





**Protective Items/AC Adjustments:**

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
<i>+1 armour of the beast</i>	Lt	4	0	5	0	15%	Arm	
<i>ring of protection +1</i>	-	1	1	-	0	0%	Def	
				-				
				-				
				-				
				-				
				-				
				-				
<b>Totals</b>		5	1	5	0	15%		

**Attack Adjustments:**

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	14				0			
Ranged	14				0			

**Save Adjustments:**

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	11				2				
Reflex	6				0				
Will	11				8				

**DC Adjustments:**

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	3				
Wisdom-based	8				
Charisma-based	3				

**Ability Adjustments:**

	Orig	Lvl	Inh	Mgc	Age	Total
<b>STRENGTH</b>	10		1			<b>11</b>
<b>DEXTERITY</b>	11					<b>11</b>
<b>CONSTITUTION</b>	14					<b>14</b>
<b>INTELLIGENCE</b>	15				1	<b>16</b>
<b>WISDOM</b>	15	4	1	6	1	<b>27</b>
<b>CHARISMA</b>	13			2	1	<b>16</b>

**Racial Abilities:**

Bonus feat at 1st level  
+1 skill point per level

**Class Abilities:**

Animal Companion  
Nature Sense  
Wild Empathy +27  
Woodland Stride  
Trackless Step  
Resist Nature's Lure  
Wild Shape (Large, Tiny, plant, Huge) 8/day (+1 CL, swift action)  
Venom Immunity  
A Thousand Faces (as *disguise self* but not illusion and no possessions, only in natural form)  
Timless Body  
Elemental Wildshape (Small, Medium, Large, or Huge) 3/day

**Special Abilities:**

*Shout* spell-like ability (CL 12) one-time  
*Panacea* spell-like ability (CL 9) one-time

**Starting Proficiencies:**

Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortspear, Sling, Spear, Natural Attacks, Light Armour, Medium Armour, Shields (except tower shields)

**Feats:**

Spell Focus (conjuration)  
Augment Summoning  
Quick Reconnoiter  
Natural Spell  
Leadership (21 c, 24 f)  
Dragon Wild Shape (metallic, chromatic, incarnum, emerald, topaz, pyroclastic)  
Touch of Mergurr 1  
Extend Spell  
Track

## Feats and Abilities Sheet

**Items for:** Farbera Petulengro









**Spells Prepared and Spell Notes:**

**Spells Per Day:**

	Base		Bonus		Total
LVL 0	<u>6</u>	+	<u>0</u>	=	<u>6</u>
LVL 1	<u>5</u>	+	<u>2</u>	=	<u>7</u>
LVL 2	<u>5</u>	+	<u>2</u>	=	<u>7</u>
LVL 3	<u>5</u>	+	<u>2</u>	=	<u>7</u>
LVL 4	<u>5</u>	+	<u>2</u>	=	<u>7</u>
LVL 5	<u>5</u>	+	<u>1</u>	=	<u>6</u>
LVL 6	<u>4</u>	+	<u>1</u>	=	<u>5</u>
LVL 7	<u>4</u>	+	<u>1</u>	=	<u>5</u>
LVL 8	<u>3</u>	+	<u>1</u>	=	<u>4</u>
LVL 9	<u>3</u>	+	<u>0</u>	=	<u>3</u>

Prepared Spellcaster Sheet

**Riding Dog (animal companion):** CR n/a; Medium animal; HD 14D8+70; 133 hp; Init +5; Spd 40 ft; Space 5 ft; Reach 5 ft; AC 33 (touch 15, flat-footed 28); Atk +15/+10 melee (1D8+7, bite); SA multiattack, trip (+5); SQ devotion, evasion, improved evasion, link, low-light vision, scent, share spells; AL N; SV Fort +13, Ref +14, Will +5 (+9 vs

enchancements); Str 21, Dex 21, Con 18, Int 2, Wis 12, Cha 6; Length 3.5 ft.  
Skills and Feats: Jump +11, Listen +7, Spot +7, Swim +5, Survival +8\*; Alertness, Blind-Fight, Combat Reflexes, Improved Natural Attack (bite), Track, Vexing Flanker.  
Tricks: attack (2), defend, disarm, fetch, guard, heel (2), hold, hunt, subdue, track, warn  
Possessions: *amulet of health* +2, *bracers of armour* +4  
\* +4 racial bonus on Survival checks when tracking by scent

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Familiar/Companions/Steed Sheet

<b>Description</b>
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**Birthday:** 3 Light

Stoneblessed

Liked by Goliaths

Liked by some Firenewts

Named "Alanilwi" and mark on forehead from killoren

Awakened Creatures:

Theliaha Skywatcher

5 trees

2 birds

Amarigalozin - the purple incarnum dragon

100 gp spent on research costs for dragons

Totem creature = hawk

Goodly naga in Irin Forest is named Ty'rossi