

## Lyana

Female human (Chelaxian) druid 8/witch 4 - CL12 - CR 11

Neutral Evil Humanoid (Human); Deity: none; Age: 36;  
Height: 5' 8"; Weight: 135 lb.; Eyes: Blue; Hair: Auburn;  
Skin: pale

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	15	+2	
<b>INT</b> INTELLIGENCE	15/17	+2/+3	
<b>WIS</b> WISDOM	17	+3	
<b>CHA</b> CHARISMA	19	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+9	=	+7	+2			
			Resist Nature's Lure: +4 vs. fey and plant-targeted effects				
<b>REFLEX</b> (DEXTERITY)	+6	=	+3	+3			
			Resist Nature's Lure: +4 vs. fey and plant-targeted effects				
<b>WILL</b> (WISDOM)	+13	=	+10	+3			
			Resist Nature's Lure: +4 vs. fey and plant-targeted effects				

### Spell Resistance (13)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 24	=	+6		+3		+3	+2	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
15	21				

CM Bonus	BAB	Strength	Dexterity	Size
+9	=	+8	+1	-

CM Defense	BAB	Strength	Dexterity	Size
24	=	10	+8	+1

Base Attack	HP
+8	99

Damage / Current HP

Initiative
+7

Speed
30 ft

### +2 shocking burst cold iron heavy mace

Main hand: +11/+6, 1d8+3 plus  
1d6 electricity Crit: x2+1d10  
electricity

Both hands: +11/+6, 1d8+3 plus  
1d6 electricity

+3 spell storing thundering darkwood quarterstaff

Both hands: +12/+7, 1d6+4 Crit: x2+1d8

Double: +8/+3 (Off: +4),  
1d6+4/1d6+3 sonic+deafened



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+3	DEX (3)	-	
<b>Appraise</b>	+3	INT (3)	-	
<b>Bluff</b>	+7	CHA (4)	3	
<b>Climb</b>	+6	STR (1)	2	
<b>Diplomacy</b>	+7	CHA (4)	3	
<b>Disguise</b>	+4	CHA (4)	-	
<b>Escape Artist</b>	+3	DEX (3)	-	
<b>Fly</b>	+9	DEX (3)	3	
<b>Handle Animal</b>	+13	CHA (4)	6	
<b>Heal</b>	+10	WIS (3)	4	
<b>Intimidate</b>	+8	CHA (4)	1	
<b>Knowledge (arcana)</b>	+13	INT (3)	7	
<b>Knowledge (geography)</b>	+11	INT (3)	5	
<b>Knowledge (history)</b>	+13	INT (3)	7	
<b>Knowledge (nature)</b>	+16	INT (3)	8	
<b>Knowledge (religion)</b>	+7	INT (3)	4	
<b>Linguistics</b>	+7	INT (3)	4	
<b>Perception</b>	+18	WIS (3)	12	
<b>Ride</b>	+3	DEX (3)	-	
<b>Sense Motive</b>	+7	WIS (3)	4	
<b>Spellcraft</b>	+16	INT (3)	10	
<b>Stealth</b>	+6	DEX (3)	3	
<b>Survival</b>	+5	WIS (3)	-	
<b>Swim</b>	+5	STR (1)	-	
<b>Use Magic Device</b>	+8	CHA (4)	1	

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Combat Casting  
Druid Weapon Proficiencies  
Extra Hex (Witch)  
Improved Initiative  
Natural Spell  
Shield Proficiency  
Simple Weapon Proficiency - All  
Spell Penetration  
Still Spell  
Toughness

### Special Abilities

Bramble Armor (8 rounds/day) (Su)  
Deliver Touch Spells Through Familiar (Su)  
Druid Domain (Plant)  
Empathic Link with Familiar (Su)  
Familiar Bonus: +3 to Appraise checks  
Fortune (1 round) (Su)  
Misfortune (1 round, DC 15) (Su)  
Resist Nature's Lure (Ex)  
Share Spells with Familiar

**+4 spell resistance (13) leather armor**

**+6**

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

**Gear**

**Total Weight Carried: 26/130 lbs, Light Load  
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

- +2 shocking burst cold iron heavy mace 8 lbs
- +3 spell storing thundering darkwood quarterstaff 2 lbs
- +4 spell resistance (13) leather armor 15 lbs
- Amulet of natural armor +3 -
- Druid's vestment -
- Headband of vast intelligence +2 (Perception) 1 lb
- Money -
- Potion of cure light wounds x3 -
- Potion of cure moderate wounds x3 -
- Potion of cure serious wounds -
- Potion of spider climb -
- Potion of water breathing -
- Ring of protection +2 -
- Ring of water walking -
- Wand of knock -
- Wand of tree stride (CL 10th, 26 charges) -

