

## Lini

Player: Candi Z.

**Female Gnome Druid 6 - CR 5**

True Neutral Humanoid (Gnome); Deity: **Green Faith**; Age: **69**; Height: **3' 2"**; Weight: **34lb.**; Eyes: **green**; Hair: **green**; Skin: **fair**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	6	-2	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	16	+3	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	16	+3	
<b>CHA</b> CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+8 =	+5	+3				
<b>REFLEX</b> (DEXTERITY)	+3 =	+2	+1				
<b>WILL</b> (WISDOM)	+9 =	+5	+3		+1		

Damage Resistance, Acid (1)		Damage Resistance, Cold (2)							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	16 =	+2	+1	+1	+1	+1			
<b>Touch AC</b>	12	<b>Flat-Footed AC</b>		15					

CM Bonus		BAB	Strength	Size	Misc
+1 =	+4	-2	-1	-	

CM Defense		BAB	Strength	Dexterity	Size
12 = 10	+4	-2	+1	-1	

HP	Total	Damage / Current HP
59		

<b>Base Attack</b>	+4	<b>Initiative</b>	+1
		<b>Speed</b>	20 ft

### Light Shield Bash

Mainhand: **-3, 1d3-2** Crit: 20/x2  
Both Hands: **-3, 1d3-2** 1-Hand, B

### Dagger

Mainhand: **+3, 1d3-2** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+6, 1d3-2** Light, P/S

### Masterwork Cold Iron Sickle

Mainhand: **+4, 1d4-2** Crit: 20/x2  
Light, S, Trip



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+0	DEX (1)	-	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+2	CHA (2)	-	
<b>Climb</b>	-3	STR (-2)	-	
<b>Craft (Baskets)</b>	+0	INT (0)	-	
<b>Diplomacy</b>	+2	CHA (2)	-	
<b>Disguise</b>	+2	CHA (2)	-	
<b>Escape Artist</b>	+0	DEX (1)	-	
<b>Fly</b>	+2	DEX (1)	-	
<b>Handle Animal</b>	+11	CHA (2)	6	
<b>Heal</b>	+12	WIS (3)	6	
<b>Intimidate</b>	+2	CHA (2)	-	
<b>Knowledge (Nature)</b>	+11	INT (0)	6	
<b>Perception</b>	+14	WIS (3)	6	
<b>Ride</b>	+1	DEX (1)	-	
<b>Sense Motive</b>	+3	WIS (3)	-	
<b>Spellcraft</b>	+6	INT (0)	3	
<b>Stealth</b>	+4	DEX (1)	-	
<b>Survival</b>	+5	WIS (3)	-	
<b>Swim</b>	+2	STR (-2)	-	

### Feats, Traits & Flaws

#### Animal Friend

+1 to Will saves when you are within 30' of an animal, Handle Animal is a Class Skill.

#### 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.

## Feats, Traits & Flaws

### Druid Weapon Proficiencies

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

### Natural Spell

You can cast spells while in Wild Shape.

### Shield Proficiency

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

### Spell Focus: Conjuraton

Spells from one school of magic have +1 to their save DC.

### Vermin Heart

Wild Empathy & spells that target animals may be used on Vermin.

### Scimitar

Mainhand: **+3, 1d4-2** Crit: 18-20/x2  
Both Hands: **+3, 1d4-2** 1-Hand, S

### Sickle

Mainhand: **+3, 1d4-2** Crit: 20/x2  
Light, S, Trip

### Sling

Ranged: **+6, 1d3-2** Crit: 20/x2  
Ranged, Both Hands: **+6, 1d3-2** Rng: 50'  
1-Hand, B

