

Meglin Dee (aka Grizzly Girl)

Female human barbarian 4/druid 6

NG Medium humanoid

Init +2; **Senses** Perception +2

Languages Common, Druidic, Sylvan

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural); *barkskin*

hp 99 (10 HD); 119 hp when raging

Fort +11, **Ref** +5, **Will** +8; +4 vs. fey and plant-targeted effects

Defensive Abilities trap sense +1

OFFENSE

Speed 50 ft. (10 squares)

Melee longspear +16/+11 (1d8+12/×3) or
longspear +20/+15 (1d8+15/×3) while raging

Ranged mwk sling +11 (1d4+8) or
mwk sling +11 (1d4+10) while raging

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks rage (10 rounds/day), rage powers (guarded life 4, lesser beast totem), wild shape 5/day

Druid Spells Prepared (CL 9th; Concentration +11)

5th-level (1/day) – *bloody claws*^{APG} (4th)

4th-level (2/day) – *strong jaw*^{APG} (2)

3rd-level (3/day) – *call lightning* (3)

2nd-level (5/day) – *barkskin* (3), *resist energy* (2)

1st-level (5/day) – *ant haul*^{APG}, *speak with animals* (2), *entangle* (2)

0-level (at will) – *create water*, *detect poison*, *guidance*, *light*

STATISTICS

Abilities Str 26 (+8), Dex 14 (+2), Con 14 (+2), Int 12 (+1), Wis 14 (+2), Cha 8 (–1)

Base Atk +8; **CMB** +16; **CMD** 28

Feats Fleet (2), Natural Spell, Shaping Focus, Wild Speech

Skills Climb +21, Fly +15, Knowledge (geography) +14, Knowledge (nature) +16, Survival +17, Swim +21

SQ esoteric training, nature bond (bear companion), nature sense, senior guild member (wondrous items),
spellcasting guild member (50 fame, 50 PP), trackless step, wild empathy +5, woodland stride

Combat Gear *potions of enlarge person* (7), sling bullets (20); **Other Gear** +2 *darkleaf hide barding* (fitted for a large bear), *amulet of mighty fists* +2, *belt of giant strength* +6, druid's kit, *druid's vestment*, leather armor, longspear, masterwork sling, tender (10gp, 8sp)

Encumbrance light 306 lb., medium 613 lb., heavy 920 lb.; **Weight Carried** 121 lb. (excluding tender)



SPECIAL ABILITIES

- Esoteric Training** Due to your membership in a spellcasting guild (and Fame score of 35+) you gain a +3 bonus to your caster level with druid spells and a +1 bonus to your caster level with ranger spells (up to a maximum of your character level). These bonuses grant you additional spells known and spells per day for your modified caster level.
- Fast Movement (Ex)** Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying your speed because of any load carried or armor worn. This bonus stacks with any other bonuses to your land speed.
- Guarded Life (Ex)** While raging, if you are reduced below 0 hit points, 1 hit point of lethal damage per barbarian level is converted to nonlethal damage. If you are at negative hit points due to lethal damage, you immediately stabilize.
- Lesser Beast Totem (Su)** While raging, you gain two claw attacks. These attacks are considered primary attacks and are made at your full base attack bonus. The claws deal 1d6 points of slashing damage plus your Strength modifier.
- Nature Sense (Ex)** You gain a +2 bonus to knowledge: nature checks and Survival checks (included above).
- Resist Nature's Lure (Ex)** You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize or target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.
- Senior Guild Member** Using guild contacts, you can earn an additional 10% profit when selling magical wondrous items.
- Trackless Step (Ex)** You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.
- Trap Sense (Ex)** You gain a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
- Uncanny Dodge (Ex)** You cannot be caught flat-footed, even if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized or when an opponent successfully uses the feint action against you.
- Wild Empathy (Ex)** You can improve the attitude of an animal. 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 animal 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. Additionally, you may also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a –4 penalty on the check.
- Wild Shape (Su)** You have the ability to turn yourself into a variety of creatures and back again four times per day. Your options for new forms include animals of Diminutive to Huge size, elementals of Small to Large size, and plant creatures of Small to Large size. This ability functions like the *beast shape III* spell (for animals), the *elemental body III* spell (for elementals) or as the *plant shape II* spell (for plant creatures), except as noted here. The effect lasts for 10 hours, or until you change back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal, elemental, or plant creature with which you are familiar. You can communicate normally with other animals of the same general grouping as your new form.
- Woodland Stride (Ex)** You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Meglin Dee (Grizzly Bear Form)

Female human barbarian 4/druid 6

NG Medium humanoid

Init +1; **Senses** low-light vision, scent; Perception +2

Languages Common, Druidic, Sylvan

DEFENSE

AC 24, touch 10, flat-footed 23 (+6 armor, +1 Dex, +8 natural, -1 size); *barkskin*

hp 99 (10 HD); 119 hp when raging

Fort +11, **Ref** +4, **Will** +8; +4 vs. fey/plant magic

Defensive Abilities resist nature's lure, trap sense +1

OFFENSE

Speed 40 ft. (8 squares), 60 ft. when unarmored

Melee bite +19 (1d8+12) and

2 claws +19 (1d6+12 plus grab) or

bite +21 (1d8+14) and

4 claws +21 (1d6+14 plus grab) while raging

Space 10 ft.; **Reach** 5 ft.

Special Attacks grab (claws)

Druid Spells Prepared as above

STATISTICS

Abilities Str 30 (+10), Dex 12 (+1), Con 14 (+2), Int 12 (+1), Wis 14 (+2), Cha 8 (-1)

Base Atk +8; **CMB** +19 (+23 with grapple); **CMD** 30 (34 vs. overrun and trip)

Feats as above

Skills Climb +23, Fly +12, Knowledge (geography) +14, Knowledge (nature) +16, Survival +17, Swim +23

SQ as above

Gear +2 *darkleaf hide barding*

Encumbrance light 1,596 lb., medium 3,192 lb., heavy 4,800 lb.; **Weight Carried** 60 lb.



Red

Male juvenile grizzly bear animal companion

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 54 (6 HD)

Fort +7, **Ref** +7, **Will** +3; +2 vs. enchantment

Defensive Abilities devotion, evasion

OFFENSE

Speed 40 ft. (8 squares)

Melee bite +11 (1d6+6) and

2 claws +11 (1d4+6 each)

STATISTICS

Abilities Str 22 (+6), Dex 15 (+2), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 6 (-2)

Base Atk +4; **CMB** +10; **CMD** 22 (26 vs. overrun and trip)

Feats Toughness, Weapon Focus (bite, claw)

Skills Perception +6, Survival +6, Swim +11

SQ link, share spells, tricks (attack, defend, down)

Encumbrance light 259 lb. 8 oz., medium 519 lb., heavy 780 lb.; **Weight Carried** 0 lb.



SPECIAL ABILITIES

Devotion (Ex) Your animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects (included above).

Evasion (Ex) If your animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

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 your 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.