

Joshua

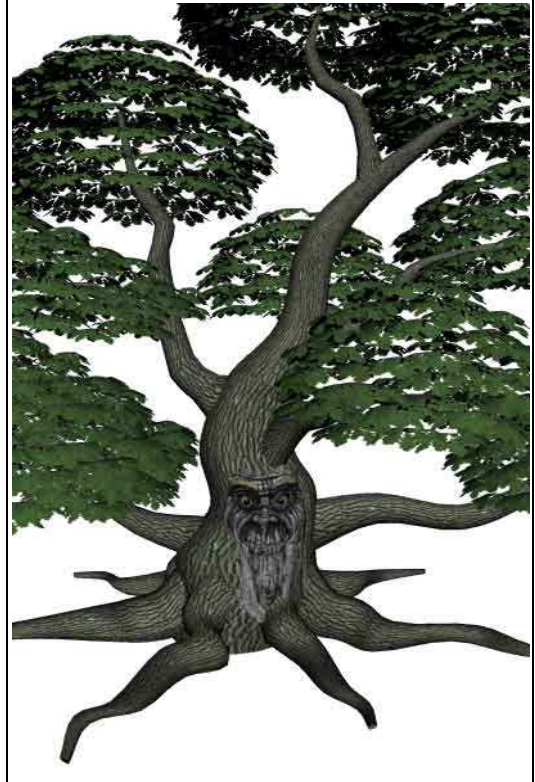
Treant 7HD, Druid 18th (Neutral)
Str 21, Dex 6, Con 25, Int 12, Wis 24, Cha 14

Hit Points (hp) **180** Initiative **-2** Grapple **+30** Damage Reduction **10/Slashing**
Speed (Foot) **10 ft.** Spell Fail **0%** Spell Resistance **0**

Attacks	Weapon	Attacks	Damage	Critical	Description
Natural (primary)	2x Slams	+20	1d8+5	20 (x2)	Desc: Deals lethal damage and does not provoke an attack of opportunity

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	19	6 / 19	None / None		+22	+6	+19

Skills	Abilities
Appraise 1	== Racial Traits: Treant ==
Balance -2	Animate Trees (Sp): Animate 2 trees (180) as 'Liveoak' spell (CL12)
Bluff 2	Damage reduction (Ex): 10/slashing
Climb 5	Double Damage against Objects (Ex): Only on a full attacks
Concentration 17	Immunity to all mind-affecting effects (charms, compulsions, etc).
Decipher Script -	Immunity to poison, sleep effects, paralysis, polymorph & stunning
Diplomacy 30	Low Light Vision
Disable Device -	Not subject to critical hits
Disguise 2	Proficient with its natural weapons only, and no Armor
Escape Artist -2	Plants breathe and eat, but do not sleep
Forgery 1	Trample (Ex): 2d6+7, Reflex DC27 half
Gather Information 2	Vulnerability to fire: +50% to the damage from Fire
Handle Animal 20	== Class Features: Druid 18th ==
Heal 20	Animal Companion (Ex)
Hide -10+16	Cannot cast spells of opposed alignment
Intimidate 2	Spontaneous Casting
Jump -7	Nature Sense (Ex): +2 on Knowledge (nature) & Survival checks
Listen 15	Wild Empathy (ex): 1d20+22
Move Silently -2	Woodland Stride (Ex)
Open Lock -	Trackless Step (Ex)
Ride 0	Resist Nature's Lure (Ex): +4 vs spell-like of Fey
Search 1	Wild Shape (Su) (Large)(Tiny)(Plant)(Huge): 6x per Day, Up to 18 hrs
Sense Motive 30	Wild Shape Elemental (Su): 2x per Day, Up to 18 hrs
Sleight of Hand -	Venom Immunity (Ex)
Speak Language 2	A Thousand Faces (Su)
Spellcraft -	Timeless Body (Ex)
Spot 15	== Conditional Skill Bonuses ==
Survival 9+4	+16 on Hide checks made in forested areas (Treant)
Swim 5	+2 on Survival in aboveground natural env. [Knowledge - Nature]
Tumble -	+2 on Survival in aboveground environments (Treant)
Use Magic Device -	== CHARACTER STATUS ==
Use Rope -2	No errors detected
Knowledge - Nature 25	



Languages
Common,
Money
gp sp

Feats

- Blind-Fight Reroll miss chance for concealment
- Toughness +3 hit points
- Track Use Survival skill to track
- Natural Spell Cast spells while in wild shape
- Alertness +2 bonus to Listen and Spot checks
- Negotiator +2 bonus on Diplomacy and Sense Motive checks
- Power Attack Trade attack bonus for damage (up to +16) (x2 damage if two-handed)

Equipment

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Magic Items

SPELL PLANNER for
Druid

EFFECTIVE LEVEL =
Total Base Adj.