### Unarmed Strike

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

### Leather

**+2** Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

### Shield, Light Wooden

**+1** Max Dex: -, Armor Check: -1  
Spell Fail: 5%, Shield

### Gear

**Total Weight Carried: 14.525/45lbs, Light Load**  
**(Light: 15lbs, Medium: 30lbs, Heavy: 45lbs)**

Light Shield Bash -  
+1 Bane (animal) (animal) Arrows x6 <In: 0.15 lbs  
Amulet of Natural Armor +1 -  
Backpack (12 @ 0.9 lbs) 0.5 lbs  
Bullets, Sling x10 <In: Chest, Medium (17 @ 7 0.25 lbs  
Chest, Large (2 @ 27.62 lbs) <In: Dropped to 100 lbs  
Chest, Medium (17 @ 7 lbs) <In: Dropped to Ground 50 lbs  
Claw tree treasure map <In: Chest, Medium (17 @ 7 lbs)> -  
collection of special de-barked sticks <In: Backpack (12 @ -  
Dagger <In: Chest, Medium (17 @ 7 lbs)> 0.5 lbs  
Elemental Gem, Water <In: Pouch, belt (2 @ 0 lbs)> -  
Explorer's Outfit (Free) -  
Holly and mistletoe -  
Leather 7.5 lbs  
Lock (Average) <In: Chest, Medium (17 @ 7 lbs)> 1 lb  
Lock (Good) <In: Chest, Large (2 @ 27.62 lbs)> 1 lb  
Masterwork Cold Iron Sickle 1 lb  
Money <In: Chest, Large (2 @ 27.62 lbs)> 26.62 lbs  
Potion of Cure Moderate Wounds <In: Pouch, belt (2 @ 0 -  
Pouch, belt (2 @ 0 lbs) 0.125 lbs  
Ring of Swimming -

## Experience & Wealth

Experience Points: **32849/35000**

Current Cash: **351 PP, 967 GP, 7 SP, 6 CP**

## Gear

**Total Weight Carried: 14.525/45lbs, Light Load**  
**(Light: 15lbs, Medium: 30lbs, Heavy: 45lbs)**

Scimitar <In: Chest, Medium (17 @ 7 lbs)> 2 lbs  
Scroll: Cure Light Wounds x5 <In: Backpack (12 @ 0.9 -  
Shield, Light Wooden 2.5 lbs  
Sickle <In: Chest, Medium (17 @ 7 lbs)> 1 lb  
Silver stag lord amulet <In: Chest, Medium (17 @ 7 -  
Sling <In: Chest, Medium (17 @ 7 lbs)> -  
Spell component pouch 2 lbs  
Weapon Cord -

## Special Abilities

### Animal Companion Link (Ex)

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

### Gnome Magic

+1 to the save DC of all illusions spells you cast.

### Hero Points (1)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

### Illusion Resistance

+2 racial bonus to saves against illusions.

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

### Nature Sense (Ex)

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

### Resist Nature's Lure (Ex)

Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as blight, entangle, spike growth, and warp

### 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

### 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.

### Trackless Step (Ex)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

### Warden of Nature

Gnomes must often protect their homes against unnatural or pestilential infestations. Gnomes with this racial trait get a +2 dodge bonus to AC against aberrations, oozes, and vermin, and a +1 bonus on attack rolls against them

### Wild Empathy +8 (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

### Wild Shape (2/day) (Su)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the beast shape I

### Wild Shape (Beast Shape II: Tiny - Large animal)

You may use your Wild Shape ability to become an animal.

### Wild Shape (Elemental Body I: Small elemental)

You may use your Wild Shape ability to become an elemental.

### Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

## Spell-Like Abilities

Dancing Lights (1/day) (Sp)	<input type="checkbox"/>
Ghost Sound (1/day) (Sp)	<input type="checkbox"/>
Prestidigitation (1/day) (Sp)	<input type="checkbox"/>
Speak with Animals (1/day) (Sp)	<input type="checkbox"/>

## Tracked Resources

+1 Bane (animal) (animal) Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bullets, Sling	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Potion of Cure Moderate Wounds	<input type="checkbox"/>
Wild Shape (2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Gnome
Druidic	Sylvan

## Spells & Powers

### Druid Spell DC: 13 + spell level

CL: 6 (vs. SR: +6, Concentration: +9)

Melee Touch +3 Ranged Touch +6

Maximum Druid spells per day: **4/\*x0; 4x1; 4x2; 3x3**

Druid 0: Create Water, Mending, Stabilize, Detect Magic

Druid 1: Magic Fang (DC 14), Entangle (DC 14), Calm

Animals (DC 14), Goodberry

Druid 2: Wood Shape (DC 15), Flame Blade, Hold Animal

(DC 15), Share Language (DC 15)

Druid 3: Call Lightning (DC 16), Neutralize Poison (DC

17), Hide Campsite (DC 17)

## Companions

### Droogami (Animal Companion), Male Cheetah - CL6 - CR 6

STR **19** (+4), DEX **21** (+5), CON **15** (+2), INT **2** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+7**, Reflex **+10**, Will **+3**

