

Onica

Player: Jody Fletcher

Female elf druid 7 - CR 6

Neutral Good Humanoid (Elf); Deity: **Erastil**; Age: **127**;
Height: **6' 3"**; Weight: **106 lb.**; Eyes: **Amber**; Hair: **Copper**;
Skin: **Tanned**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	18	+4	
WIS WISDOM	16	+3	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+5	+1			
Cold weather outfit : +5 circumstance bonus vs. cold weather, Elven Immunities : +2 vs. enchantments, Resist Nature's Lure : +4 vs. fey and plant-targeted effects							

REFLEX (DEXTERITY)	+5	=	+2	+3			
Elven Immunities : +2 vs. enchantments, Resist Nature's Lure : +4 vs. fey and plant-targeted effects							

WILL (WISDOM)	+8	=	+5	+3			
Elven Immunities : +2 vs. enchantments, Resist Nature's Lure : +4 vs. fey and plant-targeted effects							

Elven Immunities		Elven Immunities - Sleep						
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge
AC	23	=	+6	+2	+3		+1	+1
Touch AC	14							
Flat-Footed AC	20							
CM Bonus	+5	=	+5	+0				

CM Defense		BAB	Strength	Dexterity	Size
19	= 10	+5	+0	+3	-

Base Attack	+5	HP	50
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Initiative	+3	Damage / Current HP
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Speed	30 / 20 ft
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Masterwork longbow

Ranged, both hands: **+9, 1d8**

Crit: x3
Rng: 100'
2-hand, P

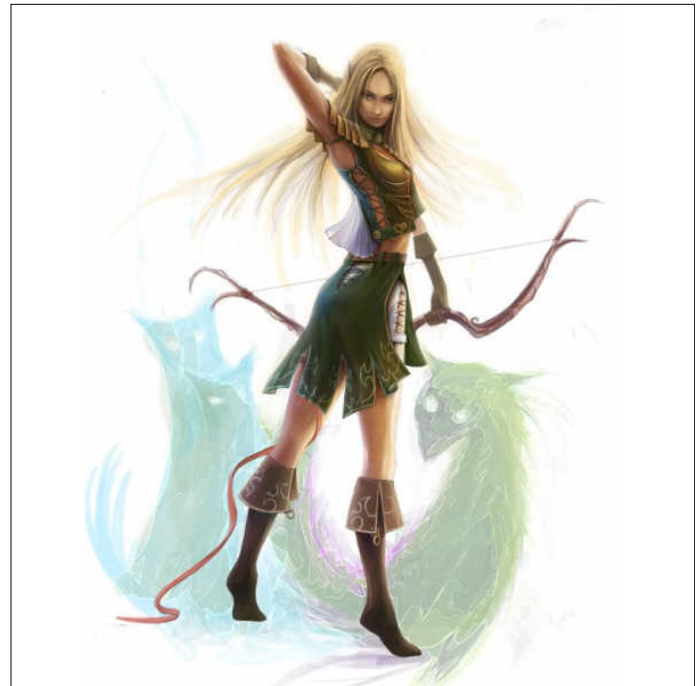
Silversheen Scimitar

Main hand: **+6, 1d6**

Crit: 18-20/x2

Both hands: **+6, 1d6**

1-hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+4	INT (4)	-	
Bluff	+1	CHA (1)	-	
Climb	+0	STR (0)	1	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-1	DEX (3)	-	
Fly	-1	DEX (3)	-	
Handle Animal	+11	CHA (1)	7	
Heal	+10	WIS (3)	4	
Intimidate	+1	CHA (1)	-	
Knowledge (geography)	+9	INT (4)	1	
Knowledge (local)	+7	INT (4)	3	
Knowledge (nature)	+11	INT (4)	2	
Knowledge (nobility)	+5	INT (4)	1	
Knowledge (religion)	+7	INT (4)	3	
Perception	+15	WIS (3)	5	
Perform (dance)	+1	CHA (1)	-	
Perform (sing)	+6	CHA (1)	5	
Ride	+8	DEX (3)	5	
Sense Motive	+6	WIS (3)	3	
Spellcraft	+10	INT (4)	3	
Elven Magic: +2 to identify magic item properties				
Stealth	+6	DEX (3)	7	
Survival	+14	WIS (3)	6	
Swim	+1	STR (0)	-	

