

LINI

DRUID **3**

ANCESTRY	GNOME (SENSATE)	BACKGROUND	HERBALIST
SPEED	25 FEET	PERCEPTION	+11 (EXPERT)
SENSES	LOW-LIGHT VISION, SCENT (IMPRECISE, 30 FEET)		
LANGUAGES	COMMON, FEY, GNOMISH, WILDSONG		CLASS DC 19
STRENGTH	DEXTERITY	CONSTITUTION	
STR -1	DEX +2	CON +2	
INTELLIGENCE	WISDOM	CHARISMA	
INT +0	WIS +4	CHA +2	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD RAISED
	41	18	19
FORTITUDE +9	REFLEX +7	WILL +11	

STRIKES

MELEE	◆ sickle +7 [+3/-1] (agile, finesse, trip), 1d4-1 slashing
RANGED	◆ +1 sling +8 [+3/-2] (propulsive, range increment 50 feet, reload 1), 1d6-1 bludgeoning

SKILLS

ACROBATICS (DEX) +2	ARCANA (INT) +0	ATHLETICS (STR) +4 ●
CRAFTING (INT) +0	DECEPTION (CHA) +2	DIPLOMACY (CHA) +7 ●
INTIMIDATION (CHA) +2	FOREST LORE (INT) +7 ●●	HERBALISM LORE (INT) +5 ●
MEDICINE (WIS) +4	NATURE (WIS) +11 ●●	OCCULTISM (INT) +0
PERFORMANCE (CHA) +2	RELIGION (WIS) +4	SOCIETY (INT) +0
STEALTH (DEX) +7 ●	SURVIVAL (WIS) +9 ●	THIEVERY (DEX) +2

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Gnome Obsession, low-light vision, scent, Small
CLASS FEATS	Animal Companion, Animal Empathy, Reach Spell ◆
GENERAL FEATS	Toughness
SKILL FEATS	Additional Lore (forest), Assurance (Forest Lore), Natural Medicine, Survey Wildlife
CLASS ABILITIES	anathema, druid spellcasting, druidic order (animal)*, fortitude expertise*, heightening spells, perception expertise*, Shield Block ↻

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

EQUIPMENT

BULK	Current: 3, 8 L; Maximum: 4 Bulk
WORN	lesser antidote (2), backpack, buckler (Hardness 3, HP 6, BT 3), healer's toolkit, minor healing potion, padded armor, sickle, +1 sling (10 bullets)
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), repair toolkit, rope (50 feet), soap, torch (5), waterskin
WEALTH	12 gp, 4 sp

SPELLS

SPELL ATTACK	+9	SPELL DC	19
CANTRIPS (AT WILL)	detect magic, electric arc, ignition, stabilize, tangle vine		
1ST RANK	<input type="checkbox"/> heal, <input type="checkbox"/> mending, <input type="checkbox"/> runic body		
2ND RANK	<input type="checkbox"/> acid grip, <input type="checkbox"/> oaken resilience		
<input type="checkbox"/> FOCUS SPELLS	heal animal		




WHAT IS A DRUID?

You are one who gives yourself over to the service of nature, channeling the primal forces 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 with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

☐ **Antidote, Lesser:** (alchemical, consumable, elixir) **Activate**  (manipulate); **Effect** Gain a +2 item bonus to Fortitude saves against poisons for 6 hours.

Backpack: A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

Finesse (trait): You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

☐ **Healing Potion, Minor** (consumable, healing, magical, potion, vitality) **Usage** held in 1 hand; **Activate**  (manipulate); **Effect** A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a minor healing potion, you regain 1d8 Hit Points.

Healer's Toolkit: This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. If you wear your healer's toolkit, you can draw and replace the tools as part of the action that uses them.

Propulsive (trait): You add half your Strength modifier (if positive) to damage rolls with a propulsive ranged weapon. If you have a negative Strength modifier, you add your full Strength modifier instead.

Repair Toolkit: A repair toolkit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair toolkit to Repair items using the Crafting skill. You can draw and replace a worn repair toolkit as part of the action that uses it.

Trip (trait): You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

FEATS AND ABILITIES

Lini's feats and abilities are described below.

