

Nixie Druid

Female nixie druid 3 (Nixie +2) - CL5 - CR 3

True Neutral Fey (Aquatic); Deity: **Hanspur**; Age: **15**; Height: **4'**; Weight: **45 lb.**; Eyes: **green**; Hair: **green**; Skin: **green**

Ability	Score	Modifier	Temporary
STR STRENGTH	7	-2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	13	+1	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+3	+1			
REFLEX (DEXTERITY)	+7	=	+4	+3			
WILL (WISDOM)	+7	=	+6	+1			

Damage Reduction (5/cold iron)

Spell Resistance (12)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=		+3	+1			+1	

Total	Base	Ability	Resist	Misc	Temp
Touch AC 15	=	+3	-2	-1	-

CM Bonus	Total	Base	Ability	Resist	Misc	Temp
CM Bonus +0	=	+3	-2	-1	-	

CM Defense	Total	Base	Ability	Resist	Misc	Temp
CM Defense 14	=	10	+3	-2	+3	-1

Base Attack	Total	Base	Ability	Resist	Misc	Temp
Base Attack	+3					

Initiative	Total	Base	Ability	Resist	Misc	Temp
Initiative	+3					

Speed	Total	Base	Ability	Resist	Misc	Temp
Speed	20 ft					

Dagger

Main hand: **+7, 1d3-2**

Crit: 19-20/x2

Ranged: **+7, 1d3-2**

Rng: 10'

Light, P/S

Underwater light crossbow (10 @ 0.5 lbs)

Ranged: **+5, 1d6**

Crit: 19-20/x2

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

Rng: 80'

2-hand, P

Ice Armor

+6

Max Dex: +3, Armor Check: -4

Spell Fail: 25%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (3)	1	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+9	CHA (4)	2	
Climb	+2	STR (-2)	1	
Craft (crystal carving)	+3	INT (1)	1	
Diplomacy	+8	CHA (4)	1	
Disguise	+4	CHA (4)	-	
Escape Artist	+8	DEX (3)	2	
Fly	+5	DEX (3)	-	
Handle Animal	+9	CHA (4)	2	
Heal	+5	WIS (1)	1	
Intimidate	+4	CHA (4)	-	
Knowledge (geography)	+5	INT (1)	1	
Knowledge (local)	+5	INT (1)	1	
Knowledge (nature)	+7	INT (1)	1	
Knowledge (religion)	+2	INT (1)	1	
Perception	+9	WIS (1)	5	
Perform (sing)	+8	CHA (4)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+5	WIS (1)	1	
Sleight of Hand	+7	DEX (3)	1	
Spellcraft	+5	INT (1)	1	
Stealth	+12	DEX (3)	2	
Survival	+7	WIS (1)	1	
Swim	+10	STR (-2)	1	
Use Magic Device	+8	CHA (4)	1	

Feats

Ability Focus (Charm Person [3/day])

You gain a +2 bonus to the DC of a special attack.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge

+1 AC.

Druid Weapon Proficiencies

You are proficient with the Club, Dagger, Dart, Quarterstaff, Scimitar, Sickles, Shortsword, Sling and Spear.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Gear

Total Weight Carried: 28.1/52.5 lbs, Encumbrance Ignored

(Light: 17.25 lbs, Medium: 34.5 lbs, Heavy: 52.5 lbs)

