

Lini (1)

Female gnome druid 1 - CR 1/2

True Neutral Humanoid (Gnome); Deity: **The Green Faith**;
Age: **69**; Height: **3' 5"**; Weight: **37lb**.

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+2	+3			
			Illusion Resistance: +2 vs. illusions				
REFLEX (DEXTERITY)	+1	=		+1			
			Illusion Resistance: +2 vs. illusions				
WILL (WISDOM)	+4	=	+2	+2			
			Illusion Resistance: +2 vs. illusions				

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	14	=	+2		+1	+1			+4
Touch AC	12								
Flat-Footed AC	13								

Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc		
CM Bonus	-3	=	-	-2	-1	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size			
CM Defense	8	=	10	-	-2	+1	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+0	HP	11
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Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	+1
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Speed	20 / 15 ft
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Sickle

Main hand: **-1, 1d4-2**

Crit: x2
Light, S, Trip

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Sling

Ranged: **+2, 1d3-2**

Crit: x2
Rng: 50'
1-hand, B

Ranged, both hands: **+2, 1d3-2**

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (1)	-	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-5	STR (-2)	-	
Craft (alchemy)	+2	INT (0)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-2	DEX (1)	-	
Fly	+0	DEX (1)	-	
Handle Animal	+6	CHA (2)	1	
Heal	+6	WIS (2)	1	
Intimidate	+2	CHA (2)	-	
Knowledge (nature)	+6	INT (0)	1	
Perception	+8	WIS (2)	1	
Ride	-2	DEX (1)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+4	INT (0)	1	
Stealth	+2	DEX (1)	-	
Survival	+4	WIS (2)	-	
Swim	-5	STR (-2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Druid Weapon Proficiencies
Shield Proficiency
Spell Focus (Conjuration)

Special Abilities

Animal Companion Link (Ex)
Defensive Training +4
Hatred +1
Illusion Resistance
Low-Light Vision
Share Spells with Companion (Ex)
Spontaneous Casting
Wild Empathy +3 (Ex)

Leather armor

+2

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

Gear

**Total Weight Carried: 17/45 lbs, Medium Load
(Light: 15 lbs, Medium: 30 lbs, Heavy: 45 lbs)**

Artisan's outfit (Free)	-
Belt pouch (empty)	0.125 lbs
Collection of special de-barked sticks	1 lb
Holly and mistletoe	-
Leather armor	7.5 lbs
Money	0.1 lbs
Scroll of cure light wounds	-
Sickle	1 lb
Sling	-
Sling bullets x10	0.25 lbs
Spell component pouch	2 lbs
Sunrod x2	1 lb
Trail rations x2	0.25 lbs

Spell-Like Abilities

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

Tracked Resources

Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Gnome
Druidic	Sylvan

Spells & Powers

Druid spells memorized (CL 1st; concentration +3)
Melee Touch -1 Ranged Touch +2
1st—*cure light wounds*, *entangle* (DC 13)
0th (at will)—*detect magic*, *know direction*, *stabilize*

Experience & Wealth

Experience Points: **0**/2000
Current Cash: **5 gp**

Companions

Droogami

Male leopard
N Small animal
Init +5; Senses low-light vision, scent; Perception +5

Defense

AC 18, touch 17, flat-footed 12 (+5 Dex, +1 dodge, +1 natural, +1 size)
hp 10 (2d8+2)
Fort +4, Ref +8, Will +1

Offense

Speed 50 ft.
Melee bite +3 (1d4+1), 2 claws +3 (1d2+1)

Statistics

Str 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +1; **CMD** 17 (21 vs. trip)
Feats Dodge
Skills Acrobatics +5 (+13 to jump), Perception +5, Stealth +13 (+17 in Undergrowth); **Racial Modifiers** +4 Stealth in Undergrowth

Background

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.

Sourcebooks Used

(none)

Droogami



Male leopard - CL2 - CR 2

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	21	+5	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+3	+1				
REFLEX (DEXTERITY)	+8 =	+3	+5				
WILL (WISDOM)	+1 =		+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =			+5	+1	+1		+1	+8

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
17	12				

CM Bonus	BAB	Strength	Dexterity	Size
+1 =	+1	+1	-1	-

CM Defense	BAB	Strength	Dexterity	Size
17 = 10	+1	+1	+5	-1

21 vs. Trip

Base Attack	+1	HP	10
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Initiative	Speed	Damage / Current HP
+5	50 ft	

Bite (Leopard)

Main hand: **+3, 1d4+1**

Crit: x2
Light, B/P/S

Claw x2 (Leopard)

Main hand: **+3, 1d2+1**

Crit: x2
Light, B/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : +8 to jump	+5	DEX (5)	-	
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+1	STR (1)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+7	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
Stealth leopard: +4 in Undergrowth	+13	DEX (5)	1	
Survival	+1	WIS (1)	-	
Swim	+1	STR (1)	-	

