and hands are well tanned, weathered and prematurely wrinkled. His hair is unruly and his beard often unkempt; he has had a bad hair day for the past twenty years. The most remarkable thing about Rhen are his eyes. They are the colour of a pale sapphire and give no hint of his feelings. His stare is similarly hard to fathom and is usually held for a fraction longer than is polite; fortunately his easy smile and flash of white teeth usually deflect antagonism. Rhen is normally dressed for the outdoors in good quality yet worn clothing. He prefers brown and green colours and has a penchant for a fur 'beanie-style' hat. His clothes favour function over style and he washes and changes them daily when he can. Rhen is not particularly healthy for a gnome. He smokes four or five cigars a day and usually has one in his mouth even if it is just to chew on. If he is not smoking, he is usually whistling, sometimes he even whistles in tune. He also likes a drink and, on feastdays and celebrations, is prone to over indulgence. His smoking and drinking have taken their toll and he has a persistent cough that is particularly noticeable just after he wakes up. His voice is also husky and fairly quiet. He sports three parallel scars across his ribcage, under his left arm. These scars are a legacy of an encounter with a wild cat when he was much younger.

## Biography:

Both Rhen's parents are druids and it is almost inevitable that he will follow in their footsteps. He was brought up in his parents grove, which is unusual in that it is managed by both parents on an equal basis. He knows that the task of tending the grove and caring for the surrounding country will fall to him when his parents wish to retire. He also knows that it will be a long time before this happens. Rhen wants to spread his wings and prepare himself emotionally and spiritually before he takes up his responsibilities. He is well liked by local folk, haven established a bit of a reputation as a talented distiller of fruit and malt spirits. All of his equipment and his cigars are bartered for although he has made a modest amount of money from his hobby in recent years. He has many local friends, although his frank stare occasionally leads to a scuffle, especially when he has had a few too many.

## Notes:

### Character Sheet Notes:

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid 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 druid 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.