**Special Abilities**

- Slumber (4 rounds, DC 15) (Su)
- Spell Storing (????)
- Spontaneous Casting
- Thundering (DC 14)
- Trackless Step (Ex)
- Wild Empathy +12 (Ex)
- Wild Shape (8 hours, 4/day) (Su)
- Wild Shape (Beast Shape III: Diminutive - Huge animal)
- Wild Shape (Elemental Body II: Small - Medium elemental)
- Wild Shape (Plant Shape I: Small - Medium plant creature)
- Wooden Fists +4 (6 rounds/day) (Su)
- Woodland Stride (Ex)

**Spell-Like Abilities**

- Feather Fall (self only, At will)
- Levitate (self only, 1/day)

**Tracked Resources**

- Bramble Armor (8 rounds/day) (Su)
- Potion of cure light wounds
- Potion of cure moderate wounds
- Potion of cure serious wounds
- Potion of spider climb
- Potion of water breathing
- Wand of knock

**Experience & Wealth**

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

**Tracked Resources**

- Wand of tree stride (CL 10th, 26 charges)

- Wild Shape (8 hours, 4/day) (Su)
- Wooden Fists +4 (6 rounds/day) (Su)

**Languages**

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|---------|----------|
| Common  | Infernal |
| Druidic | Orc      |
| Dwarven | Sylvan   |
| Elven   | Treant   |
| Gnome   |          |

**Spells & Powers**

- Druid spells memorized** (CL 8th; concentration +11)
- Melee Touch +9 Ranged Touch +11**
- 4th**—*ball lightning*<sup>APG</sup> (DC 17), *command plants*<sup>D</sup> (DC 17), *dispel magic*
- 3rd**—*call lightning* (DC 16), *cure moderate wounds*, *plant growth*<sup>D</sup>, *protection from energy*, *summon nature's ally III*
- 2nd**—*barkskin*<sup>D</sup>, *flaming sphere* (DC 15), *heat metal* (DC 15), *hold animal* (DC 15), *resist energy*
- 1st**—*detect snares and pits*, *entangle*<sup>D</sup> (DC 14), *entangle* (DC 14), *faerie fire*, *obscuring mist*, *speak with animals*
- 0th (at will)**—*detect magic*, *flare* (DC 13), *light*, *virtue [D]* Domain spell; **Domain Plant**
- Witch spells memorized** (CL 4th; concentration +7)
- Melee Touch +9 Ranged Touch +11**
- 2nd**—*hold person* (DC 15), *mirror image*, *web* (DC 15)
- 1st**—*cause fear* (DC 14), *mage armor*, *obscuring mist*, *sleep* (DC 14)
- 0th (at will)**—*arcane mark*, *bleed* (DC 13), *daze* (DC 13), *touch of fatigue* (DC 13)

## Companions

**Arcane Familiar** CR –

Male raven (*Pathfinder RPG Bestiary* 133)

N Tiny magical beast (animal)

**Init** +2; **Senses** low-light vision; Perception +21

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### Defense

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

**hp** 49 (1d8-1)

**Fort** +6, **Ref** +5, **Will** +12

**Defensive Abilities** improved evasion

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### Offense

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite +12 (1d3-4)

**Space** 2 ft.; **Reach** 0 ft.

**Special Attacks** deliver touch spells

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### Statistics

**Str** 2, **Dex** 15, **Con** 8, **Int** 7, **Wis** 15, **Cha** 7

**Base Atk** +8; **CMB** +8; **CMD** 14

**Feats** Skill Focus (Perception), Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +2 (-6 to jump), Bluff +1, Climb +7, Diplomacy +1, Fly +12, Handle Animal +4, Heal +6, Intimidate -1, Linguistics +2, Perception +21, Sense Motive +6, Spellcraft +8, Stealth +16, Use Magic Device -1

**Languages** Sylvan

**SQ** empathic link

## Sourcebooks Used

- **Advanced Class Guide / Advanced Player's Guide** - Extra Hex (feat)
- **Advanced Player's Guide** - Ball Lightning (spell); Flight (special ability); Fortune (special ability); Misfortune (special ability); Slumber (special ability); Trickery (special ability); Witch (class)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Inner Sea Races / Inner Sea World Guide** - Chelaxian (race option)