Feats

Dodge

Special Abilities

+4 Stealth in Undergrowth (Ex)
Low-Light Vision
Scent (Ex)
Trip (Ex)

Gear

Total Weight Carried: 0/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

(none)

Lini (10)

Female gnome druid 10 - CR 9

True Neutral Humanoid (Gnome); Deity: **The Green Faith** ;
Age: **69**; Height: **3' 5"**; Weight: **37lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	6	-2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	17/19	+3/+4	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12	=	<input type="text" value="+7"/>	<input type="text" value="+3"/>	<input type="text" value="+2"/>	<input type="text"/>	<input type="text"/>

Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

REFLEX (DEXTERITY)	+8	=	<input type="text" value="+3"/>	<input type="text" value="+1"/>	<input type="text" value="+2"/>	<input type="text" value="+2"/>	<input type="text"/>
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Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

WILL (WISDOM)	+13	=	<input type="text" value="+7"/>	<input type="text" value="+4"/>	<input type="text" value="+2"/>	<input type="text"/>	<input type="text"/>
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Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

Immunity to Poison

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18	=	<input type="text" value="+4"/>	<input type="text"/>	<input type="text" value="+1"/>	<input type="text" value="+1"/>	<input type="text"/>	<input type="text" value="+2"/>	<input type="text" value="+8"/>

Touch AC **Flat-Footed AC**

Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc		
CM Bonus	+4	=	<input type="text" value="+7"/>	<input type="text" value="-2"/>	<input type="text" value="-1"/>	<input type="text" value="-"/>

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size			
CM Defense	17	=	<input type="text" value="10"/>	<input type="text" value="+7"/>	<input type="text" value="-2"/>	<input type="text" value="+1"/>	<input type="text" value="-1"/>

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	<input type="text" value="+7"/>	HP	<input type="text" value="78"/>
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Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	<input type="text" value="+1"/>	Damage / Current HP	
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Speed	<input type="text" value="20 / 15 ft"/>
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+1 sickle

Main hand: **+7/+2, 1d4-1** Crit: x2
Light, S, Trip

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Masterwork sling

Ranged: **+10/+5, 1d3-2** Crit: x2
Ranged, both hands: **+10/+5, 1d3-2** Rng: 50'
1-hand, B

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (1)	-	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-5	STR (-2)	-	
Craft (alchemy)	+2	INT (0)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-2	DEX (1)	-	
Fly	+0	DEX (1)	-	
Handle Animal	+14	CHA (2)	9	
Heal	+16	WIS (4)	9	
Intimidate	+2	CHA (2)	-	
Knowledge (nature)	+14	INT (0)	9	
Perception	+18	WIS (4)	9	
Ride	+6	DEX (1)	5	
Sense Motive	+4	WIS (4)	-	
Spellcraft	+12	INT (0)	9	
Stealth	+2	DEX (1)	-	
Survival	+6	WIS (4)	-	
Swim	-5	STR (-2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Augment Summoning
Druid Weapon Proficiencies
Lightning Reflexes
Mounted Combat (1/round)
Natural Spell
Shield Proficiency
Spell Focus (Conjuration)

Special Abilities

Animal Companion Link (Ex)
Defensive Training +4
Hatred +1
Illusion Resistance
Low-Light Vision
Resist Nature's Lure (Ex)

Companions

Droogami

Male leopard

N Medium animal

Init +6; **Senses** low-light vision, scent; Perception +5

Defense

AC 24, touch 17, flat-footed 17 (+6 Dex, +1 dodge, +7 natural)

hp 63 (9d8+27)

Fort +9, **Ref** +12, **Will** +6 (+4 morale bonus vs. Enchantment spells and effects)

Defensive Abilities evasion

Offense

Speed 50 ft.; sprint

Melee bite +11 (1d6+5), 2 claws +12 (1d4+5)

Statistics

Str 20, **Dex** 22, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +11; **CMD** 28 (32 vs. trip)

Feats Dodge, Improved Natural Attack (claw), Iron Will, Power Attack, Weapon Focus (claw)

Skills Acrobatics +10 (+18 to jump), Climb +9, Perception +5, Stealth +14 (+18 in Undergrowth), Swim +9; **Racial**

Modifiers +4 Stealth in Undergrowth

SQ devotion, multiattack / extra attack

Background

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.

