

## Initiate of Flame

### Male human druid 2 - CR 1

Lawful Neutral Humanoid (Human); Atheist; Age: 18;  
Height: 5' 9"; Weight: 175 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	15	+2	
<b>DEX</b> DEXTERITY	10	0	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	15	+2	
<b>CHA</b> CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+5 =	+3	+2				
<b>REFLEX</b> (DEXTERITY)	+0 =						
<b>WILL</b> (WISDOM)	+5 =	+3	+2				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 14 =	+4							

<b>Touch AC</b>	<b>10</b>	<b>Flat-Footed AC</b>	<b>14</b>		
		BAB	Strength	Size	Misc

<b>CM Bonus</b>	+3 =	+1	+2	-	-
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CM Defense	13 = 10	BAB	Strength	Dexterity	Size
		+1	+2	+0	-

<b>Base Attack</b>	+1	<b>HP</b>	25
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<b>Initiative</b>	+0	Damage / Current HP
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<b>Speed</b>	30 / 20 ft
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### Sling

Ranged: +1, 1d4+2 Crit: x2  
Ranged, both hands: +1, 1d4+3 Rng: 50'  
1-hand, B

### Spear

Both hands: +3, 1d8+3 Crit: x3  
Ranged, both hands: +1, 1d8+2 Rng: 20'  
2-hand, P, Brace

### Masterwork hide armor

+4

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



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-2	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	-1	CHA (-1)	-	
<b>Climb</b>	+2	STR (2)	-	
<b>Diplomacy</b>	-1	CHA (-1)	-	
<b>Disguise</b>	-1	CHA (-1)	-	
<b>Escape Artist</b>	-2	DEX (0)	-	
<b>Fly</b>	-2	DEX (0)	-	
<b>Handle Animal</b>	+4	CHA (-1)	2	
<b>Heal</b>	+4	WIS (2)	-	
<b>Intimidate</b>	-1	CHA (-1)	-	
<b>Knowledge (geography)</b>	+6	INT (1)	2	
<b>Knowledge (nature)</b>	+8	INT (1)	2	
<b>Perception</b>	+7	WIS (2)	2	
<b>Ride</b>	-2	DEX (0)	-	
<b>Sense Motive</b>	+2	WIS (2)	-	
<b>Spellcraft</b>	+6	INT (1)	2	
<b>Stealth</b>	-2	DEX (0)	-	
<b>Survival</b>	+9	WIS (2)	2	
<b>Swim</b>	+0	STR (2)	-	

### Activated Abilities & Adjustments

Endure Elements

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Druid Weapon Proficiencies  
Shield Proficiency  
Spell Focus (Evocation)

## Feats

Toughness

## Experience & Wealth

Current Cash: **8 gp**

## Gear

**Total Weight Carried: 52.2/200 lbs, Light Load**  
**(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Alchemist's fire x2	1 lb
Climber's kit	5 lbs
Healer's kit	1 lb
Holly and mistletoe	-
Masterwork hide armor	25 lbs
Money	0.16 lbs
Sling	-
Sling bullets x20	0.5 lbs
Smokestick x2	0.5 lbs
Spear	6 lbs
Spell component pouch	2 lbs

## Special Abilities

Druid Domain (Fire)  
Spontaneous Casting  
Wild Empathy +1 (Ex)  
Woodland Stride (Ex)

## Spell-Like Abilities

Fire Bolt 1d6+1 fire (5/day) (Sp) ☐☐☐☐☐

## Tracked Resources

Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Healer's kit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/> <input type="checkbox"/>
Spear	<input type="checkbox"/>

## Languages

Common	Giant
Druidic	

## Spells & Powers

**Druid spells memorized** (CL 2nd; concentration +4)

**Melee Touch +3** **Ranged Touch +1**

**1st**—*burning disarm* (DC 13), *burning hands*<sup>D</sup> (DC 14),  
*endure elements*, *faerie fire*

**0th (at will)**—*detect poison*, *flare* (DC 13), *spark*<sup>APG</sup> (DC 13), *stabilize*

**[D]** Domain spell; **Domain** Fire

## Background

These hostile guardians of volcanic mountain regions have tempers to match their fiery environs, and tolerate no intruders.

## Sourcebooks Used

- **Advanced Player's Guide** - Spark (spell)
- **Cheliax, Empire of Devils** - Burning Disarm (spell)

## Initiate of Flame – Abilities & Gear

### Spell Focus (Evocation)

### Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### 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).

### Fire Bolt 1d6+1 fire (5/day) (Sp) Class Ability (Cleric, Dragon St

As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire 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.