Spells per Day:	6	7	7	7	6	5	5	4	3	2
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	17	18	19	20	21	22	23	24	25	26

LEGEND Joshua
*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief, (D)missible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

Range
Close: 70'
Medium: 280'
Long: 1,120'

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

The Only Sheet v7.50.7REGISTERED to Christopher Boucher

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 9:										
		☐☐ 9 Shambler	C	VS	1 action	Medium		see text	None	No	Summons 1d4+2 shambling mounds to fight for you	p.277
		☐☐ 9 Shapechange	T	VSF	1 action	Personal	You	180 min (D)			Transforms you into any creature, & change forms 1/round	p.277
		LEVEL 8:										
		☐☐☐ 8 Control Plants	T	VSDF	1 action	Close	36 HD of plant creatures	18 min	Will neg [DC25]	No	Talk to and control plants&fungi within 30 ft.	p.213
		☐☐☐ 8 Summon Nature's Ally VIII	C	VSDF	1 round	Close		18 rd (D)	None	No	Calls creature to fight for you	p.289
		☐☐☐ 8 Repel Metal or Stone	A	VS	1 action	60 ft.	60' line from you	18 rd (D)	None	No	Pushes away metal and stone	p.271
		LEVEL 7:										
		☐☐☐☐ 7 Animate Plants	T	V	1 action	Close	6 Large plants or all plants	18 rd/hr	None	No	Animates plants to attack/entangle your foes	p.199
		☐☐☐☐ 7 Creeping Doom	C	VS	1 round	Close		18 min	None	No	9 swarms of centipedes attacks at your command	p.215
		☐☐☐☐ 7 Transmute Metal to Wood	T	VSDF	1 action	Long	Metal objects inside 40'	Instant	None	*	Metal within 40 ft. becomes wood	p.294
		☐☐☐☐ 7 Control Weather	T	VS	10 min; see text	2 miles	Circle of 2 mile radius	see text	None	No	Changes weather in local area	p.214
		LEVEL 6:										
		☐☐☐☐☐ 6 Antilife Shell	A	VSDF	1 round	10 ft.	10' radius emanation	180 min (D)	None	Yes	10-ft. emanation hedges out living creatures	p.199
		☐☐☐☐☐ 6 Dispel Magic, Greater	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+18	p.223
		☐☐☐☐☐ 6 Transport via Plants	C	VS	1 action	Unlimited	You and willing crts	1 round	None	No	Move instantly from one plant to another of the same species	p.295
		☐☐☐☐☐ 6 Find the Path	D	VSF	3 rd	Touch	You or creature touched	180 min	see text	*	Shows most direct way to a location	p.230
		☐☐☐☐☐ 6 Move Earth	T	VSM	see text	Long	Dirt 750 ² , 10' deep (S)	Instant	None	No	Digs trenches and build hills	p.257
		LEVEL 5:										
		☐☐☐☐☐ 5 Animal Growth	T	VS	1 action	Medium	9 animals	18 min	Fort neg [DC22]	Yes	Animals increase one size category	p.198
		☐☐☐☐☐ 5 Awaken	T	VSDFXP	24 hr	Touch	Animal or tree touched	Instant	Will neg [DC22]	Yes	Animal or tree gains human intellect	p.202
		☐☐☐☐☐ 5 Baleful Polymorph	T	VS	1 action	Close	One creature	Perm.	see text	Yes	Transforms subject into harmless Small or smaller 1 HD crt	p.202
		☐☐☐☐☐ 5 Cure Critical Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 4d8+18 damage	p.215
		☐☐☐☐☐ 5 Wall of Thorns	C	VS	1 action	Medium		180 min (D)	None	No	Thorns damage anyone who tries to pass	p.300
		LEVEL 4:										
		☐☐☐☐☐☐ 4 Command Plants	T	V	1 action	Close	36 HD of plant creatures	18 days	Will neg [DC21]	Yes	Plants animate and vegetation entangles	p.211
		☐☐☐☐☐☐ 4 Control Water	T	VSM/DF	1 action	Long	* See Description	180 min (D)	None	No	Raises, lowers, or parts bodies of water	p.214