Backpack (15 @ 12.5 lbs) 0.5 lbs

Belt pouch (16 @ 12 lbs) 0.125 lbs

Blanket <In: Backpack (15 @ 12.5 lbs)> 0.25 lbs

Crossbow bolts x10 <In: Underwater light crossbow 0.05 lbs

Dagger 0.5 lbs

Feed (per day) <In: Belt pouch (16 @ 12 lbs)> 10 lbs

Flint and steel <In: Backpack (15 @ 12.5 lbs)> -

Goodberry x8 <In: Belt pouch (16 @ 12 lbs)> -

Holly and mistletoe <In: Backpack (15 @ 12.5 lbs)> -

Holy symbol, wooden (Hanspur) <In: Belt pouch (16 @ 12 -

Ice Armor -

Mess kit <In: Backpack (15 @ 12.5 lbs)> 1 lb

Money <In: Belt pouch (16 @ 12 lbs)> -

Pearl of power (1st level, 1/day) -

Pot <In: Backpack (15 @ 12.5 lbs)> 4 lbs

Potion of cat's grace <In: Belt pouch (16 @ 12 lbs)> -

Soap <In: Backpack (15 @ 12.5 lbs)> 0.5 lbs

Spell component pouch <In: Belt pouch (16 @ 12 lbs)> 2 lbs

Torch x5 <In: Backpack (15 @ 12.5 lbs)> 1 lb

Trail rations x3 <In: Backpack (15 @ 12.5 lbs)> 0.25 lbs

Underwater light crossbow (10 @ 0.5 lbs) 2 lbs

Wand of barkskin (7 charges) <In: Belt pouch (16 @ 12 -

Wand of calm animals (5 charges) <In: Belt pouch (16 @ 12-

Wand of cure light wounds (20 charges) <In: Belt pouch (16-

Waterskin <In: Backpack (15 @ 12.5 lbs)> 1 lb

Special Abilities

Amphibious (Ex)

Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Druid Domain (Water)

Granted Powers: You can manipulate water and mist and ice, conjure creatures of water, and resist cold.

Low-Light Vision

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.

Experience & Wealth

Current Cash: **You have no money!**

Special Abilities

Spontaneous Casting

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.

Swim (30 feet)

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid

Trackless Step (Ex)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wild Empathy +15 (Ex)

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

Woodland Stride (Ex)

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.

Spell-Like Abilities

Charm Person (3/day) □□□

Icicle 1d6+1 cold (4/day) (Sp) □□□□

Water Breathing (1/day) □

Tracked Resources

Crossbow bolts □□□□□ □□□□□

Dagger □

Feed (per day) □

Goodberry □□□□□ □□□

Pearl of power (1st level, 1/day) □

Potion of cat's grace □

Torch □□□□□

Trail rations □□□

Wand of barkskin (7 charges) □□□□□ □□

Wand of calm animals (5 charges) □□□□□

Wand of cure light wounds (20 charges) □□□□□ □□□□□

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Languages

Aquan

Sylvan

Druidic

Spells & Powers

Druid spells memorized (CL 3rd; concentration +4)

Melee Touch +7 Ranged Touch +7

2nd—fog cloud^D, resist energy

1st—entangle (DC 12), *hydraulic push*^{APG}, *ice armor*, *obscuring mist*^D

0th (at will)—detect poison, guidance, know direction, stabilize

[D] Domain spell; Domain Water

Nixie Druid – Abilities & Gear

Ability Focus (Charm Person [3/day]) **Feat**

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Dodge **Feat**

Your training and reflexes allow you to react swiftly to avoid an opponent's attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Amphibious (Ex) **Racial Ability**

Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Damage Reduction (5/cold iron) **Unknown**

You have Damage Reduction against all except Cold Iron attacks.

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.

Spell Resistance (12) **Unknown**

You have Spell Resistance.

Swim (30 feet) **Unknown**

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.

Icicle 1d6+1 cold (4/day) (Sp) **Class Ability (Cleric, Dragon St**

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

Spontaneous Casting **Class Ability (Druid)**

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

Trackless Step (Ex) **Class Ability (Druid)**

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wild Empathy +15 (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.

Wand of barkskin (7 charges) **Wand**

Barkskin

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Wand of calm animals (5 charges) **Wand**

Calm Animals, Will negates (DC 11)

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Wand of cure light wounds (20 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.

Nixie Druid – Abilities & Gear

Goodberry

Wondrous Item

Goodberries are created by the spell of the same name. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Pearl of power (1st level, 1/day)

Wondrous Item

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Construction

Requirements: Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

Situational Modifiers

Acrobatics

Speed ~~greater~~/less than 30 ft.: -4 to jump