

LINI

DRUID **5**

ANCESTRY GNOME (SENSATE) **BACKGROUND** HERBALIST
SPEED 25 FEET **PERCEPTION** +13 (EXPERT) **LOW-LIGHT VISION, SCENT**

ALIGNMENT NEUTRAL

LANGUAGES COMMON, DRUIDIC, GNOMISH, SYLVAN

STRENGTH **STR** 10 MODIFIER (+0) **DEXTERITY** **DEX** 16 MODIFIER (+3) **CONSTITUTION** **CON** 16 MODIFIER (+3)

INTELLIGENCE **INT** 10 MODIFIER (+0) **WISDOM** **WIS** 19 MODIFIER (+4) **CHARISMA** **CHA** 14 MODIFIER (+2)

STRIKES

MELEE ♦ sickle +10 (agile, finesse, trip), 1d4 slashing
RANGED ♦ sling +11 (range increment 50 feet, reload 1), 2d6 bludgeoning

SKILLS

ACROBATICS (DEX) +3	ARCANA (INT) +0	ATHLETICS (STR) +7 •
CRAFTING (INT) +0	DECEPTION (CHA) +2	DIPLOMACY (CHA) +9 •
INTIMIDATION (CHA) +2	HERBALISM LORE (INT) +7 •	LORE (OTHER: INT) +0
MEDICINE (WIS) +4	NATURE (WIS) +13 ••	OCCULTISM (INT) +0
PERFORMANCE (CHA) +2	RELIGION (WIS) +4	SOCIETY (INT) +0
STEALTH (DEX) +10 •	SURVIVAL (WIS) +11 •	THIEVERY (DEX) +3

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Animal Elocutionist, Burrow Elocutionist*
CLASS FEATS Animal Companion, Mature Animal Companion, Reach Spell
GENERAL FEATS Toughness
SKILL FEATS Assurance (Nature), Natural Medicine, Survey Wildlife
CLASS ABILITIES anathema, druidic order (animal), primal spellcasting, Shield Block, wild empathy

*Abilities with an asterisk have already been calculated into Lini's statistics and do not appear elsewhere

DEFENSES

HIT POINTS 68	ARMOR CLASS 22	AC WITH SHIELD RAISED 23
FORTITUDE +12	REFLEX +12	WILL +13

SPELLS

SPELL ATTACK +11 **DC** 21

PATHFINDER

EQUIPMENT

BULK Worn: 4, 3 L; Stowed: 5 L
WORN backpack, buckler (Hardness 3, HP 6, BT 3), healer's tools, holly and mistletoe, +1 leather armor, lesser elixir of life, sickle, signal whistle, +1 striking sling (10 bullets)
STOWED bedroll, candle (10), flint and steel, rations (2 weeks), soap, torch, waterskin
WEALTH 3 gp, 4 sp, 8 cp

SPELLS

CANTRIPS (AT WILL) detect magic, electric arc, produce flame, stabilize, tanglefoot
1ST LEVEL heal, magic fang, mending
2ND LEVEL acid arrow, barkskin, entangle
3RD LEVEL fireball, haste



WHAT IS A DRUID?

You've given yourself over to the service of the forces of nature, channeling the primal energies of the natural world to defeat your enemies and strengthen your allies.

EQUIPMENT

The following rules apply to Lini's equipment.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack don't count against your Bulk limits (and aren't included in your worn Bulk).

☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing); **Activate** \blacklozenge (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

Healer's Tools: This kit is necessary for Medicine checks to Administer First Aid, Treat a Disease, Treat a Poison, or Treat Wounds.

Holly and Mistletoe: These plants of supernatural significance act as a primal focus for druids when held in one hand.

FEATS AND ABILITIES

Lini's feats and abilities are described below.

Anathema: You must not commit wanton cruelty to animals, kill animals unnecessarily, use metal armor or shields, despoil natural places, or teach the Druidic language to non-druids. If you flagrantly or repeatedly violate these prohibitions, you might lose your primal spellcasting and animal companion abilities.

Animal Companion (Mature): The snow leopard Droogami serves as your companion and protector. You can use the Command an Animal action to give Droogami two actions. Because Droogami is a loyal companion, you don't have to make a Nature check to convince him to listen to you.

Animal Elucutionist: You can speak to all animals, allowing you to ask questions and receive answers from them, as well as use the Diplomacy skill.

Assurance (Nature): Even in the worst circumstances, you can perform basic tasks with the Nature skill. You can forego rolling a Nature skill check to instead receive a total check result of 19 (don't apply any modifiers to this result).

Low-Light Vision: You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Natural Medicine: You can use Nature instead of Medicine to Treat Wounds. While in the wilderness, you might have access to fresher ingredients that grant a +2 circumstance bonus to your check (at GM's discretion).

Reach Spell \blacklozenge (concentrate, metamagic) If the next action you use after activating this ability is to Cast a Spell that has a range, increase that spell's range by 30 feet (meaning touch spells now have a range of 30 feet).

Sensate Gnome: You have the ability to locate creatures by scent (imprecise, 30 feet), allowing you to determine the exact location of a creature by sense of smell. In addition, you gain a +2 circumstance bonus to Perception checks when attempting to locate an undetected creature within range of your scent.

Survey Wildlife: You can spend 10 minutes assessing the area around you to find out what creatures are nearby. Attempt a Survival check against a DC determined by the GM based on how obvious the signs are. On a success, you can attempt a Recall Knowledge check with a -2 penalty to learn more about the creatures just from these signs.

Toughness: The DC of recovery checks is equal to 9 + your dying condition value.