HP: 48/48; Init: +5; Speed: 50 feet

Attack Bonus: +4; Armor Class: 24 / 15Tch / 19FI

Acrobatics **+9**, Climb **+8**, Perception **+7**, Sense Motive **+3**, Stealth **+9**, Survival **+2**, Swim **+8**

Bite (Cheetah) **+9**, **1d6+5**, 20/x2

Claw x2 (Cheetah) **+8 x2**, **1d3+4**, 20/x2

Masterwork Silver Scimitar **+3**, **1d4+3**, 18-20/x2

Unarmed Strike **+8**, **1d3+4**, 20/x2

Special: +4 Stealth in Tall Grass (Ex), Attack [Trick], Attack Any Target [Trick], Come [Trick], Defend [Trick], Devotion +4 (Ex), Down [Trick], Evasion (Ex), Guard [Trick], Heel [Trick], Low-Light Vision, Scent (Ex), Sprint x10 (1/hour) (Ex), Stay [Trick], Track [Trick], Trip (Ex)

Charges: Potion of Barkskin - **0/2**, Potion of Bull's Strength - **0/1**, Potion of Cure Light Wounds - **0/3**, Potion of Cure Light Wounds - **0/1**, Potion of Cure Moderate Wounds - **0/3**, Potion of Cure Moderate Wounds - **0/3**, Potion of Enlarge Person - **0/1**, Potion of Grace - **0/2**, Potion of Restoration, Lesser - **0/1**, Potion of Shield of Faith +2 - **0/3**, Sprint x10 (1/hour) (Ex) - **0/1**

## Companions

### Pony, Male Horse, Pony - CL2 - CR 1

STR **13** (+1), DEX **13** (+1), CON **14** (+2), INT **2** (-4), WIS **11** (0), CHA **4** (-3); Fortitude **+5**, Reflex **+4**, Will **+0**

HP: 13/13; Init: +1; Speed: 40 feet

Attack Bonus: +1; Armor Class: 11 / 11Tch / 10FI

Perception **+5**

Hooves x2 (Horse, Pony) **+2 x2**, **1d3+1**, 20/x2

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

Special: Endurance, Low-Light Vision, Riding [Trick], Run, Scent (Ex)

### Pony (combat trained), Male Horse, Pony - CL2 - CR 1

STR **13** (+1), DEX **13** (+1), CON **14** (+2), INT **2** (-4), WIS **11** (0), CHA **4** (-3); Fortitude **+5**, Reflex **+4**, Will **+0**

HP: 13/13; Init: +1; Speed: 40 feet

Attack Bonus: +1; Armor Class: 13 / 11Tch / 12FI

Perception **+5**

Hooves x2 (Horse, Pony) **+2 x2**, **1d3+1**, 20/x2

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

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

## Background

Homeland: Linnorm Kings  
Birthday Desnus 27, 4643

Lini always seemed to possess a certain affinity with various creatures of the woodlands near where she grew up—particularly with larger predators like bears and snow leopards. More than once, Lini's enclave came under threat from some great bear or razor-clawed cat, but with a series of soothing noises and precise motions she always soothed the beast and sent it on its way. In the years since her departure from the Lands of the Linnorm Kings, Lini has collected more than a dozen sticks—one from each forest or wood she visits. These sticks are to Lini a roadmap of her experiences, and while they may look indistinguishable to others, each holds a wealth of memories to the gnome druid.

Pioneer: You have long lived along the southern border of Brevoy, in the shadow of wilderness known as the Stolen Lands. Life has been hard, but through hunting, trapping, trading, and coaxing crops from the freezing earth, you've learned how to survive on the rugged frontier. With the wilderness ever at your door, you've also learned much about its denizens and the wild creatures that lurk in that unwholesome land. Your family might even claim holdings in the Stolen Lands, with elders telling stories of being driven from or robbed of a lost ancestral homestead, fertile farmlands bountiful orchards, or a hidden mining claim. Whether because of your personal expertise and familiarity with the borderlands or in order to reclaim your family's land you've joined the expedition into the Stolen Lands. You begin play with a horse. Also, choose one of the following skills: Climb, Handle Animal, Knowledge (nature) Perception, Ride, Survival, or Swim—you gain a +1 trait bonus on this skill.

chest is at Stag's Crossing

ring of swimming is made of green wood—the ring depicts an eel and a frog locked in a tangle.

weapon cord is on scimitar

1 crit banked