		☐☐☐☐☐☐ 4 Cure Serious Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 3d8+15 damage	p.216
		☐☐☐☐☐☐ 4 Giant Vermin	T	S	1 action	Close	3 vermins inside 30'	18 min	None	Yes	Turns insects into giant vermin	p.235
		☐☐☐☐☐☐ 4 Spike Stones	T	VSDF	1 action	Medium	18x20 ²	18 hr (D)	Ref part [DC21]	Yes	Creatures in area take 1d8 damage, may be slowed	p.283
		☐☐☐☐☐☐ 4 Dispel Magic	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+10	p.223
		LEVEL 3:										
		☐☐☐☐☐☐☐ 3 Call Lightning	EV	VS	1 round	Medium		18 min	Ref half [DC20]	Yes	Directs 10 lightning bolts, 1x rd, doing 3d6 dmg, 3d10 during storms	p.207
		☐☐☐☐☐☐☐ 3 Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+10 damage	p.216
		☐☐☐☐☐☐☐ 3 Daylight	EV	VS	1 action	Touch	Object touched	180 min (D)	None	No	60-ft. radius of bright light	p.216
		☐☐☐☐☐☐☐ 3 Diminish Plants	T	VSDF	1 action	see text	see text	Instant	None	No	Reduces size or blights growth of normal plants	p.221
		☐☐☐☐☐☐☐ 3 Dominate Animal	EN	VS	1 round	Close	One animal	18 rd	Will neg [DC20]	Yes	Subject animal obeys silent mental commands	p.224
		☐☐☐☐☐☐☐ 3 Plant Growth	T	VSDF	1 action	see text	see text	Instant	None	No	Grows vegetation, improves crops	p.262
		☐☐☐☐☐☐☐ 3 Spike Growth	T	VSDF	1 action	Medium	18x20 ²	18 hr (D)	Ref part [DC20]	Yes	Creatures in area take 1d4 damage, may be slowed	p.283
		LEVEL 2:										
		☐☐☐☐☐☐☐☐ 2 Fog Cloud	C	VS	1 action	Medium		180 min	None	No	Gives concealment within 5' or else total concealment	p.232
		☐☐☐☐☐☐☐☐ 2 Gust of Wind	EV	VS	1 action	60 ft.		1 round	Fort neg [DC19]	Yes	Blows away or knocks down smaller creatures	p.238
		☐☐☐☐☐☐☐☐ 2 Animal Messenger	EN	VSM	1 action	Close	One Tiny animal	18 days	None	Yes	Sends a Tiny animal to a specific place	p.198
		☐☐☐☐☐☐☐☐ 2 Animal Trance	EN	VS	1 action	Close	2d6 HD animals/beasts	Conc.	Will neg [DC19]	Yes	Fascinates animals	p.198
		☐☐☐☐☐☐☐☐ 2 Resist Energy	A	VSDF	1 action	Touch	Creature touched	180 min	Fort neg [DC19]	Yes	Energy resistance 30 against energy type chosen	p.272
		☐☐☐☐☐☐☐☐ 2 Warp Wood	T	VS	1 action	Close	18 wooden objs inside 20'	Instant	Will neg [DC19]	Yes	Bends wood (shaft, handle, door, plank)	p.300
		☐☐☐☐☐☐☐☐ 2 Wood Shape	T	VSDF	1 action	Touch	Piece of wood max 28 ³	Instant	Will neg [DC19]	Yes	Rearranges wooden objects to suit you	p.303
		LEVEL 1:										
		☐☐☐☐☐☐☐☐☐ 1 Calm Animals	EN	VS	1 action	Close	Animals 30' of each other	18 min	Will neg [DC18]	Yes	Calms 2d4+18 HD of ordinary or dire animals	p.207
		☐☐☐☐☐☐☐☐☐ 1 Charm Animal	EN	VS	1 action	Close	One animal	18 hr	Will neg [DC18]	Yes	Makes one animal your friend	p.208
		☐☐☐☐☐☐☐☐☐ 1 Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
		☐☐☐☐☐☐☐☐☐ 1 Detect Animals or Plants	D	VS	1 action	Long	Cone-shaped emanation	180 min (D)	None	No	Detects species of animals or plants	p.218
		☐☐☐☐☐☐☐☐☐ 1 Goodberry	T	VSDF	1 action	Touch	2d4 berries touched	18 days	None	Yes	2d4 berries each cure 1 hp (max 8 hp/24 hours)	p.237
		☐☐☐☐☐☐☐☐☐ 1 Speak with Animals	D	VS	1 action	Personal	You	18 min			You can communicate with natural animals	p.281
		☐☐☐☐☐☐☐☐☐ 1 Hide from Animals	A	SDF	1 action	Touch	18 creatures touched	180 min (D)	Will neg [DC18]	Yes	Animals can't perceive subjects	p.241