Sourcebooks Used

(none)

Droogami



Male leopard - CL9 - CR 9

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	22	+6	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9 =	+6	+3				
REFLEX (DEXTERITY)	+12 =	+6	+6				
WILL (WISDOM)	+6 =	+3	+1		+2		

Devotion: +4 morale bonus vs. Enchantment spells and effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 24 =			+6		+7		+1	+14

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
17	17				

CM Bonus	BAB	Strength	Dexterity	Size
+11 =	+6	+5	-	-

CM Defense	BAB	Strength	Dexterity	Size
28 = 10	+6	+5	+6	-

32 vs. Trip

Base Attack	HP
+6	63

Initiative	Speed	Damage / Current HP
+6	50 ft	

Bite (Leopard)

Main hand: **+11, 1d6+5** Crit: x2
Light, B/P/S

Claw x2 (Leopard)

Main hand: **+12, 1d4+5** Crit: x2
Light, B/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (6)	1	
Speed greater/less than 30 ft. : +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+9	STR (5)	1	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+6	DEX (6)	-	
Fly	+6	DEX (6)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
Ride	+6	DEX (6)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+14	DEX (6)	5	
leopard: +4 in Undergrowth				
Survival	+1	WIS (1)	-	
Swim	+9	STR (5)	1	

Feats

Dodge
Improved Natural Attack (Claw x2 [Leopard])
Iron Will
Multiattack
Power Attack -2/+4
Weapon Focus (Claw)

Special Abilities

+4 Stealth in Undergrowth (Ex)
Devotion +4 (Ex)
Evasion (Ex)
Low-Light Vision
Multiattack / Extra Attack
Scent (Ex)
Sprint (1/hour) (Ex)
Trip (Ex)

Gear

**Total Weight Carried: 0/600 lbs, Light Load
(Light: 199.5 lbs, Medium: 399 lbs, Heavy: 600
lbs)**

Money -

Tracked Resources

Sprint (1/hour) (Ex)

Sourcebooks Used

(none)

Experience & Wealth

Current Cash: **You have no money!**

Lini (13)

Female gnome druid 13 - CR 12

True Neutral Humanoid (Gnome); Deity: **The Green Faith** ;
Age: **69**; Height: **3' 5"**; Weight: **37lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	6	-2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	18/22	+4/+6	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13	=	+8	+3	+2		

Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

REFLEX (DEXTERITY)	+9	=	+4	+1	+2	+2	
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Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

WILL (WISDOM)	+16	=	+8	+6	+2		
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Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

Immunity to Poison

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	20	=	+5		+1	+1		+3	+10

Touch AC **15** **Flat-Footed AC** **19**

Defensive Training +4 : +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc		
CM Bonus	+6	=	+9	-2	-1	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size			
CM Defense	20	=	10	+9	-2	+1	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+9	HP	101
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Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	+1	Damage / Current HP
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Speed	20 / 15 ft
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+2 sling

Ranged: **+13/+8, 1d3** Crit: x2
Ranged, both hands: **+13/+8, 1d3** Rng: 50'
1-hand, B

Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype

+3 sickle

Main hand: **+11/+6, 1d4+1** Crit: x2
Light, S, Trip

Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (1)	-	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-5	STR (-2)	-	
Craft (alchemy)	+2	INT (0)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-2	DEX (1)	-	
Fly	+0	DEX (1)	-	
Handle Animal	+17	CHA (2)	12	
Heal	+21	WIS (6)	12	
Intimidate	+2	CHA (2)	-	
Knowledge (nature)	+17	INT (0)	12	
Perception	+23	WIS (6)	12	
Ride	+9	DEX (1)	8	
Sense Motive	+6	WIS (6)	-	
Spellcraft	+12	INT (0)	9	
Stealth	+2	DEX (1)	-	
Survival	+8	WIS (6)	-	
Swim	-5	STR (-2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Augment Summoning
Combat Casting
Druid Weapon Proficiencies
Lightning Reflexes
Mounted Combat (1/round)
Natural Spell
Shield Proficiency
Spell Focus (Conjuration)
Trample

Special Abilities

A Thousand Faces (At will) (Su)
Animal Companion Link (Ex)
Defensive Training +4
Hatred +1

Companions

Droogami

Male leopard

N Medium animal

Init +6; **Senses** low-light vision, scent; Perception +5

Defense

AC 26, touch 17, flat-footed 19 (+6 Dex, +1 dodge, +9 natural)

hp 77 (11d8+33)

Fort +10, **Ref** +13, **Will** +6 (+4 morale bonus vs. Enchantment spells and effects)

Defensive Abilities evasion

Offense

Speed 50 ft.; sprint

Melee bite +13 (1d6+5), 2 claws +14 (1d4+5/19-20)

Statistics

Str 21, **Dex** 23, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +8; **CMB** +13; **CMD** 30 (34 vs. trip)

Feats Dodge, Improved Critical (claw), Improved Natural Attack (claw), Iron Will, Power Attack, Weapon Focus (claw)

Skills Acrobatics +10 (+18 to jump), Climb +9, Perception +5, Stealth +16 (+20 in Undergrowth), Swim +9; **Racial**

Modifiers +4 Stealth in Undergrowth

SQ devotion, multiattack / extra attack

Background

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.