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Boon Companion (Animal Companion)
 Boon Companion (Animal Companion)
 Boon Companion (Animal Companion)
 Druid Weapon Proficiencies
 Elven Weapon Proficiencies
 Shield Proficiency
 Spell Focus (Conjuration)

Traits

Adopted
 Pioneer (Ride)
 Scholar of Ruins (Knowledge [geography])

Blue Dragonhide Breastplate

+6 Max Dex: +3, Armor Check: -3
 Spell Fail: 25%, Medium, Slows

Blue Dragonhide Heavy Shield

+2 Max Dex: -, Armor Check: -1
 Spell Fail: 15%, Shield

Leather of the Stag Lord

+3 Max Dex: +6, Armor Check: -
 Spell Fail: 10%, Light

Light wooden shield

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

Gear

Total Weight Carried: 59.5/100 lbs, Medium Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Acid <In: Belt pouch (7 @ 2 lbs)>	1 lb
Alchemist's fire x2 <In: Chest, large (8 @ 107.54 lbs)>	1 lb
Amulet of natural armor +1	-
Belt pouch (7 @ 2 lbs)	0.5 lbs
Blue Dragonhide Breastplate	30 lbs
Blue Dragonhide Heavy Shield	15 lbs
Boots of elvenkind	1 lb
Chest, large (8 @ 107.54 lbs) <In: City of Lakehold	100 lbs
Cold weather outfit <In: Chest, large (8 @ 107.54 lbs)>	7 lbs
Explorer's outfit (Free) <In: City of Lakehold - Personal	-
Flint and steel <In: Belt pouch (7 @ 2 lbs)>	-
Heavy shield bash	-
Holy symbol, silver (Erastil)	1 lb
Jewelry	-
Leather of the Stag Lord <In: Chest, large (8 @	15 lbs
Light shield bash	-
Light wooden shield <In: City of Lakehold - Personal	5 lbs
Lock, average <In: Chest, large (8 @ 107.54 lbs)>	1 lb
Masterwork longbow	3 lbs
Money <In: Chest, large (8 @ 107.54 lbs)>	71.54 lbs
Noble's outfit <In: Chest, large (8 @ 107.54 lbs)>	10 lbs

Experience & Wealth

Experience Points: **41385/51,000**
 Current Cash: **3,572 gp, 5 sp**
 Reputation: **Fame: 6, PP: 6, 100 miles.**

Gear

Total Weight Carried: 59.5/100 lbs, Medium Load

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Oil <In: Belt pouch (7 @ 2 lbs)>	1 lb
Oil <In: Chest, large (8 @ 107.54 lbs)>	1 lb
Potion of delay poison x2 <In: Belt pouch (7 @ 2 lbs)>	-
Potion of detect evil (CL 2nd) <In: Belt pouch (7 @ 2	-
Potion of remove fear x3	-
Quiver	-
Ring of protection +1	-
Ring of swimming	-
Scroll of summon nature's ally ii	-
Silversheen Scimitar	4 lbs
Stag's helm	3 lbs
Tindertwig <In: Belt pouch (7 @ 2 lbs)>	-
Wand of cure light wounds	-
Wand of cure moderate wounds	-

Special Abilities

Elven Magic
 Improved Empathic Link (Su)
 Low-Light Vision
 Pack Bond (Ex)
 Resist Nature's Lure (Ex)
 Spontaneous Casting
 Trackless Step (Ex)
 Wild Empathy +8 (Ex)
 Wild Shape (7 hours, 1/day) (Su)
 Wild Shape (Beast Shape II: Tiny - Large animal) (Black
 Wild Shape (Elemental Body I: Small elemental)
 Woodland Stride (Ex)

Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/>
Potion of delay poison	<input type="checkbox"/>
Potion of detect evil (CL 2nd)	<input type="checkbox"/>
Potion of remove fear	<input type="checkbox"/>
Stag's helm	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/>
Wand of cure light wounds	<input type="checkbox"/>