### Woodland Stride (Ex)

### Class Ability (Druid)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

**Title - Initiate of Flame (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2012/12/17

**XP Reward** : 0 XP; **Net Cash** :

- no notes -

## Marnay Zyrvana

### Female dwarf cleric of Desna 3 - CR 2

Chaotic Good Humanoid (Dwarf); Deity: **Desna**; Age: **51**;  
Height: **4' 2"**; Weight: **185 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>8</b>	<b>-1</b>	
<b>DEX</b> DEXTERITY	<b>13</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>16</b>	<b>+3</b>	
<b>CHA</b> CHARISMA	<b>13</b>	<b>+1</b>	

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

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>19</b>	=	<b>+7</b>	<b>+1</b>	<b>+1</b>				
<b>Touch AC</b>	<b>11</b>								
<b>Flat-Footed AC</b>	<b>18</b>								

**Defensive Training +4:** +4 dodge bonus vs. Giants

		BAB	Strength	Size	Misc	
<b>CM Bonus</b>	<b>+1</b>	=	<b>+2</b>	<b>-1</b>	<b>-</b>	<b>-</b>

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

			BAB	Strength	Dexterity	Size
<b>CM Defense</b>	<b>12</b>	<b>= 10</b>	<b>+2</b>	<b>-1</b>	<b>+1</b>	<b>-</b>

16 vs. Bull Rush; 16 vs. Trip

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

<b>Base Attack</b>	<b>+2</b>	<b>HP</b>	<b>23</b>
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**Giant Hunter:** +1 bonus vs. humanoids of the Giant subtype

<b>Initiative</b>	<b>-5</b>	<b>Damage / Current HP</b>
<b>Speed</b>	<b>30 ft</b>	

### Masterwork light crossbow

Ranged: **-4, 1d8**

Ranged, both hands: **-2, 1d8**

Crit: 19-20/x2

Rng: 80'

2-hand, P

**Giant Hunter:** +1 bonus vs. humanoids of the Giant subtype

### Starknife

Main hand: **-5, 1d4-1**

Ranged: **-3, 1d4-1**

Crit: x3

Rng: 20'

Light, P

**Giant Hunter:** +1 bonus vs. humanoids of the Giant subtype



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-6</b>	DEX (1)	-	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>-8</b>	STR (-1)	-	
<b>Diplomacy</b>	<b>+5</b>	CHA (1)	1	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>-6</b>	DEX (1)	-	
<b>Fly</b>	<b>-6</b>	DEX (1)	-	
<b>Heal</b>	<b>+7</b>	WIS (3)	1	
<b>Intimidate</b>	<b>+1</b>	CHA (1)	-	
<b>Knowledge (history)</b>	<b>+4</b>	INT (0)	1	

**Lorekeeper:** +2 bonus on checks that pertain to dwarves or their enemies

<b>Knowledge (religion)</b>	<b>+4</b>	INT (0)	1
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<b>Perception</b>	<b>+5</b>	WIS (3)	2
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**Stonecunning:** +2 racial bonus to notice unusual stonework

<b>Profession (gambler)</b>	<b>+7</b>	WIS (3)	1
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<b>Ride</b>	<b>-6</b>	DEX (1)	-
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<b>Sense Motive</b>	<b>+7</b>	WIS (3)	1
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<b>Spellcraft</b>	<b>+4</b>	INT (0)	1
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<b>Stealth</b>	<b>-6</b>	DEX (1)	-
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<b>Survival</b>	<b>+3</b>	WIS (3)	-
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**Giant Hunter:** +2 bonus to track vs. humanoids of the Giant subtype

<b>Swim</b>	<b>-8</b>	STR (-1)	-
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## Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Combat Casting  
Footslasher  
Shield Proficiency  
Simple Weapon Proficiency - All

## Special Abilities

Aquile Feet (6/day) (Su)  
Aura (Ex)  
Cleric Channel Positive Energy 2d6 (4/day, DC 12) (Su)  
Cleric Domain (Luck)  
Cleric Domain (Travel)  
Darkvision (60 feet)  
Defensive Training +4  
Giant Hunter +1 to attack/+2 to tracking  
Hardy +2  
Lorekeeper  
Slow and Steady  
Spontaneous Casting  
Stability +4  
Stonecunning +2

## Spell-Like Abilities

Bit of Luck (6/day) (Sp) ☐☐☐☐☐☐

### Banded mail

+7

Max Dex: +1, Armor Check: -6  
Spell Fail: 35%, Heavy, Slows

### Buckler

+1

Max Dex: -, Armor Check: -1  
Spell Fail: 5%, Shield

### Gear

**Total Weight Carried: 57.4/80 lbs, Heavy Load**  
**(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)**

Banded mail	35 lbs
Buckler	5 lbs
Crossbow bolts x20 <In: Masterwork light crossbow>	0.1 lbs
Healer's kit	1 lb
Holy symbol, silver (Desna)	1 lb
Masterwork light crossbow	4 lbs
Money	0.38 lbs
Scroll of longstrider, longstrider	-
Scroll of magic weapon, magic weapon	-
Scroll of obscuring mist, obscuring mist	-
Spell component pouch	2 lbs
Starknife	3 lbs
Tanglefoot bag	4 lbs
Wand of cure light wounds (50 charges)	-

### Tracked Resources

Agile Feet (6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cleric Channel Positive Energy 2d6 (4/day, DC 12) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Healer's kit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Starknife	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Wand of cure light wounds (50 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Languages

Common

Dwarven

### Spells & Powers

**Cleric spells memorized** (CL 3rd; concentration +6)

**Melee Touch -5** **Ranged Touch -3**

**2nd**—*aid*<sup>D</sup>, *hold person* (DC 15), *staggering fall* (DC 15)

**1st**—*command* (DC 14), *doom* (DC 14), *sanctuary* (DC 14), *true strike*<sup>D</sup>

**0th (at will)**—*detect magic*, *guidance*, *resistance*, *stabilize*

**[D]** Domain spell; **Domains** Luck, Travel

### Experience & Wealth

Current Cash: **19 gp**

### Background

Marnay Zyrvana did not grow up expecting a life of adventure. Her father was a drunk and a gambler who would disappear for long periods throughout her childhood, while her mother was a singer and a charlatan harrow reader. She grew up amid the dregs of society in Korvosa, learning to read people as she read cards.

