

Kashka

Player: Gary Ray

Male Halfling Druid (Lion Shaman) 1 - CR 1/2

Neutral Good Humanoid (Halfling); Deity: -; Age: 22;
Height: 2' 10"; Weight: 32lb.; Eyes: **Brown**; Hair: **Brown**;
Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	12	+1	
WIS WISDOM	17	+3	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =	+2					
REFLEX (DEXTERITY)	+3 =		+3				
WILL (WISDOM)	+5 =	+2	+3				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =	+3		+3	+1				

Touch AC 14 **Flat-Footed AC** 14

CM Bonus	+1 =	BAB	Strength	Size	Misc
		-	+2	-1	-

CM Defense	14 = 10	BAB	Strength	Dexterity	Size
		-	+2	+3	-1

Total	Damage / Current HP
HP 8	

Base Attack +1 **Initiative** +3

Speed 20 ft

Staff Sling, Half.

Ranged: **+4, 1d6+2** Crit: 20/x3
Rng: 80'
Light, B

Staff, Sling Halfling (melee)

Mainhand: **+3, 1d4+2** Crit: 20/x2
Both Hands: **+3, 1d4+3** Rng: 10'
1-Hand, B

Ranged: **+4, 1d4+2**
Ranged, Both Hands: **+4, 1d4+3**

Unarmed Strike

Mainhand: **+3, 1d2+2** Crit: 20/x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Appraise	+1	INT (1)	-	
Bluff	+1	CHA (1)	-	
Climb	+1	STR (2)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+4	DEX (3)	-	
Heal	+7	WIS (3)	1	
Intimidate	+1	CHA (1)	-	
Knowledge: Nature	+7	INT (1)	1	
Perception	+9	WIS (3)	1	
Ride	+7	DEX (3)	1	
Sense Motive	+3	WIS (3)	-	
Stealth	+7	DEX (3)	1	
Survival	+11	WIS (3)	1	
Swim	+2	STR (2)	-	

Feats, Traits & Flaws

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Boarded In the Mwangi Expanse

+1 Knowledge (Nature) regarding the Mwangi Jungle.

Druid Weapon Proficiencies

You are proficient with the Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortspear, Sling and Spear.

Martial Weapon Proficiency: Sling Staff, Halfling

You make attack rolls with the selected weapon normally.

Savannah Child: Ride

+1 to Handle Animal checks, Handle Animal is always a class skill for you.

Shield Proficiency

You can use a shield and take only the standard penalties.

Gear

Total Weight Carried: 20.305/131.25lbs, Light Load

(Light: 43.5lbs, Medium: 87lbs, Heavy: 131.25lbs)

Baq, Waterproof (11 @ 12.25 lbs) <In: Saddlebags> 0.125lbs
 Bedroll <In: Bag, Waterproof (11 @ 12.25 lbs)> 1.25lbs
 Bullets, Sling x30 <In: Pouch, belt (2 @ 5.18 lbs)> 0.1lbs
 Case, map or scroll (9 @ 1.68 lbs) <In: Pouch, belt 0.5lbs
 Coffee (per cup) x2 <In: Bag, Waterproof (11 @ 0.5lbs
 Coffee, Mwangi (per cup) x4 <In: Bag, Waterproof 0.5lbs
 Cooking kit <In: Saddlebags (6 @ 28.375 lbs)> 2lbs
 Explorer's Outfit (Free) <In: Bag, Waterproof (11 @ 12.25 -
 Fishhook <In: Case, map or scroll (9 @ 1.68 lbs)>
 Flint and steel <In: Case, map or scroll (9 @ 1.68 lbs)>
 Garlic <In: Bag, Waterproof (11 @ 12.25 lbs)> 1lb
 Hot Weather Outfit 1lb
 Kahve (per cup) <In: Bag, Waterproof (11 @ 12.25 0.5lbs
 Money <In: Case, map or scroll (9 @ 1.68 lbs)> 0.18lbs
 Parchment (sheet) x2 <In: Case, map or scroll (9 @ 1.68
 Pouch, belt (2 @ 5.18 lbs) 0.125lbs
 Rations, trail (per day) x2 <In: Bag, Waterproof (11 0.25lbs
 Rope, silk (50 ft.) <In: Saddlebags (6 @ 28.375 lbs)> 5lbs
 Saddlebags (6 @ 28.375 lbs) <In: Dropped to Ground 8lbs
 Saw <In: Saddlebags (6 @ 28.375 lbs)> 2lbs
 Scroll: Charm Animal <In: Case, map or scroll (9 @ 1.68 -
 Staff Sling, Half. 1.5lbs
 Staff, Sling Halfling (melee) <In: Dropped to Ground 1.5lbs
 String (50') <In: Case, map or scroll (9 @ 1.68 lbs)> 0.5lbs
 Sunrod <In: Case, map or scroll (9 @ 1.68 lbs)> 1lb
 Tea, Night <In: Bag, Waterproof (11 @ 12.25 lbs)>
 Tent, Small <In: Saddlebags (6 @ 28.375 lbs)> 5lbs
 Tindertwig <In: Case, map or scroll (9 @ 1.68 lbs)>
 Tobacco <In: Bag, Waterproof (11 @ 12.25 lbs)> 2lbs
 Torch x4 <In: Bag, Waterproof (11 @ 12.25 lbs)> 1lb
 Vermin repellent <In: Case, map or scroll (9 @ 1.68 lbs)>
 Waterskin x2 <In: Saddlebags (6 @ 28.375 lbs)> 1lb
 Wolfsbane <In: Bag, Waterproof (11 @ 12.25 lbs)>
 Wooden Armor 12.5lbs