Tracked Resources

Wand of cure moderate wounds ☐☐☐☐☐ ☐☐☐☐☐☐
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Wild Shape (7 hours, 1/day) (Su) ☐

Languages

Celestial	Elven
Common	Goblin
Draconic	Sylvan
Druidic	

Spells & Powers

Druid spells memorized (CL 7th; concentration +10)

Melee Touch +5 **Ranged Touch** +8

4th—*cure serious wounds*

3rd—*lily pad stride*^{APG}, *protection from energy*, *communal resist energy*^{UC}

2nd—*lesser restoration* (2), *wilderness soldiers*^{UC} (2)

1st—*cure light wounds* (2), *entangle* (DC 14), *faerie fire*, *obscuring mist*

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

Companions

Fen

Male wolf

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +1

Defense

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 38 (6d8+12)

Fort +7, **Ref** +8, **Will** +3 (+4 morale bonus vs.

Enchantment spells and effects)

Defensive Abilities evasion

Offense

Speed 50 ft.

Melee bite +6 (1d8+3 plus trip)

Statistics

Str 15, **Dex** 17, **Con** 15, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +6; **CMD** 20 (24 vs. trip)

Feats Coordinated Maneuvers^{APG}, Dodge, Improved Natural Attack (bite)

Tricks Attack, Come, Defend, Down, Guard, Guarding, Heel, Track

Skills Acrobatics +3 (+11 to jump), Intimidate +0, Stealth +9, Survival +1 (+5 when tracking by scent), Swim +6;

Racial Modifiers +4 Survival when tracking by scent

SQ come, devotion, guarding, heel, track

Companions

Nigel (Horse, Light)

Horse (*Pathfinder RPG Bestiary* 177)

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

Defense

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

Offense

Speed 50 ft.

Melee 2 hooves -2 (1d4+1)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Endurance, Run^B

Tricks Come, Heel, Riding, Stay

Skills Acrobatics +2 (+6 to jump with a running start, +10 to jump), Perception +6

SQ docile, riding

Combat Gear alchemist's fire, oil (2); **Other Gear** bit and bridle, blanket^{APG}, blanket^{APG}, riding saddle, saddlebags, winter blanket

Star

Wolf

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1

Defense

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 16 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

Offense

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

Statistics

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Natural Armor

Skills Acrobatics +2 (+10 to jump), Stealth +7, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

Companions

Thunder (Horse, Hvy Combat)

Heavy horse (*Pathfinder RPG Bestiary* 177)

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +8

Defense

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)

hp 19 (2d8+10)

Fort +8, **Ref** +7, **Will** +3

Offense

Speed 50 ft.

Melee (M) cold iron sickle -1 (1d6+5) or

(M) dagger -1 (1d4+5/19-20) or

(M) dagger -1 (1d4+5/19-20) or

(M) mwk cold iron sickle +0 (1d6+5) or

(M) scimitar -1 (1d6+5/18-20) or

bite +5 (1d4+5), 2 hooves +0 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11

Base Atk +1; **CMB** +7; **CMD** 21 (25 vs. trip)

Feats Endurance, Run^B

Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel

Skills Acrobatics +4 (+8 to jump with a running start, +12 to jump), Perception +8

SQ combat riding

Combat Gear *potion of cure moderate wounds* (2), *potion of detect evil* (CL 2nd), *potion of invisibility* (2), oil (5);

Other Gear cold iron sickle, dagger, dagger, mwk cold iron sickle, scimitar, artisan's outfit, backpack, blanket^{APG}, elven trail rations^{UE} (18), saddlebags, silk rope (50 ft.), torch (10), trail rations (2), waterskin, winter blanket

Companions

Tyr

Wolf

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +6

Defense

AC 21, touch 14, flat-footed 17 (+3 Dex, +1 dodge, +7 natural; +2 deflection vs. evil)

hp 46 (6d8+12)

Fort +7, **Ref** +8, **Will** +3 (+4 morale bonus vs.

Enchantment spells and effects); +2 resistance vs. evil

Defensive Abilities evasion

Offense

Speed 50 ft.