Marnay's life changed when her mother's sister, Niona Goldthorpe, came to visit from the city of Harse. Where her mother seemed careworn and tired, Niona was vibrant and energetic. Her mother's warnings that Niona led a dangerous life only made Marnay more determined to follow. It was not long after that Marnay ran away. She sought out her aunt, but upon arriving at Harse found the village recovering from a violent attack by giants. Niona had been one of the heroes who helped drive off the giants, but in doing so she had been killed by a parting hurled rock from a wounded hill giant.

Devastated by her aunt's death and horrified by the damage the giants inflicted on the village, Marnay did much to help Harse recover from the attack. When her cousin, Niona's daughter Matrena, told Marnay that another dwarf orphaned by the attack was reviving her family's traditional role as giant hunters, Marnay knew she'd found her calling at last. She joined the Kneecappers soon thereafter, and hasn't regretted a day of it.

### Sourcebooks Used

- **Advanced Player's Guide / Advanced Race Guide** - Lorekeeper (alternate racial trait)
- **Advanced Race Guide / Rival Guide** - Giant Hunter (alternate racial trait)
- **Rival Guide** - Footslasher (feat); Staggering Fall (spell)

## Marnay Zyrvana – Abilities & Gear

### Combat Casting **Feat**

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

### Footslasher **Feat**

You are trained to strike at a large foe's feet to impede its movement and cause great pain.

**Benefit:** If you damage a foe that is of a larger size category than you with a weapon that does piercing or slashing damage, you can attempt to damage the creature's feet in a way that impedes its movement. Attacking a foe in this way is a standard action—you cannot use Footslasher as part of a full-attack action. When you use Footslasher, you take a –2 penalty on your attack roll, but if you hit and deal at least 1 point of damage to the target, it is affected as if by caltrops—its speed is reduced by half. This penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check or receives at least 1 point of magical healing. Footslasher does not stack with itself—once a foe has been wounded by this attack, its speed cannot be further reduced by additional attacks (or by damage from caltrops).

**Appears In :** Rival Guide

### Cleric Channel Positive Energy 2d6 (4/day, 1 **Class Ability (Cleric)**

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

### Darkvision (60 feet) **Racial Ability,Senses (Dwarf)**

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

### Defensive Training +4 **Racial Ability (Dwarf)**

+4 dodge bonus to AC against monsters of the Giant subtype.

### Giant Hunter +1 to attack/+2 to tracking **Unknown**

Dwarves with this racial trait gain a +1 bonus on attack rolls against humanoids with the giant subtype. Furthermore, they gain a +2 bonus on Survival checks to find and follow tracks made by humanoids with the giant subtype. This racial trait replaces the hatred racial trait.

**Appears In :** Rival Guide, Advanced Race Guide

### Hardy +2 **Racial Ability (Dwarf)**

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

### Lorekeeper **Unknown**

Dwarves keep extensive records about their history and the world around them. Dwarves with this racial trait receive a +2 racial bonus on Knowledge (history) checks that pertain to dwarves or their enemies. They can make such skill checks untrained. This racial trait replaces greed.

**Appears In :** Advanced Player's Guide, Advanced Race Guide

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

Your base speed is never modified by armor or encumbrance.

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

+4 racial bonus to Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

### Stonecunning +2 **Racial Ability (Dwarf)**

+2 racial bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Receive a check to notice any such features that they pass within 10 feet of, whether or not they are actively looking.

### Agile Feet (6/day) (Su) **Class Ability (Cleric,Road Keeper)**

As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

### Aura (Ex) **Class Ability (Cleric)**

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

### Bit of Luck (6/day) (Sp) **Class Ability (Cleric)**

You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

### Spontaneous Casting **Class Ability (Cleric)**

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

**Scroll of longstrider, longstrider** **Scroll**

**Longstrider**

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

**Longstrider**

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

**Scroll of magic weapon, magic weapon** **Scroll**

**Magic Weapon**

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

**Magic Weapon**

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

**Scroll of obscuring mist, obscuring mist** **Scroll**

**Obscuring Mist**

Fog surrounds you.

**Obscuring Mist**

Fog surrounds you.

**Wand of cure light wounds (50 charges)** **Wand**

**Cure Light Wounds**

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.



**Title - Marnay Zyrvana (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2011/06/06

**XP Reward** : 0 XP; **Net Cash** :

- no notes -

## Narava

### Male samsaran druid (urban druid) 6 - CR 5

Lawful Neutral Humanoid (Samsaran); Age: 74; Height: 6' 3"; Weight: 155 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	11	0	
Lifebound: +2 bonus to stabilize			
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	18	+4	
<b>CHA</b> CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+6	=	+5		+1		
Lifebound: +2 vs. death effects, negative energy effects, negative levels, Resist Temptation: +2 bonus vs. divinations and enchantment effects							
<b>REFLEX</b> (DEXTERITY)	+5	=	+2	+2	+1		
Lifebound: +2 vs. death effects, negative energy effects, negative levels, Resist Temptation: +2 bonus vs. divinations and enchantment effects							
<b>WILL</b> (WISDOM)	+10	=	+5	+4	+1		
Lifebound: +2 vs. death effects, negative energy effects, negative levels, Resist Temptation: +2 bonus vs. divinations and enchantment effects							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 22	=	+6	+2	+1		+3		