Sourcebooks Used

(none)

Droogami



Male leopard - CL11 - CR 11

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	21	+5	
DEX DEXTERITY	23	+6	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+7	+3				
REFLEX (DEXTERITY)	+13 =	+7	+6				
WILL (WISDOM)	+6 =	+3	+1		+2		

Devotion: +4 morale bonus vs. Enchantment spells and effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 26 =			+6		+9		+1	+16

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
17	19				

CM Bonus	BAB	Strength	Dexterity	Size
+13 =	+8	+5	-	-

CM Defense	BAB	Strength	Dexterity	Size
30 = 10	+8	+5	+6	-

34 vs. Trip

Base Attack	HP
+8	77

Initiative	Damage / Current HP
+6	

Speed
50 ft

Bite (Leopard)

Main hand: **+13, 1d6+5** Crit: x2
Light, B/P/S

Claw x2 (Leopard)

Main hand: **+14, 1d4+5** Crit: 19-20/x2
Light, B/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (6)	1	
Speed greater/less than 30 ft. : +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+9	STR (5)	1	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+6	DEX (6)	-	
Fly	+6	DEX (6)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
Ride	+6	DEX (6)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+16	DEX (6)	7	
leopard: +4 in Undergrowth				
Survival	+1	WIS (1)	-	
Swim	+9	STR (5)	1	

Feats

Dodge
Improved Critical (Claw)
Improved Natural Attack (Claw x2 [Leopard])
Iron Will
Multiattack
Power Attack -3/+6
Weapon Focus (Claw)

Special Abilities

+4 Stealth in Undergrowth (Ex)
Devotion +4 (Ex)
Evasion (Ex)
Low-Light Vision
Multiattack / Extra Attack
Scent (Ex)
Sprint (1/hour) (Ex)
Trip (Ex)

Gear

**Total Weight Carried: 0/690 lbs, Light Load
(Light: 229.5 lbs, Medium: 459 lbs, Heavy: 690
lbs)**

Money -

Tracked Resources

Sprint (1/hour) (Ex)

Sourcebooks Used

(none)

Experience & Wealth

Current Cash: **You have no money!**

Lini (15)

Female gnome druid 15 - CR 14

True Neutral Humanoid (Gnome); Deity: **The Green Faith** ;
Age: **69**; Height: **3' 5"**; Weight: **37lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	6	-2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	18/22	+4/+6	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+9	+3				

Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

REFLEX (DEXTERITY)	+8 =	+5	+1		+2		
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Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

WILL (WISDOM)	+15 =	+9	+6				
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Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

Immunity to Poison

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	22 =	+6		+1	+1		+4		+12

Touch AC **16** **Flat-Footed AC** **21**

Defensive Training +4 : +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc	
CM Bonus	+8 =	+11	-2	-1	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size	
CM Defense	23 = 10	+11	-2	+1	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+11	HP	116
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Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	+5	Damage / Current HP
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Speed	20 / 15 ft
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+2 sling

Ranged: **+15/+10/+5, 1d3** Crit: x2
Ranged, both hands: **+15/+10/+5, 1d3** Rng: 50'
1-hand, B

Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype

+3 sickle

Main hand: **+13/+8/+3, 1d4+1** Crit: x2
Light, S, Trip

Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (1)	-	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-5	STR (-2)	-	
Craft (alchemy)	+2	INT (0)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-2	DEX (1)	-	
Fly	+5	DEX (1)	-	
Handle Animal	+20	CHA (2)	15	
Heal	+20	WIS (6)	11	
Intimidate	+2	CHA (2)	-	
Knowledge (nature)	+18	INT (0)	13	
Perception	+26	WIS (6)	15	
Ride	+12	DEX (1)	11	
Sense Motive	+6	WIS (6)	-	
Spellcraft	+13	INT (0)	10	
Stealth	+2	DEX (1)	-	
Survival	+8	WIS (6)	-	
Swim	-5	STR (-2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Augment Summoning
Combat Casting
Druid Weapon Proficiencies
Improved Initiative
Lightning Reflexes
Mounted Combat (1/round)
Natural Spell
Shield Proficiency
Spell Focus (Conjuration)
Trample

Special Abilities

A Thousand Faces (At will) (Su)
Animal Companion Link (Ex)
Defensive Training +4

+4 wild leather armor

+6

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

Gear

**Total Weight Carried: 17/45 lbs, Medium Load
(Light: 15 lbs, Medium: 30 lbs, Heavy: 45 lbs)**

+2 sling	-
+3 sickle	1 lb
+4 wild leather armor	7.5 lbs
Artisan's outfit (Free)	-
Belt pouch (empty)	0.125 lbs
Collection of special de-barked sticks <In: Droogami>	1 lb
Druid's vestment	-
Elemental gem (earth)	-
Elemental gem (water)	-
Headband of inspired wisdom +4	0.5 lbs
Holly and mistletoe	-
Money <In: Bank>	9.6 lbs
Portable hole (empty)	-
Potion of cure serious wounds x2	-
Ring of protection +4	-
Scroll of call lightning storm	-
Scroll of call lightning storm	-
Sling bullets x20	0.25 lbs
Spell component pouch	2 lbs
Sunrod x2 <In: Droogami>	1 lb
Trail rations x2 <In: Droogami>	0.25 lbs
Wand of contagion (CL 7th, 18 charges)	-
Wand of cure critical wounds (20 charges)	-
Wings of flying	1 lb