Anathema: You must not commit wanton cruelty to animals or kill animals unnecessarily (this doesn't prevent you from defending yourself against animals or killing them cleanly for food), despoil natural places, consume more natural resources than you require to live comfortably, or teach the Wildsong to non-druids. If you flagrantly or repeatedly violate these prohibitions, you might lose your primal spellcasting and animal companion abilities.

Animal Companion: The young snow leopard Droogami serves as your companion and protector. You can use the Command an Animal action to give her two actions. Because Droogami is a loyal companion, you do not have to attempt a Nature check to convince her to listen to you.

Animal 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.

Assurance (fortune) Even in the worst circumstances, you can perform basic tasks. You can forgo rolling a skill check for Forest Lore to instead receive a result of 10 + your proficiency bonus (for a total of 17; do not apply any other bonuses, penalties, or modifiers).


Druid Spellcasting: You can cast primal spells using the Cast a Spell activity. See the Spells section for details on the spells you can cast.

Gnome Obsession: Lini obsessively collects sticks from every forest she visits. You gain the Additional Lore feat and the Assurance feat for the chosen Lore. Lini has chosen Forest Lore for these feats. As gnome obsessions can come and go quickly, you can retrain Gnome Obsession to a different Lore subcategory in 1 day of downtime.

Heightening Spells: When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain ranks. Lini's cantrips and focus spells have already been heightened to 2nd rank in her statistics.

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 the GM's discretion).

Reach Spell  (concentrate, druid, spellshape) You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Sensate Gnome: You see all colors as brighter, hear all sounds as richer, and especially smell all scents with incredible detail. You gain a special sense: imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind. In addition, you gain a +2 circumstance bonus to Perception checks whenever you're trying to locate an undetected creature that is within the range of your scent.

Small: Lini is Small and can move through the spaces of Huge creatures, but can only grapple and use most other maneuvers against Medium or smaller creatures.

Survey Wildlife: You can study details in the wilderness to determine the presence of nearby creatures. You can spend 10 minutes assessing the area around you to find out what creatures are nearby, based on nests, scat, and marks on vegetation. 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. If you're a master in Survival, you don't take the penalty.

Toughness: Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. You reduce the DC of recovery checks by 1.

SHIELD ACTIONS

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

Raise a Shield ♦ 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 ↻ **Trigger** You would be damaged by a physical attack while your shield is raised; **Effect** You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness (in the case of Lini's buckler, 3). You and the 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's taken 6 damage).

SPELLS

Lini can cast the following spells. She can cast up to five cantrips, three 1st-rank spells, and two 2nd-rank spells but must prepare them in advance.

Cantrips

Detect Magic ♦♦ (cantrip, concentrate, detection, manipulate); **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 rank than the rank of your detect magic spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an invisibility potion) typically are detected normally.

Electric Arc ♦♦ (cantrip, concentrate, electricity, manipulate); **Range** 30 feet; **Targets** 1 or 2 creatures; **Defense** basic Reflex; **Effect** An arc of lightning leaps from one target to another. Each target takes 3d4 electricity damage with a basic Reflex save.

Ignition ♦♦ (attack, cantrip, concentrate, fire, manipulate); **Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Effect** You snap your fingers and point at a target, which begins to smolder. Make a spell attack roll against the target's AC, dealing 3d4 fire damage on a hit. If the target is within your melee reach, you can choose to make a melee spell attack with the flame instead of a ranged spell attack, which increases all the spell's damage dice to d6's.

Critical Success The target takes double damage and 2d4 persistent fire damage.

Success The target takes full damage.

Stabilize ♦♦ (cantrip, concentrate, healing, manipulate, vitality); **Range** 30 feet; **Targets** 1 dying creature; **Effect** Life energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

Tangle Vine ♦♦ (attack, cantrip, concentrate, plant, wood); **Range** 30 feet; **Targets** 1 creature; **Effect** A vine appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack roll against the target.

Critical Success The target gains the immobilized condition and takes a -10-foot circumstance penalty to its Speeds for 2 rounds. 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 2 rounds. It can attempt to Escape against your spell DC to remove the penalty.

Failure The target is unaffected.