Melee bite +6 (1d6+3 plus trip)

Statistics

Str 15, **Dex** 17, **Con** 15, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +6; **CMD** 20 (24 vs. trip)

Feats Coordinated Maneuvers^{APG}, Dodge, Improved Natural Armor

Tricks Attack, Attack, Attack Any Target, Defend, Down, Fetch, Heel, Hunting, Seek, Track

Skills Acrobatics +3 (+11 to jump), Perception +6, Stealth +9, Survival +1 (+5 when tracking by scent), Swim +6;

Racial Modifiers +4 Survival when tracking by scent

SQ attack any target, defend, devotion, hunting

Wisp

Wolf

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +8

Defense

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural; +2 deflection vs. evil)

hp 48 (6d8+18)

Fort +8, **Ref** +8, **Will** +3 (+4 morale bonus vs.

Enchantment spells and effects); +2 resistance vs. evil

Defensive Abilities evasion

Offense

Speed 50 ft.

Melee bite +6 (1d6+3 plus trip)

Statistics

Str 15, **Dex** 17, **Con** 16, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +6; **CMD** 20 (24 vs. trip)

Feats Coordinated Maneuvers^{APG}, Dodge, Mobility

Skills Acrobatics +3 (+11 to jump), Perception +8, Stealth +8, Survival +1 (+5 when tracking by scent); **Racial**

Modifiers +4 Survival when tracking by scent

SQ devotion

Background

Onica was born in Brevoy, her elf, merchant family was financially ruined by House Lebeda and was travelling down the East Sellen River during a storm when the boat bottomed out and sunk quickly.

Her parents and all who knew her dead and barely alive herself she washed ashore and with a broken arm made her way to a human settlement nearby.

Taken in by a fisherman and his wife who had one child of their own. Initially the elders had planned that once healed Onica would travel to Restov to bond with an elven family there. During that winter Onica and her new human brother were exploring some ancient ruins when a cave-in trapped them both underground. While both survived the cave-in they were unable to escape and Geoff was crippled for life by a falling wall that crushed part of his spine. For three days they lived off lichen and the small animals that Onica could catch and cook for the both of them. The experience brought Onica and Geoff close together. Eventually, Onica found a way out through an ancient elven mining tunnel and returned with help.

After this point, Onica and Geoff were inseparable, Geoff grew up and with Onica's constant aid learned how to adapt to his physical handicap. Geoff's had a quick mind and he grew skilled with making many engineering advancements within town and the region. Alas, while Geoff was growing up, Onica was still going through elf childhood. He soon married and had a number of children, who also grew into adulthood while Onica still appeared in her teens. Onica continued to aid her family being a faithful daughter, sister and aunt. During this time, Onica would learn about the world and her elven heritage as well as become fluent in a number of languages due to her interactions with those who journeyed to visit her brother and his inventions.

As she grew, her desire to learn and explore shifted from the ancient elven tunnel she and Geoff had once fallen into, to the many elven ruins in southern Brevoy. Time moved on, her adopted parents died and as Geoff's hair started to gray she knew it was growing time to move on. While she loved her brother's children, and they her, she couldn't bear the thought of seeing them die, and their children die and her still a young adult. At her brother's deathbed, she sat with his wife and watched as the light left the eyes of the only brother she had known. Bidding farewell she left town that night and went into the forest to study ruins, learn about nature and her place in the world. Soon, she found herself assisting a human druid manage a part of Southern Brevoy into the River Kingdoms. Learning the ways of the Druids, Onica nurtured the ecology around her, and came to understand and experience the change of tempo from the frantic human existence to a longer, elven one.

Sourcebooks Used

- **Advanced Class Guide** - Thorny Entanglement (spell)
- **Advanced Player's Guide** - Lily Pad Stride (spell); Stone Call (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Chest, large (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Adopted (trait)
- **Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign** - Scholar of Ruins (trait)
- **Adventurer's Armory / Ultimate Equipment** - Jewelry (equipment)
- **Animal Archive / Seekers of Secrets** - Boon Companion (feat)
- **Kingmaker** - Pioneer (trait); Stag's helm (equipment)
- **Ultimate Combat** - Resist Energy, Communal (spell); Wilderness Soldiers (spell)
- **Ultimate Magic** - Pack Lord (archetype); Tar Ball (spell)