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	21				

CM Bonus	+5	=	+4	+1	-	-
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CM Defense	17	=	10	+4	+1	+2	-
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Base Attack	+4	HP	36
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Initiative	+6	Damage / Current HP
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Speed	30 / 20 ft
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### Masterwork shortspear

Main hand: +6, 1d6+1 Crit: x2  
Both hands: +6, 1d6+1 Rng: 20'  
1-hand, P

Ranged: +7, 1d6+1  
Ranged, both hands: +7, 1d6+1

### Masterwork sling

Ranged: +7, 1d4+1 Crit: x2  
Ranged, both hands: +7, 1d4+1 Rng: 50'  
1-hand, B



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-4	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	-5	STR (1)	-	
<b>Diplomacy</b>	+9	CHA (0)	4	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	-4	DEX (2)	-	
<b>Fly</b>	-4	DEX (2)	-	
<b>Heal</b>	+4	WIS (4)	-	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Knowledge (geography)</b>	+11	INT (0)	6	
<b>Knowledge (history)</b>	+7	INT (0)	2	
<b>Knowledge (local)</b>	+7	INT (0)	2	
<b>Knowledge (nature)</b>	+7	INT (0)	2	
<b>Knowledge (nobility)</b>	+7	INT (0)	2	
<b>Linguistics</b>	+1	INT (0)	1	
<b>Perception</b>	+9	WIS (4)	2	
<b>Profession (sailor)</b>	+15	WIS (4)	6	
<b>Ride</b>	-4	DEX (2)	-	
<b>Sense Motive</b>	+4	WIS (4)	-	
<b>Stealth</b>	-4	DEX (2)	-	
<b>Survival</b>	+12	WIS (4)	3	
<b>Swim</b>	-5	STR (1)	-	

### Activated Abilities & Adjustments

Barkskin: +3

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Druid Weapon Proficiencies  
Improved Initiative  
Shield Proficiency  
Spell Focus (Evocation)  
Toughness

### Special Abilities

A Thousand Faces (At will) (Su)  
Druid (Urban Druid) Domain (Weather)  
Lifebound (Ex)  
Low-Light Vision  
Resist Temptation (Ex)  
Spontaneous Casting  
Wild Empathy +6 (Ex)

### Spell-Like Abilities

Storm Burst 1d6+3 nonlethal (7/day) (Sp) □□□□□□□□

**+1 lamellar (horn) armor**

+6

Max Dex: +3, Armor Check: -3  
Spell Fail: 25%, Medium, Slows

**+1 light wooden shield**

+2

Max Dex: -, Armor Check: -  
Spell Fail: 5%, Shield

## Gear

**Total Weight Carried: 93.6/130 lbs, Heavy Load  
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

+1 lamellar (horn) armor	30 lbs
+1 light wooden shield	5 lbs
Cloak of resistance +1	1 lb
Druid's kit	44 lbs
Light shield bash	-
Masterwork shortspear	3 lbs
Masterwork sling	-
Money	0.64 lbs
Potion of cure moderate wounds x2	-
Sling bullets x20 <In: Masterwork sling>	0.5 lbs

## Tracked Resources

[illegible]

## Languages

Common  
Druidic

## Spells & Powers

**Druid (Urban Druid) spells memorized** (CL 6th; concentration +10)

**Melee Touch +5    Ranged Touch +6**

**3rd**—aqueous orb<sup>APG</sup> (DC 17), call lightning<sup>D</sup> (DC 18), hydraulic torrent<sup>APG</sup>, lily pad stride<sup>APG</sup>

**2nd**—*barkskin*, *flame blade*, *flaming sphere* (DC 17), *fog cloud*<sup>D</sup>, *gust of wind* (DC 17)

**1st**—alter winds<sup>APG</sup> (DC 15), hydraulic push<sup>APG</sup>, obscuring mist<sup>D</sup>, produce flame, touch of the sea<sup>APG</sup> (DC 15)

**0th (at will)**—*create water, detect magic, guidance, light*

**[D]** Domain spell; **Domain** Weather

## Experience & Wealth

Current Cash: **32 qp**

## Sourcebooks Used

- **Advanced Player's Guide** - Alter Winds (spell); Aqueous Orb (spell); Hydraulic Torrent (spell); Lily Pad Stride (spell); Touch of the Sea (spell); Urban Druid (archetype)
- **Advanced Player's Guide / Bestiary 2** - Hydraulic Push (spell)
- **Advanced Race Guide / Bestiary 4 / Dragon Empires Gazetteer / Dragon Empires Primer / Inner Sea Races** - Samsaran (race)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (horn) armor (armor)
- **Ultimate Equipment** - Druid's kit (equipment)

## Narava – Abilities & Gear

### Improved Initiative

### Feat

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

### Spell Focus (Evocation)

### Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### 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).

### Lifebound (Ex)

### Racial Ability (Samsaran)

Samsarans gain a +2 racial bonus on all saving throws to resist death effects, saving throws against negative energy effects, Fortitude saves to remove negative levels, and Constitution checks to stabilize if reduced to negative hit points.