Wooden Armor

+3

Max Dex: +3, Armor Check: -1
Spell Fail: 15%, Light

Special Abilities

Animal Companion Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal

Nature Sense (Ex)

A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Share Spells with Companion (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or

Spontaneous Casting

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.

Wanderlust

Halflings love travel and maps. Halflings with this racial trait receive a +2 bonus on Knowledge (geography) and Survival checks. When casting spells or using abilities that provide or enhance movement, halflings treat their caster level as +1 higher

Experience & Wealth

Experience Points: 0/2000

Current Cash: 3 GP, 1 SP, 5 CP

Special Abilities

Warslinger

Halflings are experts at the use of the sling. Halflings with this racial trait can reload a sling as a free action. Reloading a sling still requires two hands and provokes attacks of opportunity. This racial trait replaces the sure-footed racial

Wild Empathy +2 (Ex)

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

Tracked Resources

Bullets, Sling

 Staff, Sling Halfling (melee)

Languages

Common	Halfling
Druidic	Polyglot
Elven	

Spells & Powers

Druid (Lion Shaman) Spell DC: 13 + spell level

Melee Touch +3 Ranged Touch +4

Maximum Druid (Lion Shaman) spells per day: 3/*x0;
2x1

Druid (Lion Shaman) 0: Purify Food and Drink (DC 13),
Detect Magic, Stabilize

Druid (Lion Shaman) 1: Touch of the Sea, Entangle (DC
14)

Companions

Amra (Animal Companion) (Animal Companion), Female Lion - CL2 - CR 2

STR 13 (+1), DEX 17 (+3), CON 13 (+1), INT 2 (-4),
WIS 15 (+2), CHA 10 (0); Fortitude +4, Reflex +6, Will
+2

HP: 11/11; Init: +3; Speed: 40 feet

Attack Bonus: +1; Armor Class: 15 / 13Tch / 12Fl

Acrobatics +7, Perception +6, Stealth +11

Bite (Lion) +2, 1d6+1, 20/x2

Claw x2 (Lion) +2 x2, 1d4+1, 20/x2

Rake x2 (Lion) +2 x2, 1d4+1, 20/x2

Unarmed Strike +2, 1d3+1, 20/x2

Special: +4 Stealth in Undergrowth (Ex), Come [Trick], Defend [Trick], Fighting [Trick], Guard [Trick], Heel [Trick], Low-Light Vision, Scent (Ex)

Background

BACKGROUND

Kashta is from the RECHIEND'S PLAINS. He's a member of the infamous KUTA tribe, lion riders, an offshoot of the ZENJ. The Kuta of the plains follow the matriarchal traditions of the Zenj plains peoples, so that only women may be shaman (like his mother). Kashta is looking for a new home among the patriarchal jungle Zenj. He plans to get to know the the oppressed indigenous peoples of ELEDER, where the ship is headed. He's strongly anti-colonialist, as his father was a slave, yet he's also wary of heading deep into the jungle. He's somewhat of an AGITATOR, strongly believing in indigenous rights in a very colonial fashion, a trait he gets from his non-indigenous father.

ON THE BOAT:

Knowing a halfling shaman with a big cat isn't going to win friends, Kashta has brought a variety of herbs, spices and social substances to make the trip more bearable. He share these with the passengers and crew. These include coffee (both regular and much stronger Mwangi), tobacco, and various herbs and spices. He especially attempt to befriend the ship's cook, Rambar Terillo, allowing him to take credit for any culinary improvements. Perhaps because of his matriarchal background, he figures the cook is really running the ship.

DETAILS:

His father was so terrified of him being captured and enslaved in BLOODCOVE that he arranged for his son's passage with the help those who freed him decades ago, the PATHFINDER SOCIETY. Venture Captain MALIKA FENN assisted Kashka, hurrying him onto the ship through the back alleys of Bloodcove, boarding at the last possible moment after spending an afternoon held up in the lodge. Thus Kashka has only been at sea for a little over 3 DAYS as the boat heads to Eleder.