

Sulern Yoruda

Male halfling druid 4 of Besmara

N Small humanoid (halfling)

Init +5; **Senses** Perception +10

Languages Druidic, Halfling, Sylvan, Taldane

DEFENSE

AC 23, touch 15, flat-footed 19 (+6 armor, +3 Dex, +1 dodge, +1 natural, +1 shield, +1 size)

hp 34 (4 HD)

Fort +6, **Ref** +5, **Will** +9; +2 vs. fear, +4 vs. water spells or the exceptional or supernatural abilities of aquatic or water creatures

Defensive Abilities resist ocean's fury

OFFENSE

Speed 20 ft. (4 squares), swim 10 ft.; 30 ft., swim 15 ft. when unarmored and unencumbered

Melee +1 *scimitar* +6 (1d4+2/18-20)

Ranged sling +7 (1d3+1)

Druid Spells Prepared (CL 4th; Concentration +8)

2nd-level (3/day) – *bull's strength*, *frost fall*^{UC}, *stone call*^{APG}

1st-level (4/day) – *calm animals*, *deadeye's lore*^{UC}, *cure light wounds*, *touch of the sea*^{APG}

0-level (at will) – *create water*, *detect magic*, *mending*, *purify food and drink*

STATISTICS

Abilities Str 12 (+1), Dex 16 (+3), Con 12 (+1), Int 12 (+1), Wis 18 (+4), Cha 10 (+0)

Base Atk +3; **CMB** +3; **CMD** 17; **Hero Points** 3

Feats Dodge, Toughness

Skills Acrobatics +1, Climb +2, Fly +7, Handle Animal +5, Heal +9, Knowledge (nature) +10, Perception +10 (+12 in aquatic terrain), Ride +4, Sense Motive +9, Spellcraft +5, Stealth +5 (+7 in aquatic terrain), Survival +10, Swim +11 (+13 in aquatic terrain); **Armor Check Penalty** –3 (–4 with shield); **Racial Bonuses** +2 Perception

SQ aquatic adaption +2, fleet of foot, nature bond (roc animal companion), nature sense, resist ocean's fury, spontaneous casting (*summon nature's ally* spells), traits (adopted: humans, reactionary, world traveler: sense motive), wild empathy +4

Combat Gear sling bullets (10); **Other Gear** +1 *horn lamellar*, +1 *scimitar*, *amulet of natural armor* +1, holly and mistletoe, Kraven (roc animal companion, see below) masterwork backpack, light wooden shield, pathfinder's kit, sling, spear, tender (363gp, 9sp)

Encumbrance light 37 lb. 8 oz., medium 75 lb., heavy 112 lb. 8 oz.; **Weight Carried** 36 lb. (excluding tender)

SPECIAL ABILITIES

Aquatic Adaptation (Ex) You gain an insight bonus on Initiative checks and Knowledge (geography), Perception, Stealth, Survival, and Swim checks equal to ½ your druid level in aquatic terrain, and you cannot be tracked such environments.

Nature Sense (Ex) You gain a +2 bonus to knowledge: nature checks and Survival checks (included above).

Resist Ocean's Fury (Ex) You gain a +4 bonus on saving throws against spells of the water type or the exceptional or supernatural abilities of creatures with the aquatic or water subtype.

Wild Empathy (Ex) You can improve the attitude of any creature with a swim speed or the aquatic or water subtype (even if they are mindless). This ability functions just like a Diplomacy check made to improve the attitude of a person. You roll 1d20 and add your druid level and your 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, you and the creature must be within 30 feet of one another under normal conditions. Generally, influencing a creature in this way takes 1 minute but, as with influencing people, it might take more or less time.



Kraven

Roc Animal Companion

N Medium animal

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

DEFENSE

AC 24, touch 16, flat-footed 17 (+5 Dex, +1 dodge, +7 natural)

hp 22 (4 HD)

Fort +4, **Ref** +9, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 20 ft. (4 squares), fly 80 ft. (average)

Melee 2 talons +4 (1d4+1) and
bite +4 (1d6+1)

STATISTICS

Abilities Str 13 (+1), Dex 20 (+5), Con 10 (+0), Int 2 (–4), Wis 13 (+1), Cha 11 (+0)

Base Atk +3; **CMB** +4; **CMD** 20

Feats Dodge, Flyby Attack

Skills Fly +11, Perception +5

SQ link, share spells, tricks (attack [anything], come, defend, down, guard, heel, stay)

Encumbrance light 50 lb., medium 100 lb., heavy 150 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Link (Ex) You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex) You may cast a spell with a target of "You" on your animal companion (as a spell with a range of touch) instead of on yourself. You may cast spells on your animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

KIT BREAKDOWN

This kit consists of a backpack, a bedroll, a belt pouch, a clay mug, a dagger, two fishhooks, a flint and steel, a sewing needle, a signal whistle, 50 feet of string, 50 feet of thread, a waterskin, a week's worth of trail rations, and a whetstone. Leaving the bedroll and rations at camp or on a mount reduces the weight by 3 pounds.

