











LINI

DRUID 

ANCESTRY	GNOME (SENSATE)	BACKGROUND	HERBALIST
SPEED	25 FEET	PERCEPTION	 +13 (EXPERT)
SENSES	LOW-LIGHT VISION, SCENT (IMPRECISE, 30 FEET)		
LANGUAGES	COMMON, FEY, GNOMISH, WILDSONG	CLASS DC	21
STRENGTH	DEXTERITY	CONSTITUTION	
 +0	 +3	 +3	
INTELLIGENCE	WISDOM	CHARISMA	
 +0	 +4	 +2	



















DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD RAISED
	68	21	22
FORTITUDE	REFLEX	WILL	
 +12	 +12	 +13	

STRIKES

MELEE	◆ sickle +10 [+6/+2] (agile, finesse, trip), 1d4 slashing
RANGED	◆ +1 sling +11 [+6/+1] (range increment 50 feet, propulsive, reload 1), 1d6 bludgeoning

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
 +3	 +0	 +7 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
 +0	 +2	 +9 ●
INTIMIDATION (CHA)	FOREST LORE (INT)	HERBALISM LORE (INT)
 +2	 +9 ●●	 +7 ●
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
 +4	 +13 ●●	 +0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
 +2	 +4	 +0
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
 +10 ●	 +14 ●●	 +3

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES


ANCESTRY ABILITIES	Animal Elocutionist, First World Magic
CLASS FEATS	Animal Companion, Animal Empathy, Mature Animal Companion, Reach Spell ◆
GENERAL FEATS	Toughness
SKILL FEATS	Additional Lore (forest), Assurance (Forest Lore, Nature), Natural Medicine, Survey Wildlife
CLASS ABILITIES	anathema, druid spellcasting, druidic order (animal), fortitude expertise*, heightening spells, perception expertise*, reflex expertise*, Shield Block ↻

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

EQUIPMENT

BULK	Current: 4, 8 L; Maximum: 5 Bulk
WORN	animal staff, lesser antidote (2), backpack, buckler (Hardness 3, HP 6, BT 3), coyote cloak, healer's toolkit, minor healing potion, padded armor, sickle, +1 sling (10 bullets), tracker's goggles
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), repair toolkit, soap, torch (5), waterskin
WEALTH	39 gp, 1 sp

SPELLS

SPELL ATTACK	 +11	SPELL DC	21
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 LEVEL	<input type="checkbox"/> acid grip, <input type="checkbox"/> entangling flora, <input type="checkbox"/> oaken resilience		
3RD LEVEL	<input type="checkbox"/> fireball, <input type="checkbox"/> haste		
<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.

Animal Staff: (magical, staff) This magic staff possesses 3 charges out of a maximum of 3. You can cast the *know the way* cantrip, and can expend 1 charge from the staff to cast either *runic body* or *summon animal* at 1st rank. While wielding the staff, you gain a +2 circumstance bonus to Nature checks to identify animals.

☐☐ **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.

Coyote Cloak: (invested, magical) This dusty cloak is made of mangy brown-and-gray coyote fur. You gain a +1 item bonus to Survival checks (already calculated into Lini's statistics). If you critically succeed at your Survival check to Subsist, you can feed twice as many additional creatures.

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.

Tracker's Goggles: (invested, magical) These lenses of forest-green glass are bound in rough leather stitched with crude twine. While wearing these goggles, you gain a +1 bonus to Survival checks to Sense Direction and Track. If you fail a check to Track, you can try again after 30 minutes rather than an hour.

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 (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 attempt a Nature check to convince him to listen to you.

As a mature animal companion, Droogami has greater independence. During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action that round on your turn to Stride or Strike. It can do this at any point during your turn, as long as you aren't currently taking an action. If it does, that's all the actions it gets that round—you can't Command it later.

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 or Nature to instead receive a result of 19 (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.

First World Magic: Your connection to the First World grants you a primal innate spell, much like those of the fey. You can cast the *guidance* cantrip as a primal innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

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 3rd 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 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

Lini can cast the following spells. She can cast up to five cantrips, three 1st-rank spells, three 2nd-rank spells, and two 3rd-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.

You learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM.

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 4d4 electricity damage with a basic Reflex save.

Guidance ♦ (cantrip, concentrate); **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **Effect** You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

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 4d4 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 3d4 persistent fire damage.

Success The target takes full damage.

Know the Way ♦♦ (cantrip, concentrate, detection, manipulate); **Effect** In your mind's eye, you magically reorient yourself. You immediately know which direction is north (if it exists at your current location), and you can choose a location you were at within the last 24 hours and learn what direction it lies.

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.

Summon Animal ♦♦♦ (concentrate, manipulate, summon); **Range** 30 feet; **Duration** sustained up to 1 minute; **Effect** You summon a creature that has the animal trait and whose level is -1 to fight for you.

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.

Entangling Flora ♦♦ (concentrate, manipulate, plant, wood); **Range** 120 feet; **Area** all squares in a 20-foot burst; **Duration** 1 minute; **Effect** Plants and fungi burst out or quickly grow, entangling creatures. All surfaces in the area are difficult terrain. Each round that a creature starts its turn in the area, it must attempt a Reflex save. On a failure, it takes a -10-foot circumstance penalty to its Speeds until it leaves the area, and on a critical failure, it's also immobilized for 1 round. Creatures can attempt to Escape to remove these effects.

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.

3rd

Fireball ♦♦ (concentrate, fire, manipulate); **Range** 500 feet; **Area** 20-foot burst; **Defense** basic Reflex; **Effect** A roaring blast of fire detonates at a spot you designate, dealing 6d6 fire damage.

Haste ♦♦ (concentrate, manipulate); **Range** 30 feet; **Targets** 1 creature; **Duration** 1 minute; **Effect** Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round for only Strike and Stride actions.

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 3d8 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 24 Hit Points to the target.




DROOGAMI

CAT 

ANCESTRY	CAT (SNOWLEOPARD)	SIZE	MEDIUM
SPEED	35 FEET	PERCEPTION	 +12 (EXPERT)
SENSES	LOW-LIGHT VISION, SCENT (IMPRECISE, 30 FEET)		
LANGUAGES	NONE		

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



















DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	44	21
FORTITUDE	REFLEX	WILL
 +11	 +13	 +12

STRIKES

MELEE	<ul style="list-style-type: none"> claw +11 [+7/+3] (agile, finesse), 2d4+3 slashing jaws +11 [+6/+1] (finesse), 2d6+3 piercing
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SKILLS

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

• = 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 that Droogami threatens make the target off-guard until the end of your next turn.