Special Abilities

Flight (60 feet, Average)
 Hatred +1
 Illusion Resistance
 Low-Light Vision
 Resist Nature's Lure (Ex)
 Share Spells with Companion (Ex)
 Spontaneous Casting
 Timeless Body (-Choose-) (Ex)
 Trackless Step (Ex)
 Wild
 Wild Empathy +17 (Ex)
 Wild Shape (15 hours, 7/day) (Su)
 Wild Shape (Beast Shape III: Diminutive - Huge animal)
 Wild Shape (Elemental Body IV: Small - Huge elemental)
 Wild Shape (Plant Shape III: Small - Huge plant creature)
 Woodland Stride (Ex)

Spell-Like Abilities

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

Tracked Resources

Mounted Combat (1/round)	<input type="checkbox"/>
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Experience & Wealth

Experience Points: **635000**/890000
Current Cash: **480 gp**

Tracked Resources

Potion of cure serious wounds	<input type="checkbox"/>	<input type="checkbox"/>
Sling bullets	<input type="checkbox"/>	<input type="checkbox"/>
Sunrod	<input type="checkbox"/>	<input type="checkbox"/>
Trail rations	<input type="checkbox"/>	<input type="checkbox"/>
Wand of contagion (CL 7th, 18 charges)	<input type="checkbox"/>	<input type="checkbox"/>
Wand of cure critical wounds (20 charges)	<input type="checkbox"/>	<input type="checkbox"/>
Wild Shape (15 hours, 7/day) (Su)	<input type="checkbox"/>	<input type="checkbox"/>

Languages

Common	Gnome
Druidic	Sylvan

Spells & Powers

Druid spells memorized (CL 15th; concentration +21)
Melee Touch +10/+5/+0 **Ranged Touch** +13/+8/+3
8th—*earthquake*
7th—*fire storm* (DC 23), *wind walk*
6th—*mass bull's strength*, *move earth*, *wall of stone*
5th—*cure critical wounds*, *stoneskin*, *wall of thorns*, *wall of thorns*
4th—*air walk*, *dispel magic*, *flame strike* (DC 20), *flame strike* (DC 20)
3rd—*neutralize poison*, *neutralize poison*, *remove disease*, *remove disease*
2nd—*barkskin*, *bull's strength*, *flaming sphere* (DC 18), *resist energy*, *spider climb*
1st—*cure light wounds*, *cure light wounds*, *cure light wounds*, *entangle* (DC 17), *entangle* (DC 17)
0th (at will)—*detect magic*, *know direction*, *light*, *stabilize*

Companions

Droogami

Male leopard

N Medium animal

Init +7; **Senses** low-light vision, scent; Perception +5

Defense

AC 29, touch 18, flat-footed 21 (+7 Dex, +1 dodge, +11 natural)

hp 84 (12d8+36)

Fort +11, **Ref** +15, **Will** +7 (+4 morale bonus vs. Enchantment spells and effects)

Defensive Abilities evasion

Offense

Speed 50 ft.; sprint

Melee bite +15 (1d6+6), 2 claws +16 (1d4+6/19-20)

Statistics

Str 23, **Dex** 24, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +15; **CMD** 33 (37 vs. trip)

Feats Dodge, Improved Critical (claw), Improved Natural Attack (claw), Iron Will, Power Attack, Weapon Focus (claw)

Skills Acrobatics +11 (+19 to jump), Climb +10, Perception +5, Stealth +18 (+22 in Undergrowth), Swim +10; **Racial Modifiers** +4 Stealth in Undergrowth

SQ devotion, improved evasion, multiattack / extra attack

Background

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.