Wild Empathy: You can use Diplomacy to Make an Impression on animals and to make very simple Requests of them. In most cases, wild animals will give you time to make your case.

SHIELD ACTIONS

While you have your shield equipped, you can take the following actions.

Raise Shield \blacklozenge While wielding a shield, you position it to protect yourself until the beginning of your next turn. This grants you a +1 circumstance bonus to AC, and you can use the Shield Block reaction.

Shield Block \blacklozenge **Trigger** You would be damaged by a physical attack while your shield is raised; **Effect** You interpose your shield between yourself and the attack, reducing the damage by 3. You and your shield each take any remaining damage, possibly breaking or destroying the shield (the shield gains the broken condition after taking 3 or more damage and is destroyed once it has taken 6 damage).

SPELLS

Primal Spellcasting: You can cast primal spells using the Cast a Spell activity.

CANTRIPS

Acid Splash (acid, attack, cantrip, evocation); **Cast** \blacklozenge somatic, verbal; **Range** 30 feet; **Targets** 1 creature or object; **Effect** Make a spell attack roll against the target; if you hit, you deal 1d6 acid damage plus 1 acid splash damage. On a critical success, the target also takes 1 persistent acid damage.

Detect Magic (cantrip, detection, divination); **Cast** \blacklozenge somatic, verbal; **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) are typically detected normally.

Electric Arc (cantrip, electricity, evocation); **Cast** \blacklozenge somatic, verbal; **Range** 30 feet; **Targets** 1 or 2 creatures; **Effect** You fire an arc of lightning that leaps from one target to another. You deal 1d4+4 electricity damage to up to 2 creatures within 30 feet. Those creatures must attempt a DC 21 basic Reflex save.

Produce Flame (attack, cantrip, evocation, fire); **Cast** \blacklozenge somatic, verbal; **Range** 30 feet; **Target** 1 creature; **Effect** A small ball of flame appears in the palm of your hand, and you lash out with it either in melee or at range. Make a spell attack roll against your target's AC. This is normally a ranged attack with a range of 30 feet, but you can also make a melee attack against a creature in your unarmed reach. On a success, you deal 1d4+4 fire damage. On a critical success, the target takes double damage and 1d4 persistent fire damage.

Stabilize (cantrip, healing, necromancy, positive); **Cast** \blacklozenge somatic, verbal; **Effect** You use positive energy to shut death's door, removing the dying condition from 1 dying creature within 30 feet (though it remains unconscious at 0 Hit Points).

Tanglefoot (cantrip, conjuration, plant); **Cast** \blacklozenge somatic, verbal; **Range** 30 feet; **Target** 1 creature; **Effect** A vine covered in sticky sap appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack against a creature within 30 feet.

Critical Success The target gains the immobilized condition and takes a -10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition.

Success The target takes a -10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty.

Failure The target is unaffected.

1ST

☐ **Heal** (healing, necromancy, positive); **Cast** \blacklozenge , \blacklozenge , or \blacklozenge (see spell text); **Range** varies; **Targets** 1 willing living creature or 1 undead creature; **Effect** You channel positive energy to heal living creatures and harm undead. If the target is a living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it must attempt a DC 21 basic Fortitude save. You can spend more actions when Casting this Spell to affect its targets, range, area, and other parameters.

\blacklozenge (somatic) The spell has a range of touch.

\blacklozenge (verbal, somatic) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

\blacklozenge (material, somatic, verbal) The positive energy is dispersed in a 30-foot emanation, targeting all living and undead creatures in the area (this doesn't include the additional healing from the 2-action option).

- ## 2ND

- ### 3RD

- ## FOCUS

DROOGAMI

CAT 5

ANCESTRY CAT (SNOW LEOPARD)

SPEED 35 FEET

PERCEPTION  +11 (EXPERT)
LOW-LIGHT VISION, SCENT

ALIGNMENT NEUTRAL

LANGUAGES NONE



















STRENGTH **STR** 15 MODIFIER (+2) DEXTERITY **DEX** 17 MODIFIER (+3) CONSTITUTION **CON** 13 MODIFIER (+1)

INTELLIGENCE **INT** 2 MODIFIER (-4) WISDOM **WIS** 15 MODIFIER (+2) CHARISMA **CHA** 10 MODIFIER (+0)

STRIKES

MELEE: claw +10 (agile, finesse), 2d4+2 slashing
jaws +10 (finesse), 2d6+2 piercing

SKILLS

ACROBATICS (DEX)  +10 •	ARCANA (INT)  -4	ATHLETICS (STR)  +9 •
CRAFTING (INT)  -4	DECEPTION (CHA)  +0	DIPLOMACY (CHA)  +0
INTIMIDATION (CHA)  +7 •	HERBALISM LORE (INT)  -4	LORE (OTHER: INT)  -4
MEDICINE (WIS)  +2	NATURE (WIS)  +2	OCCULTISM (INT)  -4
PERFORMANCE (CHA)  +0	RELIGION (WIS)  +2	SOCIETY (INT)  -4
STEALTH (DEX)  +12 ••	SURVIVAL (WIS)  +9 •	THIEVERY (DEX)  +3

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PATHFINDER

DEFENSES

HIT POINTS

39

FORTITUDE

 +10

ARMOR CLASS

20

REFLEX

 +12

WILL

 +11

SUPPORT BENEFIT AND ABILITIES

SENSES Low-light vision, scent (imprecise) 30 feet

SPECIAL Droogami deals 1d4 extra precision damage against flat-footed targets.

SUPPORT ♦ Droogami throws your enemies off-balance when you create an opening. Until the start of your next turn, your Strikes that deal damage to a creature that Droogami threatens make the target flat-footed until the end of your next turn.