### Low-Light Vision

### Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### A Thousand Faces (At will) (Su) Class Ability (Druid)

At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

### Resist Temptation (Ex)

### Class Ability (Druid)

At 4th level, an urban druid gains a +2 bonus on saves vs. divinations and enchantments. This replaces the resist nature's lure ability.

### Spontaneous Casting

### Class Ability (Druid)

An urban druid can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower. This ability replaces the ability to spontaneously cast *summon nature's ally* spells.

### Storm Burst 1d6+3 nonlethal (7/day) (Sp) Class Ability (Aerie Protector,)

As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a –2 penalty on attack rolls for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

### Wild Empathy +6 (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.

### Cloak of resistance +1

### Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

### Construction

**Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp

**Title - Narava (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2014/09/17

**XP Reward** : 0 XP; **Net Cash** :

- no notes -

## Narava Phantom

Male dread greater shadow samsaran druid (urban druid) 6 (Dread Greater Shadow +6) - CL12 - CR 12  
Neutral Evil Undead ((Humanoid), Incorporeal, Samsaran);  
Age: 74; Height: 6' 3"; Weight: 155 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	-	+8	
<b>DEX</b> DEXTERITY	27	+8	
<b>CON</b> CONSTITUTION	-	+3	
Lifebound: +2 bonus to stabilize			
<b>INT</b> INTELLIGENCE	6	-2	
<b>WIS</b> WISDOM	22	+6	
<b>CHA</b> CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+11 =	+7	+3	+1			Channel Resistance: +4 bonus vs. channeled energy, Lifebound: +2 vs. death effects, negative energy effects, negative levels, Resist Temptation: +2 bonus vs. divinations and enchantment effects
<b>REFLEX</b> (DEXTERITY)	+16 =	+7	+8	+1			Channel Resistance: +4 bonus vs. channeled energy, Lifebound: +2 vs. death effects, negative energy effects, negative levels, Resist Temptation: +2 bonus vs. divinations and enchantment effects
<b>WILL</b> (WISDOM)	+14 =	+7	+6	+1			Channel Resistance: +4 bonus vs. channeled energy, Lifebound: +2 vs. death effects, negative energy effects, negative levels, Resist Temptation: +2 bonus vs. divinations and enchantment effects

Immunity to Critical Hits	Undead Traits
Immunity to Precision Damage	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 22 =			+8			+4		
<b>Touch AC</b> 22	<b>Flat-Footed AC</b> 14		BAB	Strength	Size	Misc		
<b>CM Bonus</b> +16 =	+8	+8	-	-				
<b>CM Defense</b> 30 = 10	BAB +8	None +0	Dexterity +8	Size -				

<b>Base Attack</b>	+8	<b>HP</b>	105
<b>Initiative</b>	+12	Damage / Current HP	
<b>Speed</b>	0 ft		

### Masterwork shortspear

Main hand: +17/+12, 1d6+8 Crit: x2  
Both hands: +17/+12, 1d6+12 Rng: 20'  
Ranged: +17, 1d6+8 1-hand, P  
Ranged, both hands: +17, 1d6+8



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+8	DEX (8)	-	
<b>Appraise</b>	-2	INT (-2)	-	
<b>Bluff</b>	+3	CHA (3)	-	
<b>Climb</b>	+8	STR (8)	-	
<b>Diplomacy</b>	+12	CHA (3)	4	
<b>Disguise</b>	+3	CHA (3)	-	
<b>Escape Artist</b>	+8	DEX (8)	-	
<b>Fly</b>	+16	DEX (8)	-	
<b>Heal</b>	+6	WIS (6)	-	
<b>Intimidate</b>	+3	CHA (3)	-	
<b>Knowledge (geography)</b>	+9	INT (-2)	6	
<b>Knowledge (history)</b>	+5	INT (-2)	2	
<b>Knowledge (local)</b>	+5	INT (-2)	2	
<b>Knowledge (nature)</b>	+5	INT (-2)	2	
<b>Knowledge (nobility)</b>	+5	INT (-2)	2	
<b>Linguistics</b>	-1	INT (-2)	1	
<b>Perception</b>	+11	WIS (6)	2	
<b>Profession (sailor)</b>	+17	WIS (6)	6	
<b>Ride</b>	+8	DEX (8)	-	
<b>Sense Motive</b>	+6	WIS (6)	-	
<b>Stealth</b>	+8	DEX (8)	-	
Dread Greater Shadow: +4 in dim light, Dread Greater Shadow: -4 in bright light				
<b>Survival</b>	+14	WIS (6)	3	
<b>Swim</b>	+8	STR (8)	-	

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Blighted Critical  
Druid Weapon Proficiencies  
Greater Spell Focus (Evocation)  
Improved Critical (Unarmed strike)  
Improved Initiative  
Shield Proficiency  
Simple Weapon Proficiency - All  
Spell Focus (Evocation)  
Toughness

### Special Abilities

A Thousand Faces (At will) (Su)  
Channel Resistance +4  
Command Shadows (Su)  
Create Spawn (Su)  
Darkvision (60 feet)  
Druid (Urban Druid) Domain (Weather)  
Fly (30 feet, Perfect)  
Incorporeal (Ex)  
Lifebound (Ex)  
Low-Light Vision  
Resist Temptation (Ex)  
Shadow Slip (Su)

