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BACKGROUND HERBALIST

 +7 (TRAINED)
LOW-LIGHT VISION, SCENT

LANGUAGES COMMON, DRUIDIC, GNOMISH, SYLVAN

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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.

LINI

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.
- ☐ **Elixir of Life, Minor:** Upon drinking this elixir, you regain 1d6 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:** The young snow leopard Droogami serves as Lini's companion and protector. Lini can use the Command an Animal action to give Droogami two actions.
- Burrow Eloquionist:** You can speak to small, chittering, ground creatures, allowing you ask questions and receive answers from them, as well as using the Diplomacy skill (this applies to small animals with a burrow Speed such as badgers, ground squirrels, moles, or prairie dogs).
- 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).
- Primal Spellcasting:** You can cast primal spells using the Cast a Spell activity. See the Spells section for details on the spells you can cast.
- 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.
- 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.
- ☐ **Focus Points:** You gain a pool of Focus Points that allow you to cast your order spells *heal animal*. Each use of these spells uses 1 Focus Point and Lini currently has a total Focus Point pool of 1.
- Heal Animal** (druid, healing, necromancy, positive) **Cast** ♦ or ♦♦ somatic; **Range** touch or 30 feet (see text); **Targets** 1 creature; **Effect** You heal a willing, living animal you can touch, restoring 1d8 Hit Points; if you spend two actions to cast this spell, you instead target 1 willing, living animal within 30 feet, restoring 1d8+8 Hit Points to the target.

SHIELD ACTIONS

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

- Raise 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's taken 6 damage).

PATHFINDER

SPELLS

Lini can cast the following spells. She can cast each of her 1st-level spells once per day.

- Acid Splash** (acid, attack, cantrip, evocation); **Cast** ♦♦ 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 splash acid damage. On a critical success, the target also takes 1 persistent acid damage.
- Detect Magic** (cantrip, detection, divination) **Cast** ♦♦ 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** ♦♦ 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 basic Reflex save.
- ☐ **Heal** (healing, necromancy, positive) **Cast** ♦, ♦♦, or ♦♦♦ (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 basic Fortitude save. You can spend more actions when Casting this Spell to affect its targets, range, area, and other parameters.
- ♦♦ (somatic) The spell has a range of touch.
- ♦♦♦(verbal, somatic):The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.
- ♦♦♦(material, somatic, verbal) The positive energy is dispersed in a 30-foot emanation, targeting all living and undead creatures in the area (this does not include the additional healing from the 2-action option).
- ☐ **Magic Fang** (transmutation) **Cast** ♦♦ somatic, verbal; **Range** touch; **Targets** 1 willing ally; **Duration** 1 minute; **Effect** Choose one creature you can touch; for the next minute one of their unarmed attacks that deals one damage die becomes a +1 *striking* unarmed attack, gaining a +1 item bonus to attack rolls and increasing the number of damage dice to two.
- Produce Flame** (attack, cantrip, evocation, fire) **Cast** ♦♦ somatic, verbal; **Range** 30 feet; **Targets** 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.
- Tanglefoot** (cantrip, conjuration, plant) **Cast** ♦♦ somatic, verbal; **Range** 30 feet; **Targets** 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.

DROOGAMI

CAT 1

ANCESTRY CAT (SNOW LEOPARD)

SPEED 35 FEET

PERCEPTION  +5 (TRAINED)
LOW-LIGHT VISION, SCENT

ALIGNMENT NEUTRAL

LANGUAGES NONE

STRENGTH

STR 14 (+2)

DEXTERITY

DEX 16 (+3)

CONSTITUTION

CON 12 (+1)

INTELLIGENCE

INT 2 (-4)

WISDOM

WIS 14 (+2)

CHARISMA


CHA 10 (+0)

STRIKES


MELEE: claw +6 (agile, finesse), 1d4+2 slashing
jaws +6 (finesse), 1d6+2 piercing

SKILLS


ACROBATICS (DEX)

 +6 •


CRAFTING (INT)

 -4


INTIMIDATION (CHA)

 +0


MEDICINE (WIS)

 +2


PERFORMANCE (CHA)

 +0


STEALTH (DEX)

 +6 •


ARCANA (INT)

 -4


DECEPTION (CHA)

 +0


HERBALISM LORE (INT)

 -4


NATURE (WIS)

 +2


RELIGION (WIS)

 +2


SURVIVAL (WIS)

 +2


ATHLETICS (STR)

 +5 •


DIPLOMACY (CHA)

 +0


LORE (OTHER: INT)

 -4


OCCULTISM (INT)

 -4

SOCIETY (INT)

 -4

THIEVERY (DEX)

 +3

• = TRAINED •• = EXPERT ••• = MASTER

PATHFINDER

DEFENSES

HIT POINTS

11


FORTITUDE

 +4

ARMOR CLASS

16

REFLEX

 +6

WILL

 +5

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.