Sourcebooks Used

(none)

Droogami



Male leopard - CL12 - CR 12

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	23	+6	
DEX DEXTERITY	24	+7	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11 =	+8	+3				
REFLEX (DEXTERITY)	+15 =	+8	+7				
WILL (WISDOM)	+7 =	+4	+1		+2		

Devotion: +4 morale bonus vs. Enchantment spells and effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 29 =			+7		+11		+1	+19

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
18	21				

CM Bonus	BAB	Strength	Dexterity	Size
+15 =	+9	+6	-	-

CM Defense	BAB	Strength	Dexterity	Size
33 = 10	+9	+6	+7	-

37 vs. Trip

Base Attack	HP
+9	84

Initiative	Damage / Current HP
+7	

Speed
50 ft

Bite (Leopard)

Main hand: **+15, 1d6+6** Crit: x2
Light, B/P/S

Claw x2 (Leopard)

Main hand: **+16, 1d4+6** Crit: 19-20/x2
Light, B/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (7)	1	
Speed greater/less than 30 ft. : +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+10	STR (6)	1	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+7	DEX (7)	-	
Fly	+7	DEX (7)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
Ride	+7	DEX (7)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+18	DEX (7)	8	
leopard: +4 in Undergrowth				
Survival	+1	WIS (1)	-	
Swim	+10	STR (6)	1	

Feats

Dodge
Improved Critical (Claw)
Improved Natural Attack (Claw x2 [Leopard])
Iron Will
Multiattack
Power Attack -3/+6
Weapon Focus (Claw)

Special Abilities

+4 Stealth in Undergrowth (Ex)
Devotion +4 (Ex)
Evasion (Ex)
Improved Evasion (Ex)
Low-Light Vision
Multiattack / Extra Attack
Scent (Ex)
Sprint (1/hour) (Ex)
Trip (Ex)

Gear

Total Weight Carried: 0/900 lbs, Light Load
(Light: 300 lbs, Medium: 600 lbs, Heavy: 900 lbs)
Money -

Tracked Resources

Sprint (1/hour) (Ex)

Sourcebooks Used

(none)

Experience & Wealth

Current Cash: **You have no money!**

Lini (4)

Female gnome druid 4 - CR 3

True Neutral Humanoid (Gnome); Deity: **The Green Faith**;
Age: **69**; Height: **3' 5"**; Weight: **37lb.**

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+4	+3			

Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

REFLEX (DEXTERITY)	+2	=	+1	+1			
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Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

WILL (WISDOM)	+7	=	+4	+3			
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Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=	+3	+1	+1				+5

Touch AC 12 **Flat-Footed AC** 14

Defensive Training +4 : +4 dodge bonus vs. Giants

CM Bonus	BAB	Strength	Size	Misc
+0	=	+3	-2	-1

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
11	=	10	+3	-2

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+3	HP	33
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Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	+1	Damage / Current HP
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Speed	20 / 15 ft
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Masterwork sickle

Main hand: **+3, 1d4-2** Crit: x2
Light, S, Trip

Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype

Sling

Ranged: **+5, 1d3-2** Crit: x2
Ranged, both hands: **+5, 1d3-2** Rng: 50'
1-hand, B

Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (1)	-	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-5	STR (-2)	-	
Craft (alchemy)	+2	INT (0)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-2	DEX (1)	-	
Fly	+0	DEX (1)	-	
Handle Animal	+9	CHA (2)	4	
Heal	+10	WIS (3)	4	
Intimidate	+2	CHA (2)	-	
Knowledge (nature)	+9	INT (0)	4	
Perception	+12	WIS (3)	4	
Ride	-2	DEX (1)	-	
Sense Motive	+3	WIS (3)	-	
Spellcraft	+7	INT (0)	4	
Stealth	+2	DEX (1)	-	
Survival	+5	WIS (3)	-	
Swim	-5	STR (-2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Augment Summoning
Druid Weapon Proficiencies
Shield Proficiency
Spell Focus (Conjuration)

Special Abilities

Animal Companion Link (Ex)
Defensive Training +4
Hatred +1
Illusion Resistance
Low-Light Vision
Resist Nature's Lure (Ex)
Share Spells with Companion (Ex)
Spontaneous Casting
Trackless Step (Ex)

+1 leather armor

+3

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

Gear

Total Weight Carried: 17/45 lbs, Medium Load
(Light: 15 lbs, Medium: 30 lbs, Heavy: 45 lbs)

+1 leather armor	7.5 lbs
Artisan's outfit (Free)	-
Belt pouch (empty)	0.125 lbs
Collection of special de-barked sticks	1 lb
Druid's vestment	-
Holly and mistletoe	-
Masterwork sickle	1 lb
Money <In: Bank>	2.44 lbs
Scroll of cure light wounds	-
Sling	-
Sling bullets x10	0.25 lbs
Spell component pouch	2 lbs
Sunrod x2	1 lb
Trail rations x2	0.25 lbs
Wand of cure light wounds	-

Special Abilities

Wild Empathy +6 (Ex)
Wild Shape (4 hours, 2/day) (Su)
Wild Shape (Beast Shape I: Small - Medium animal)
Woodland Stride (Ex)

Spell-Like Abilities

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

Tracked Resources

Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wild Shape (4 hours, 2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Gnome
Druidic	Sylvan

Experience & Wealth

Experience Points: **9000**/15000
Current Cash: **122 gp**

Spells & Powers

Druid spells memorized (CL 4th; concentration +7)
Melee Touch +2 Ranged Touch +5
2nd—*barkskin*, *bull's strength*, *flaming sphere* (DC 15)
1st—*cure light wounds*, *entangle* (DC 14), *entangle* (DC 14), *speak with animals*
0th (at will)—*detect magic*, *know direction*, *light*, *stabilize*

