

Zan Jayna

Male Human Druid 20, Ranger 5 - CL25

Chaotic Neutral; Age: 35; Height: 5' 9"; Weight: 190lb.;

Eyes: Brown; Hair: Brown; Skin: Dark

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	19	+4	
INT INTELLIGENCE	17	+3	
WIS WISDOM	21	+5	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+20 =	+16	+4				
REFLEX (DEXTERITY)	+12 =	+10	+2				
WILL (WISDOM)	+18 =	+13	+5				

Base Attack	+20	Initiative	+6
Grapple	+21	Speed	30 / 20 ft

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 28 = 10	+5	+1	+2		+5	+5		
Touch AC	17	Flat-Footed AC		26				

Total	Damage / Current HP
HP 199	

Masterwork Dagger

+20, 1d4

Crits: 19-20/x2, Range: 10'

Type: Light, PS

Masterwork Shortbow, Composite (Str +2)

Attack: +21/+16/+11/

Crits: 20/x3, Range: 70'

Damage:

Type: 2-Hand, P

+5 Quarterstaff, Thundering

Attack: +27/+22/+17/

Crits: 19-20/x2

Damage: 1d6+6/1d6+5

Type: Double, B

+4 Sling, Distance, Shocking Burst

Attack: +24/+19/+14/

Crits: 20/x2, Range: 100'

Damage:

Type: 1-Hand, B

+3 Leather, Wild

+5

Max Dex: +6, Armor Check: -

Spell Fail: 10%, Light



Skill	Total	Ability	Ranks	Misc
Appraise	+3	INT (3)		
Balance	-1	DEX (2)		
Bluff	+2	CHA (2)		
Climb	-2	STR (1)		
Concentration	+32	CON (4)	28	
Diplomacy	+10	CHA (2)	8	
Escape Artist	-1	DEX (2)		
Forgery	+3	INT (3)		
Gather Information	+2	CHA (2)		
Handle Animal	+32	CHA (2)	28	
Heal	+5	WIS (5)		
Hide	-1	DEX (2)		
Intimidate	+2	CHA (2)		
Jump	-8	STR (1)		
Knowledge: Dungeoneering	+10	INT (3)	7	
Knowledge: Geography	+12	INT (3)	9	
Knowledge: Nature	+35	INT (3)	28	
Listen	+29	WIS (5)	24	
Move Silently	-1	DEX (2)		
Ride	+30	DEX (2)	24	
Search	+11	INT (3)	8	
Sense Motive	+5	WIS (5)		
Spellcraft	+13	INT (3)	10	
Spot	+24	WIS (5)	19	
Survival	+27	WIS (5)	20	
Swim	+0	STR (1)	5	
Use Rope	+2	DEX (2)		

Feats

Animal Affinity
 Augment Summoning
 Blind-fight
 Improved Critical - Quarterstaff
 Improved Initiative
 Point Blank Shot
 Rapid Shot
 Spell Focus - Conjuration
 Two-weapon Defense
 Weapon Focus - Quarterstaff
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Druid Weapon Proficiencies
 Endurance
 Martial Weapon Proficiency (All)
 Shield Proficiency
 Simple Weapon Proficiency (All)

Gear

**Total Weight Carried: 94.2/150lbs, Medium Load
(Light: 50lbs, Medium: 100lbs, Heavy: 150lbs)**

+3 Leather	15lbs
Masterwork Dagger	1lb
Masterwork Shortbow, Composite (Str +2)	2lbs
+5 Quarterstaff	4lbs
+4 Sling	-
+2 Bullets, Sling x50	0.2lbs
Amulet of Natural Armor +5	-
Arrows x30	4.5lbs
Bag of Holding II (9 @ 33.5 lbs)	12.5lbs
Chalk, 1 piece x5 <In: Saddlebags (9 @ 15 lbs)>	
Elemental Gem, Earth <In: Bag of Holding II (9 @ 33.5 lbs)>	-
Elemental Gem, Water <In: Bag of Holding II (9 @ 33.5 lbs)>	-
Fishing net, 25 sq. ft. <In: Bag of Holding II (9 @ 33.5 lbs)>	5lbs
Flint and steel <In: Saddlebags (9 @ 15 lbs)>	
Hammer <In: Saddlebags (9 @ 15 lbs)>	2lbs
Manual of Bodily Health, +5 <In: Bag of Holding II (9 @ 33.5 lbs)>	2.5lbs
Manual of Gainful Exercise, +5 <In: Bag of Holding II (9 @ 33.5 lbs)>	2.5lbs
Mirror, small steel <In: Saddlebags (9 @ 15 lbs)>	0.5lbs
Parchment (sheet) x5 <In: Saddlebags (9 @ 15 lbs)>	
Rations, trail (per day) x7 <In: Saddlebags (9 @ 15 lbs)>	3.5lbs
Ring of Protection, +5	-
Rope, hempen (50 ft.) <In: Bag of Holding II (9 @ 33.5 lbs)>	510lbs
Saddle, Exotic (Riding)	30lbs
Saddlebags (9 @ 15 lbs)	8lbs
Sealing wax <In: Saddlebags (9 @ 15 lbs)>	1lb
Sewing needle <In: Saddlebags (9 @ 15 lbs)>	
Soap (per) <In: Bag of Holding II (9 @ 33.5 lbs)>	1lb
Spade or shovel <In: Saddlebags (9 @ 15 lbs)>	8lbs
Spell component pouch	2lbs
Explorer's Outfit (Free)	-
Tent <In: Bag of Holding II (9 @ 33.5 lbs)>	10lbs
Tome of Understanding, +5 <In: Bag of Holding II (9 @ 33.5 lbs)>	2.5lbs

Experience & Wealth

Experience Points: **300000/325000**
Current Cash: **20 PP, 20291 GP, 7 SP, 9 CP**

Feats

Track
Two-weapon Fighting

Special Abilities

A Thousand Faces
Animal Companion
Favored Enemy: Fey (+4 bonus) (Ex)
Favored Enemy: Monstrous Humanoids (+2 bonus) (Ex)
Nature Sense (Ex)
Resist Nature's Lure (Ex)
Timeless Body (Ex)
Trackless Step (Ex)
Venom Immunity
Wild Empathy (Ex)
Wild Empathy (Ex)
Wild Shape (6/day) (Su)
Wild Shape, Elemental (3/day) (Su)
Woodland Stride (Ex)

Languages

Common	Druidic
Fey	Sylvan
Terran	

Spells

Druid 0: Detect Poison, Create Water, Detect Poison, Purify Food and Drink, Purify Food and Drink, Light
Druid 1: Entangle, Charm Animal, Obscuring Mist, Obscuring Mist, Endure Elements, Calm Animals, Endure Elements
Druid 2: Barkskin, Fog Cloud, Barkskin, Flame Blade, Summon Swarm, Warp Wood
Druid 3: Call Lightning, Magic Fang, Greater, Remove Disease, Magic Fang, Greater, Neutralize Poison, Call Lightning
Druid 4: Repel Vermin, Cure Serious Wounds, Freedom of Movement, Ice Storm, Flame Strike, Ice Storm
Druid 5: Call Lightning Storm, Tree Stride, Cure Critical Wounds, Stoneskin, Wall of Fire, Stoneskin
Druid 6: Ironwood, Liveoak, Fire Seeds, Wall of Stone
Druid 7: Changestaff, Fire Storm, Sunbeam, Transmute Metal to Wood
Druid 8: Repel Metal or Stone, Whirlwind, Finger of Death, Reverse Gravity
Druid 9: Shapechange, Elemental Swarm, Shambler, Elemental Swarm