Masterwork sling	
Ranged: <b>+17, 1d4+8</b>	Crit: x2
Ranged, both hands: <b>+17, 1d4+12</b>	Rng: 50'
	1-hand, B

+1 lamellar (horn) armor	
<b>+6</b>	Max Dex: +3, Armor Check: -3
	Spell Fail: 25%, Medium, Slows

+1 light wooden shield	
<b>+2</b>	Max Dex: -, Armor Check: -
	Spell Fail: 5%, Shield

Gear	
<b>Total Weight Carried: 93.6/0 lbs, Encumbrance Ignored</b>	
<b>(Light: 0 lbs, Medium: 0 lbs, Heavy: 0 lbs)</b>	
+1 lamellar (horn) armor	30 lbs
+1 light wooden shield	5 lbs
Cloak of resistance +1	1 lb
Druid's kit	44 lbs
Light shield bash	-
Masterwork shortspear	3 lbs
Masterwork sling	-
Money	0.64 lbs
Potion of cure moderate wounds x2	-
Sling bullets x20 <In: Masterwork sling>	0.5 lbs

Special Abilities	
Spontaneous Casting	
Strength Drain (1d4)	
Wild Empathy +9 (Ex)	

Spell-Like Abilities	
Comprehend Languages (1/day)	<input type="checkbox"/>
Deathwatch (1/day)	<input type="checkbox"/>
Stabilize (1/day)	<input type="checkbox"/>
Storm Burst 1d6+3 nonlethal (9/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources	
Masterwork shortspear	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages	
Common	Samsaran
Druidic	Tien

Experience & Wealth
Current Cash: <b>32 gp</b>

Spells & Powers
<b>Druid (Urban Druid) spells memorized</b> (CL 6th; concentration +12)
<b>Melee Touch +16</b> <b>Ranged Touch +16</b>
<b>3rd</b> — <i>aqueous orb</i> <sup>APG</sup> (DC 19), <i>call lightning</i> <sup>D</sup> (DC 21), <i>hydraulic torrent</i> <sup>APG</sup> , <i>lily pad stride</i> <sup>APG</sup>
<b>2nd</b> — <i>barkskin</i> , <i>flame blade</i> , <i>flaming sphere</i> (DC 20), <i>fog cloud</i> <sup>D</sup> , <i>gust of wind</i> (DC 20), <i>steal breath</i> <sup>ARG</sup> (DC 18)
<b>1st</b> — <i>alter winds</i> <sup>APG</sup> (DC 17), <i>hydraulic push</i> <sup>APG</sup> , <i>obscuring mist</i> <sup>D</sup> , <i>produce flame</i> , <i>touch of the sea</i> <sup>APG</sup> (DC 17)
<b>0th (at will)</b> — <i>create water</i> , <i>detect magic</i> , <i>guidance</i> , <i>light</i> [D] Domain spell; <b>Domain</b> Weather

Sourcebooks Used
<ul style="list-style-type: none"> <li>• <b>Advanced Bestiary</b> - Command Shadows (equipment); Create Spawn (equipment); Shadow Slip (equipment)</li> <li>• <b>Advanced Player's Guide</b> - Alter Winds (spell); Aqueous Orb (spell); Hydraulic Torrent (spell); Lily Pad Stride (spell); Touch of the Sea (spell); Urban Druid (archetype)</li> <li>• <b>Advanced Player's Guide / Bestiary 2</b> - Hydraulic Push (spell)</li> <li>• <b>Advanced Race Guide</b> - Steal Breath (spell)</li> <li>• <b>Advanced Race Guide / Bestiary 4 / Dragon Empires Gazetteer / Dragon Empires Primer / Inner Sea Races</b> - Samsaran (race)</li> <li>• <b>Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide</b> - Tien (language)</li> <li>• <b>Ultimate Combat / Ultimate Equipment</b> - Lamellar (horn) armor (armor)</li> <li>• <b>Ultimate Equipment</b> - Druid's kit (equipment)</li> <li>• <b>Ultimate Magic</b> - Blighted Critical (feat)</li> </ul>

## Narava Phantom – Abilities & Gear

### Blighted Critical Feat

With a critical hit from a spell or spell-like ability, you give the target a minor spellblight.

**Prerequisites:** Caster level 5th.

**Benefit:** Whenever you confirm a critical hit with a touch spell, ranged touch spell, or spell-like ability against an opponent, the victim gains a random minor spellblight.

**Special:** You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

**Appears In :** Ultimate Magic

### Greater Spell Focus (Evocation) Feat

Choose a school of magic to which you have already applied the Spell Focus feat. Any spells you cast of this school are very hard to resist.

**Prerequisite:** Spell Focus.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school to which you already have applied the Spell Focus feat.

### Improved Critical (Unarmed strike) Feat

Attacks made with your chosen weapon are quite deadly.

**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Benefit:** When using the weapon you selected, your threat range is doubled.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

### Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

### Spell Focus (Evocation) Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### 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).

### Channel Resistance +4 Unknown

A creature with this special quality (usually an undead) is less easily affected by channel energy. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

### Command Shadows (Su) Racial Ability (Dread Shadow)

As a free action, a dread shadow can automatically command all normal shadows within 30 feet (as *command undead*). Normal shadows never attack a dread shadow unless compelled.