Companions

Droogami
Male leopard
N Medium animal
Init +5; Senses low-light vision, scent; Perception +5

Defense

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)
hp 24 (4d8+8)
Fort +6, Ref +9, Will +2
Defensive Abilities evasion

Offense

Speed 50 ft.; sprint
Melee bite +7 (1d6+4), 2 claws +8 (1d3+4)

Statistics

Str 18, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +7; **CMD** 23 (27 vs. trip)
Feats Dodge, Weapon Focus (claw)
Skills Acrobatics +9 (+17 to jump), Perception +5, Stealth +9 (+13 in Undergrowth), Swim +8; **Racial Modifiers** +4 Stealth in Undergrowth

Background

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.

Sourcebooks Used

(none)

Droogami

Male leopard - CL4 - CR 4

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	20	+5	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+4	+2				
REFLEX (DEXTERITY)	+9 =	+4	+5				
WILL (WISDOM)	+2 =	+1	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =			+5		+3		+1	+9

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
16	13				

CM Bonus	BAB	Strength	Dexterity	Size
+7 =	+3	+4	-	-

CM Defense	BAB	Strength	Dexterity	Size
23 = 10	+3	+4	+5	-

27 vs. Trip

Base Attack	+3	HP	24
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Initiative	+5	Damage / Current HP	
Speed	50 ft		

Bite (Leopard)

Main hand: **+7, 1d6+4**

Crit: x2
Light, B/P/S

Claw x2 (Leopard)

Main hand: **+8, 1d3+4**

Crit: x2
Light, B/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (5)	1	
Speed greater/less than 30 ft. : +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+4	STR (4)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+9	DEX (5)	1	
leopard: +4 in Undergrowth				
Survival	+1	WIS (1)	-	
Swim	+8	STR (4)	1	

Feats

Dodge
Weapon Focus (Claw)

Special Abilities

+4 Stealth in Undergrowth (Ex)
Evasion (Ex)
Low-Light Vision
Scent (Ex)
Sprint (1/hour) (Ex)
Trip (Ex)

Gear

Total Weight Carried: 0/450 lbs, Light Load
(Light: 150 lbs, Medium: 300 lbs, Heavy: 450 lbs)
Money -

Tracked Resources

Sprint (1/hour) (Ex)

Sourcebooks Used

(none)

Experience & Wealth

Current Cash: **You have no money!**

Lini (7)

Female gnome druid 7 - CR 6

True Neutral Humanoid (Gnome); Deity: **The Green Faith** ;
Age: **69**; Height: **3' 5"**; Weight: **37lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	6	-2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	16/18	+3/+4	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+5	+3	+1		

Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

REFLEX (DEXTERITY)	+6	=	+2	+1	+1	+2	
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Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

WILL (WISDOM)	+10	=	+5	+4	+1		
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Illusion Resistance: +2 vs. illusions, Resist Nature's Lure : +4 vs. fey and plant-targeted effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+4	+1	+1		+1		+7

Touch AC 13 **Flat-Footed AC** 16

Defensive Training +4 : +4 dodge bonus vs. Giants

CM Bonus	BAB	Strength	Size	Misc	
+2	=	+5	-2	-1	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size		
14	=	10	+5	-2	+1	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+5	HP	56
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Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	+1
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Speed	20 / 15 ft
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+1 sickle

Main hand: **+5, 1d4-1**

Crit: x2
Light, S, Trip

Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype

Sling

Ranged: **+7, 1d3-2**

Crit: x2
Rng: 50'
1-hand, B

Ranged, both hands: **+7, 1d3-2**

Hatred +1 : +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (1)	-	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-5	STR (-2)	-	
Craft (alchemy)	+2	INT (0)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-2	DEX (1)	-	
Fly	+0	DEX (1)	-	
Handle Animal	+12	CHA (2)	7	
Heal	+14	WIS (4)	7	
Intimidate	+2	CHA (2)	-	
Knowledge (nature)	+12	INT (0)	7	
Perception	+16	WIS (4)	7	
Ride	-2	DEX (1)	-	
Sense Motive	+4	WIS (4)	-	
Spellcraft	+10	INT (0)	7	
Stealth	+2	DEX (1)	-	
Survival	+6	WIS (4)	-	
Swim	-5	STR (-2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Augment Summoning
Druid Weapon Proficiencies
Lightning Reflexes
Natural Spell
Shield Proficiency
Spell Focus (Conjuration)

Special Abilities

Animal Companion Link (Ex)
Defensive Training +4
Hatred +1
Illusion Resistance
Low-Light Vision
Resist Nature's Lure (Ex)
Share Spells with Companion (Ex)

