

## LINI

GNOME DRUID 1

Small humanoid (gnome) N

**Init** +1; **Senses** low-light vision; Perception +9

### DEFENSE

**AC** 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size)

**hp** 11 (1d8+3)

**Fort** +5, **Ref** +1, **Will** +5; +2 vs. illusions

**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants)

### OFFENSE

**Speed** 20 ft.

**Melee** sickle –1 (1d4–2)

**Ranged** sling +2 (1d3–2)

**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids

**Gnome Spell-Like Abilities** (CL 1st; concentration +3)

1/day—dancing lights, ghost sound (DC 13), prestidigitation, speak with animals

**Druid Spells Prepared** (CL 1st; concentration +4)

1st—entangle (DC 14), goodberry

0 (at will)—detect magic, know direction, resistance

### TACTICS

**Before Combat** Lini casts goodberry at the start of each day.

**During Combat** Lini attempts to stay out of melee, sending her animal companion to fight while she uses her magic to heal, summon allies, and control the environment.

### STATISTICS

**Str** 6, **Dex** 12, **Con** 16, **Int** 12, **Wis** 16, **Cha** 15

**Base Atk** +0; **CMB** –3; **CMD** 8

**Feats** Self-Sufficient

**Skills** Craft (jewelry) +3, Handle Animal +6, Heal +9, Knowledge (geography) +5, Knowledge (nature) +7, Perception +9, Spellcraft +5, Survival +7

**Languages** Common, Druidic, Gnome, Goblin, Sylvan

**SQ** nature bond (animal companion, snow leopard named Droogami\*), nature sense, wild empathy +3

**Combat Gear** goodberries (5), scroll of cure light wounds, acid;

**Other Gear** leather armor, sickle, sling with 10 bullets, belt pouch, mistletoe, spell component pouch, stick collection, sunrods (2), trail rations (2), 8 gp

*Lini is an empathetic gnome with a talent for calming angry animals.*

**Wild Empathy (Ex):** A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.



The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

## SMALL CAT(Droogami) Effective Druid Level 1

N Small animal

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

### DEFENSE

**AC** 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size)

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +8, **Will** +1

### OFFENSE

**Speed** 50 ft.

**Melee** bite +7 (1d4+1 plus trip), 2 claws +7 (1d2+1)

### STATISTICS

**Str** 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +1; **CMD** 16 (20 vs. trip)

**Feats** Weapon Finesse

**Skills** Perception +5, Stealth +13

**SQ** tricks (attack [all creatures], come, defend, down, guard, heel)