**Appears In :** Advanced Bestiary

### Create Spawn (Su) Racial Ability (Dread Shadow)

Any creature with a Charisma score of 15 or higher that is killed by a dread shadow rises as a dread shadow in 1d4 rounds. Any other creature slain by a dread shadow instead rises as a normal or greater shadow. A shadow, greater shadow or dread shadow created in this manner is under the command of its creator (as *dominate monster*) and remains so until either it or the creator is destroyed.

**Appears In :** Advanced Bestiary

### Darkvision (60 feet) Racial Ability, Senses (Dread Shadow)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

### Fly (30 feet, Perfect) Unknown

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

### Immunity to Critical Hits Unknown

You are immune to Critical Hits

### Immunity to Precision Damage Unknown

You are immune to Precision Damage



## Narava Phantom – Abilities & Gear

### Incorporeal (Ex)

### Racial Ability

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus to AC equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object, it has only cover, so a creature outside with a readied action could strike at the incorporeal creature as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they can't see.

### Lifebound (Ex)

### Racial Ability (Samsaran)

Samsarans gain a +2 racial bonus on all saving throws to resist death effects, saving throws against negative energy effects, Fortitude saves to remove negative levels, and Constitution checks to stabilize if reduced to negative hit points.

### Low-Light Vision

### Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Shadow Slip (Su)

### Racial Ability (Dread Shadow)

At will, a dread shadow can use *dimension door* as the spell (caster level 7th) as a move action. It must move from a place of darkness or shadow to another place of darkness or shadow within line of sight. Using this ability does not provoke an attack of opportunity.

**Appears In :** Advanced Bestiary

### Strength Drain (1d4)

### Racial Ability (Dread Shadow)

A creature struck by a dread greater shadow's incorporeal touch attack takes Strength drain depending on its size: Fine-Tiny: 1d3 Str drain, Small-Large: 1d4 Str drain, Huge-Colossal: 1d6 Str drain. This is a negative energy effect.

### Undead Traits

### Racial Ability (Dread Shadow)

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

### A Thousand Faces (At will) (Su) Class Ability (Druid)

At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

### Resist Temptation (Ex)

### Class Ability (Druid)

At 4th level, an urban druid gains a +2 bonus on saves vs. divinations and enchantments. This replaces the resist nature's lure ability.

### Spontaneous Casting

### Class Ability (Druid)

An urban druid can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower. This ability replaces the ability to spontaneously cast *summon nature's ally* spells.

### Storm Burst 1d6+3 nonlethal (9/day) (Sp) Class Ability (Aerie Protector)

As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a –2 penalty on attack rolls for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

### Wild Empathy +9 (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.

## Narava Phantom – Abilities & Gear

### Cloak of resistance +1

### Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

#### Construction

**Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp

**Title - Narava Phantom (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2014/09/17

**XP Reward** : 0 XP; **Net Cash** :

- no notes -

## Phantom Trace

Male shadow-traced human druid 2 (Shadow-Traced +0)

- CL2 - CR 3

Lawful Neutral Humanoid (Extraplanar, Human); Atheist;

Age: 18; Height: 5' 9"; Weight: 175 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	15	+2	
<b>DEX</b> DEXTERITY	10	0	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	13	+1	
<b>CHA</b> CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+5 =	+3	+2				
<b>REFLEX</b> (DEXTERITY)	+0 =						
<b>WILL</b> (WISDOM)	+4 =	+3	+1				

<b>Damage Reduction (10/magic)</b>	<b>Spell Resistance (12)</b>
<b>Energy Resistance, Cold (10)</b>	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 14 =	+4							

<b>Touch AC</b> 10	<b>Flat-Footed AC</b> 14
	BAB Strength Size Misc

<b>CM Bonus</b> +3 =	+1	+2	-	-
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BAB	Strength	Dexterity	Size
<b>CM Defense</b> 13 = 10	+1	+2	+0

<b>Base Attack</b>	+1	<b>HP</b> 25
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<b>Initiative</b>	+0	Damage / Current HP
<b>Speed</b>	40 / 30 ft	

### Sling

Ranged: +1, 1d4+2 Crit: x2  
Ranged, both hands: +1, 1d4+3 Rng: 50'  
1-hand, B

### Spear

Both hands: +3, 1d8+3 Crit: x3  
Rng: 20'  
Ranged, both hands: +1, 1d8+2 2-hand, P, Brace

### Masterwork hide armor

+4

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



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-2	DEX (0)	-	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+2	STR (2)	-	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	-2	DEX (0)	-	
<b>Fly</b>	-2	DEX (0)	-	
<b>Handle Animal</b>	+5	CHA (0)	2	
<b>Heal</b>	+3	WIS (1)	-	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Knowledge (geography)</b>	+6	INT (1)	2	
<b>Knowledge (nature)</b>	+8	INT (1)	2	
<b>Perception</b>	+6	WIS (1)	2	
<b>Ride</b>	-2	DEX (0)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Spellcraft</b>	+6	INT (1)	2	
<b>Stealth</b>	-2	DEX (0)	-	
Shadow-Traced: +4 in dim light or darkness				
<b>Survival</b>	+8	WIS (1)	2	
<b>Swim</b>	+0	STR (2)	-	

## Activated Abilities & Adjustments

Endure Elements

## Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Druid Weapon Proficiencies  
Shield Proficiency  
Spell Focus (Evocation)