1st

Heal ♦ to ♦♦♦ (healing, manipulate, vitality); **Range** varies (see spell text); **Targets** 1 willing living creature or 1 undead creature; **Effect** You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

♦ The spell has a range of touch.

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

♦♦♦ (concentrate) You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

Mending (concentrate, manipulate); **Cast** 10 minutes; **Range** touch; **Targets** non-magical object of light Bulk or less; **Effect** You repair the target item. You restore 5 Hit Points per spell rank to the target, potentially removing the broken condition if this repairs it past the item's Broken Threshold. You can't replace lost pieces or repair an object that's been completely destroyed.

Runic Body ♦♦ (concentrate, manipulate); **Range** touch; **Targets** 1 willing creature; **Duration** 1 minute; **Effect** Glowing runes appear on the target's body. All its unarmed attacks become +1 striking unarmed attacks, gaining a +1 item bonus to attack rolls and increasing the number of damage dice to two.

2nd

Acid Grip ♦♦ (acid, concentrate, manipulate); **Range** 120 feet; **Targets** 1 creature; **Defense** Reflex; **Effect** An ephemeral, taloned hand grips the target, burning it with magical acid. The target takes 2d8 acid damage plus 1d6 persistent acid damage depending on its Reflex save. A creature taking persistent damage from this spell takes a -10-foot status bonus to its Speeds.

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage, and the claw moves it up to 5 feet in a direction of your choice.

Failure The creature takes full damage and persistent damage, and the claw moves it up to 10 feet in a direction of your choice.

Critical Failure The creature takes double damage and full persistent damage, and the claw moves it up to 20 feet in a direction of your choice.

Oaken Resilience ♦♦ (concentrate, manipulate, plant, wood); **Range** touch; **Targets** 1 willing creature; **Duration** 10 minutes; **Effect** The target's skin becomes tough, with a consistency like bark or wood. The target gains resistance 2 to bludgeoning and piercing damage and weakness 3 to fire. After the target takes fire damage, it can Dismiss the spell as a free action triggered by taking the damage; doing so doesn't reduce the fire damage the target was dealt.

FOCUS SPELLS

Lini can cast an order spell. Order spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 298) to commune with local nature spirits or otherwise tend to the wilderness in a way befitting your order.

Heal Animal ♦ to ♦♦ (uncommon, druid, focus, healing, manipulate, vitality); **Range** touch or 30 feet (see text); **Targets** 1 willing living animal; **Effect** You heal an animal's wounds, restoring 2d8 Hit Points to the target. The number of actions spent Casting this Spell determines its effect.

♦ The spell has a range of touch.

♦♦ (concentrate) The spell has a range of 30 feet and restores an additional 16 Hit Points to the target.

DROOGAMI

CAT **3**

ANCESTRY	CAT (SNOWLEOPARD)	SIZE	SMALL
SPEED	35 FEET	PERCEPTION	+7 (TRAINED)
SENSES	LOW-LIGHT VISION, SCENT (IMPRECISE, 30 FEET)		
LANGUAGES	NONE		

STRENGTH	DEXTERITY	CONSTITUTION
STR +2	DEX +3	CON +1
INTELLIGENCE	WISDOM	CHARISMA
INT -4	WIS +2	CHA +0

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	25	18
FORTITUDE	REFLEX	WILL
+6	+8	+7

STRIKES

MELEE	<ul style="list-style-type: none"> claw +8 [+4/+0] (agile, finesse), 1d4+2 slashing jaws +8 [+3/-2] (finesse), 1d6+2 piercing
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SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+8 •	-4	+7 •
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
-4	+0	+0
INTIMIDATION (CHA)	HERBALISM LORE (INT)	LORE (OTHER; INT)
+0	-4	-4
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+2	+2	-4
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+0	+2	-4
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+8 •	+2	+3

• = TRAINED •• = EXPERT ••• = MASTER

SUPPORT BENEFIT AND ABILITIES

SENSES	low-light vision, scent (imprecise, 30 feet)
SPECIAL	Droogami deals 1d4 extra precision damage against off-guard 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 within Droogami's reach make the target off-guard until the end of your next turn.

