

Violet Evergreen



Female elf druid (feral shifter) 1 - CR 1/2

Chaotic Neutral Humanoid (Elf); Age: **135**; Height: **5' 10"**;
Weight: **120 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	13	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =	+2	+1				
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+2 =		+2				
	Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+4 =	+2	+2				
	Elven Immunities: +2 vs. enchantments						

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 =	+4		+2					
Touch AC 12	Flat-Footed AC 14							
	BAB	Strength	Size	Misc				
CM Bonus +2 =	-	+2	-	-				

CM Defense	Total	BAB	Strength	Dexterity	Size
15 =	10	-	+2	+2	-

Base Attack	+0	HP	9
Initiative	+2	Damage / Current HP	
Speed	30 / 20 ft		

Longsword

Main hand: **+2, 1d8+2** Crit: 19-20/x2
Both hands: **+2, 1d8+3** 1-hand, S

Hide armor

+4 Max Dex: +4, Armor Check: -3
Spell Fail: 20%, Medium, Slows

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (2)	1	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+3	STR (2)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+6	WIS (2)	1	
Intimidate	+0	CHA (0)	-	
Perception	+8	WIS (2)	1	
Ride	-1	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+5	INT (1)	1	
Elven Magic: +2 to identify magic item properties				
Stealth	+0	DEX (2)	1	
Survival	+4	WIS (2)	-	
Swim	-1	STR (2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Casting
Druid Weapon Proficiencies
Elven Weapon Proficiencies
Shield Proficiency

Traits

Noble Born - Orlovsky (Acrobatics)

Special Abilities

Animal Focus (1 minutes/day) (Su)
Bear +2 (Su)
Elven Magic
Low-Light Vision
Spontaneous Casting
Wild Empathy +1 (Ex)

Gear

Total Weight Carried: 105.7/175 lbs, Medium Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt pouch (empty)	0.5 lbs
Blanket	1 lb
Feed (per day) x5	10 lbs
Flint and steel	-
Hide armor	25 lbs
Holly and mistletoe	-
Longsword	4 lbs
Mess kit	1 lb
Money	0.68 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Experience & Wealth

Experience Points: **0/2,000**

Current Cash: **26 gp, 8 sp**

Tracked Resources

Animal Focus (1 minutes/day) (Su)	<input type="checkbox"/>
Feed (per day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<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"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Druidic
Draconic	Elven

Spells & Powers

Druid (Feral Shifter) spells memorized (CL 1st; concentration +3)

Melee Touch +2 Ranged Touch +2

1st—*entangle* (2, DC 13)

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

Sourcebooks Used

- **Advanced Class Guide** - Bear (special ability); Feral Shifter (archetype)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Kingmaker** - Noble Born - Orlovsky (trait)
- **Ultimate Equipment** - Mess kit (equipment)

Violet Evergreen – 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.

Noble Born - Orlovsky (Acrobatics) **Trait**

You claim a tangential but legitimate connection to one of Brevoy's noble families. If you aren't human, you were likely adopted by one of Brevoy's nobles or were instead a favored servant or even a childhood friend of a noble scion. Whatever the cause, you've had a comfortable life, but one far from the dignity and decadence your distant cousins know. Although you are associated with an esteemed name, your immediate family is hardly well to do, and you've found your name to be more of a burden to you than a boon in many social situations. You've recently decided to test yourself, to see if you can face the world without the aegis of a name you have little real claim or care for. An expedition into the storied Stolen Lands seems like just the test to see if you really are worth the title "noble." Choose one of the following noble families and associated benefits.

Orlovsky: Your family has a reputation for avoiding conflicts. You gain a +1 trait bonus on your CMD. In addition, choose Acrobatics, Diplomacy, or Stealth—you gain a +1 trait bonus on this skill. Your family motto is "High Above."

Appears In: Kingmaker

Elven Immunities **Racial Ability (Elf)**

+2 racial bonus on saving throws against enchantment spells and effects.

Elven Immunities - Sleep **Unknown**

You are immune to magic sleep effects.

Elven Magic **Racial Ability (Elf)**

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items.

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.

Animal Focus (1 minutes/day) (Su) **Class Ability (Druid)**

At 1st level, a hunter can take on the aspect of an animal as a swift action. She must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and her hunter level. The hunter can use this ability for a number of minutes per day equal to her level. This duration does not need to be consecutive, but must be spent in 1-minute increments. The hunter can emulate only one animal at a time. The hunter can also apply one of these aspects to her animal companion. Unlike with the hunter herself, there is no duration on the animal aspect applied to her animal companion. An aspect applied in this way does not count against the hunter's minutes of duration per day—it remains in effect until the hunter changes it. The companion's aspect can be the same aspect the ranger has taken on or a different one. The hunter can select or change the animal foci on both herself and her animal companion as part of the same swift action.

If the hunter's animal companion is dead, the hunter can apply her companion's animal focus to herself instead of her animal companion. This is in addition to the normal one she can choose, and (as with a companion's focus) remains in effect until the hunter changes it instead of counting against her minutes per day.

At 8th level, whenever a hunter uses her animal focus ability, she selects two different animal aspects for herself instead of one, and can assign two aspects to her companion instead of one. As with the companion's previous aspect, the second one does not count against the minutes per day a hunter can take on an aspect. If the hunter's animal companion is dead and the hunter has applied the companion's animal aspect to herself, that aspect does not count toward her maximum of two aspects at once. The hunter can still apply only one of her dead companion's aspects to herself, not both.

Note: On the Hunter tab or the Animal Focus tab on your animal companion, you can add as many or as few animal focuses as you wish, so that you can save space by choosing only your favorites or add them all so you can see all your options. You can activate the focuses you are currently using on the In-Play tab.

Animal Focus (Su): At 1st level, as a swift action, a feral shifter can take on the aspect of an animal, gaining a bonus or special ability based on the type of animal emulated. This functions as the hunter's animal focus class feature (see page 27). The feral shifter can use this ability for a number of minutes per day equal to her druid level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. She can emulate only one animal at a time. This ability replaces nature bond.

Second Animal Focus (Su): At 9th level, when a feral shifter uses her animal focus ability, she selects two different animal aspects for herself instead of one. This ability replaces venom immunity, a thousand faces, and timeless body.

Bear +2 (Su) **Class Ability (Hunter)**

The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th level and +6 at 15th level.

Appears In: Advanced Class Guide

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.

Violet Evergreen – Abilities & Gear

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.

Title - Violet Evergreen (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/03/03

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

- no notes -