## Feats

Toughness

## Gear

**Total Weight Carried: 52.2/200 lbs, Light Load (Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Alchemist's fire x2	1 lb
Climber's kit	5 lbs
Healer's kit	1 lb
Holly and mistletoe	-
Masterwork hide armor	25 lbs
Money	0.16 lbs
Sling	-
Sling bullets x20	0.5 lbs
Smokestick x2	0.5 lbs
Spear	6 lbs
Spell component pouch	2 lbs

## Special Abilities

Distributed Mind (Su)  
 Druid Domain (Fire)  
 Leeching Absorption (Su)  
 Sacrificial Transposition (1/round) (Su)  
 Shadow Traces (Su)  
 Spontaneous Casting  
 Traced Magic (Su)  
 Wild Empathy +2 (Ex)  
 Woodland Stride (Ex)

## Spell-Like Abilities

Fire Bolt 1d6+1 fire (4/day) (Sp) ☐☐☐☐

## Tracked Resources

Alchemist's fire ☐☐  
 Healer's kit ☐☐☐☐☐☐☐☐  
 Sacrificial Transposition (1/round) (Su) ☐  
 Sling bullets ☐☐☐☐☐☐☐☐  
☐☐☐☐☐☐☐☐  
 Smokestick ☐☐  
 Spear ☐

## Languages

Common Giant  
 Druidic

## Spells & Powers

**Druid spells memorized** (CL 2nd; concentration +3)  
**Melee Touch +3 Ranged Touch +1**  
**1st**—*burning disarm* (DC 12), *burning hands*<sup>D</sup> (DC 13), *endure elements*, *faerie fire*  
**0th (at will)**—*detect poison*, *flare* (DC 12), *spark*<sup>APG</sup> (DC 12), *stabilize*  
**[D]** Domain spell; **Domain Fire**

## Background

These hostile guardians of volcanic mountain regions have tempers to match their fiery environs, and tolerate no intruders.

## Experience & Wealth

Current Cash: **8 gp**

## Sourcebooks Used

- **Advanced Bestiary** - Distributed Mind (equipment); Leeching Absorption (equipment); Sacrificial Transposition (equipment); Shadow Traces (equipment); Traced Magic (equipment)
- **Advanced Player's Guide** - Spark (spell)
- **Cheliox, Empire of Devils** - Burning Disarm (spell)

## Phantom Trace – Abilities & Gear

### Spell Focus (Evocation)

### Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### 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).

### Damage Reduction (10/magic)

### Unknown

You have Damage Reduction against all except Magic attacks.

### Distributed Mind (Su)

### Racial Ability (Shadow-Traced)

Although not a true hive mind, a shadow-traced creature's mind is buffered among its traces. If the creature or one of its traces is affected by mind-affecting spell or effect, the other traces (or creature, if a trace was affected) may attempt the same saving throw 1 round later at the same DC, as the *slippery mind* rogue talent, and the affected creature or trace succeeds if any of the others succeed on this additional chance. Rolling a natural 1 on a saving throw against a mind-affecting spell or effect precludes the use of distributed mind against that effect.

**Appears In :** Advanced Bestiary

### Energy Resistance, Cold (10)

### Unknown

You have the specified Energy Resistance against Cold attacks.

### Leeching Absorption (Su)

### Racial Ability (Shadow-Traced)

A shadow-traced creature can bend weaker magic to its will. If a hostile spell effect fails to break its spell resistance, all active shadow traces heal that effect's effective spell level in hit points.

**Appears In :** Advanced Bestiary

### Sacrificial Transposition (1/round) (Su) Racial Ability (Shadow-Traced)

Once per round, when the base creature would be brought to below 0 hit points and it has at least one shadow trace, it may switch places with the trace and negate the damage from that attack or effect as an immediate action, at the cost of that trace being dismissed as if it were destroyed.

**Appears In :** Advanced Bestiary

### Shadow Traces (Su)

### Racial Ability (Shadow-Traced)

At will a shadow-traced creature may create three independent semi-real copies of itself as an immediate action. Shadow traces act on the base creature's initiative and each have half the base creature's hit points. Traces have duplicates of the base creature's abilities, magic, and equipment, but such equipment is semi-real: weapons disarmed from a trace vanish after 1 round and ammunition fired by a trace vanishes after use. If any of the traces are reduced to 0 hit points it is destroyed. Destroyed traced cannot be recreated unless all of the traces are dismissed or destroyed. If all traces are destroyed, the shadow-traced creature is staggered for 1 round and he cannot create more traces for 24 hours; otherwise, they last until the end of combat or until the creature takes a full-round action to dismiss them.

**Appears In :** Advanced Bestiary

### Spell Resistance (12)

### Unknown

You have Spell Resistance.

### Traced Magic (Su)

### Racial Ability (Shadow-Traced)

While at least one trace is active, shadow traces mirror but weaken the spellcasting ability and spell-like abilities of the base creature—all magical effects from the traces or their base creature are considered illusion effects with the shadow subschool and are only 50% real if affected creatures make a Will save to disbelieve the illusion.

**Appears In :** Advanced Bestiary

### Fire Bolt 1d6+1 fire (4/day) (Sp) Class Ability (Cleric, Dragon St)

As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire 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 +2 (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.

### Woodland Stride (Ex)

### Class Ability (Druid)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

**Title - Phantom Trace (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2012/12/17

**XP Reward** : 0 XP; **Net Cash** :

- no notes -