+2 leather armor

+4

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

Gear

Total Weight Carried: 17/45 lbs, Medium Load
(Light: 15 lbs, Medium: 30 lbs, Heavy: 45 lbs)

+1 sickle	1 lb
+2 leather armor	7.5 lbs
Artisan's outfit (Free)	-
Belt pouch (empty)	0.125 lbs
Cloak of resistance +1	0.5 lbs
Collection of special de-barked sticks	1 lb
Druid's vestment	-
Headband of inspired wisdom +2	0.5 lbs
Holly and mistletoe	-
Money <In: Bank>	2.68 lbs
Ring of protection +1	-
Scroll of call lightning	-
Scroll of call lightning	-
Sling	-
Sling bullets x10	0.25 lbs
Spell component pouch	2 lbs
Sunrod x2	1 lb
Trail rations x2 <In: One of the other characters>	0.25 lbs
Wand of cure light wounds	-
Wand of produce flame	-

Special Abilities

Spontaneous Casting
Trackless Step (Ex)
Wild Empathy +9 (Ex)
Wild Shape (7 hours, 3/day) (Su)
Wild Shape (Beast Shape II: Tiny - Large animal)
Wild Shape (Elemental Body I: Small elemental)
Woodland Stride (Ex)

Spell-Like Abilities

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

Tracked Resources

Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Experience & Wealth

Experience Points: 35000/51000
Current Cash: 134 gp

Tracked Resources

Wand of produce flame	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Wild Shape (7 hours, 3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Druidic
Gnome
Sylvan

Spells & Powers

Druid spells memorized (CL 7th; concentration +11)
Melee Touch +4 Ranged Touch +7
4th—*dispel magic, ice storm*
3rd—*daylight, neutralize poison, remove disease*
2nd—*barkskin, bull's strength, flaming sphere* (DC 16),
spider climb
1st—*cure light wounds, entangle* (DC 15), *entangle* (DC 15), *speak with animals, speak with animals*
0th (at will)—*detect magic, know direction, light, stabilize*

Companions

Droogami
Male leopard
N Medium animal
Init +5; Senses low-light vision, scent; Perception +5

Defense

AC 21, touch 16, flat-footed 15 (+5 Dex, +1 dodge, +5 natural)
hp 36 (6d8+12)
Fort +7, Ref +10, Will +3 (+4 morale bonus vs. Enchantment spells and effects)
Defensive Abilities evasion

Offense

Speed 50 ft.; sprint
Melee bite +8 (1d6+4), 2 claws +9 (1d4+4)

Statistics

Str 19, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +8; **CMD** 24 (28 vs. trip)
Feats Dodge, Improved Natural Attack (claw), Weapon Focus (claw)
Skills Acrobatics +9 (+17 to jump), Climb +8, Perception +5, Stealth +10 (+14 in Undergrowth), Swim +8; **Racial Modifiers** +4 Stealth in Undergrowth
SQ devotion

Background

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.

Sourcebooks Used

- **Kingmaker** - Wand of produce flame (equipment)

Droogami



Male leopard - CL6 - CR 6

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	21	+5	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+5	+2			
REFLEX (DEXTERITY)	+10	=	+5	+5			
WILL (WISDOM)	+3	=	+2	+1			

Devotion: +4 morale bonus vs. Enchantment spells and effects

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	21	=		+5		+5		+1	+11

		BAB	Strength	Size	Misc
Touch AC	16				
Flat-Footed AC	15				

CM Bonus	+8	=	+4	+4	-

			BAB	Strength	Dexterity	Size
CM Defense	24	=	10	+4	+4	+5

28 vs. Trip

Base Attack	+4		HP

Initiative	+5	

Speed	50 ft	

Bite (Leopard)

Main hand: **+8, 1d6+4** Crit: x2
Light, B/P/S

Claw x2 (Leopard)

Main hand: **+9, 1d4+4** Crit: x2
Light, B/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (5)	1	
Speed greater/less than 30 ft. : +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+8	STR (4)	1	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+10	DEX (5)	2	
leopard: +4 in Undergrowth				
Survival	+1	WIS (1)	-	
Swim	+8	STR (4)	1	

Feats

Dodge
Improved Natural Attack (Claw x2 [Leopard])
Weapon Focus (Claw)

Special Abilities

+4 Stealth in Undergrowth (Ex)
Devotion +4 (Ex)
Evasion (Ex)
Low-Light Vision
Scent (Ex)
Sprint (1/hour) (Ex)
Trip (Ex)

Gear

**Total Weight Carried: 0/525 lbs, Light Load
(Light: 174 lbs, Medium: 349.5 lbs, Heavy: 525
lbs)**

Money -

Tracked Resources

Sprint (1/hour) (Ex)

Sourcebooks Used

(none)

Experience & Wealth

Current Cash: **You have no money!**