Lutin

Player: Brittany
NG Female sprite undine animal whisperer
druid/sorcerer 1 - CL1
Deity: **Gozreh**; Height: **2'**; Weight: **30 lb.**; Eyes: **silver**; Hair: **silver**; Skin: **dark blue**
Speed: **15 ft.**, **Swim Speed 5 ft.**, Languages: Common, Druidic, Gnomish, Kelish, Sylvan

Hit Points	Focus Points	Hero Points
14	2	3
		2

	Str	Dex	Con	Int	Wis	Cha	
	-1	+2	+0	+2	+4	+3	8 Str 14 Dex 10 Con 14 Int 18 Wis 16 Cha

PERCEPTION	**+7**$_T$	= +3 Base +4 Wis +0 Misc
FORTITUDE	**+3**$_T$	= +3 Base +0 Con +0 Misc
REFLEX	**+5**$_T$	= +3 Base +2 Dex +0 Misc
WILL	**+9**$_E$	= +5 Base +4 Wis +0 Misc
AC	**18**$_T$	= +13 Base +2 Dex +3 Misc

Hide armor (Trained)
AC: +3, Max Dex: +2, Armor Check: -2, Speed: -5

Activated Abilities & Adjustments
Component Substitution

Sling (Trained)
Ranged (50 ft.) **: +5/+0/-5** (1d6-1 B, Crit ×2)

Traits: propulsive

Special Abilities

Anathema
Committing wanton cruelty to animals or killing animals unnecessarily is anathema to your order. (This doesn't prevent you from defending yourself against animals or killing them cleanly for food.)

Blood Magic (Elemental)
When casting bloodline spell, gain +1 status to Intimidate for 1r or deal 1 B or F/spell lvl.

Low-Light Vision
See in dim light as if it were normal light.

Magical Strikes
All your Strikes are magical.

Treat Wounds (2d8, DC 15)
Use Medicine to restore HP to adjacent living creature based on check result.

Wild Empathy
Use Diplomacy to Make an Impression on animals and to make very simple Requests of them.

Feats

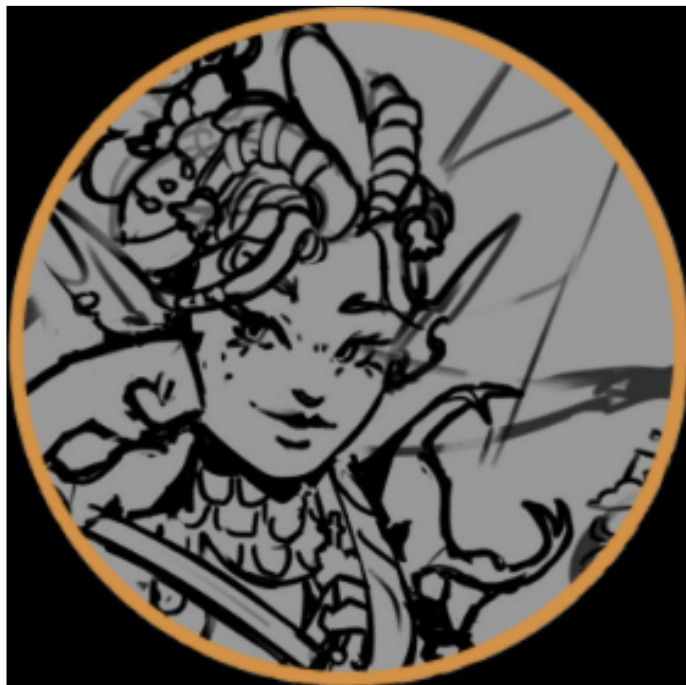**Evanescent Wings** [Ancestry Feats Selection]
No additional actions to reach something in your space that a Medium creature could reach.

Animal Companion
Gain the service of a young animal companion.

Shield Block
Your shield absorbs damage up to the shield's Hardness. You and the shield each take any remaining damage.

Skills

	+0$_U$	**Acrobatics** $_{Dex}$
	+5$_T$	**Animal Lore** $_{Int}$
	+2$_U$	**Arcana** $_{Int}$
	+0$_T$*	**Athletics** $_{Str}$
	+2$_U$	**Crafting** $_{Int}$
	+3$_U$	**Deception** $_{Cha}$
	+6$_T$	**Diplomacy** $_{Cha}$
	+6$_T$	**Intimidation** $_{Cha}$
	+7$_T$	**Medicine** $_{Wis}$
	+7$_T$	**Nature** $_{Wis}$
	+2$_U$	**Occultism** $_{Int}$
	+3$_U$	**Performance** $_{Cha}$
	+4$_U$	**Religion** $_{Wis}$
	+5$_T$	**Society** $_{Int}$
	+3$_T$	**Stealth** $_{Dex}$
	+4$_U$	**Survival** $_{Wis}$
	+0$_U$	**Thievery** $_{Dex}$
	+5$_T$	**Urban Terrain Lore** $_{Int}$

Skill Modifiers
Athletics (Swim speed): +4 circumstance bonus to Swim.

Weapon Proficiencies
Trained: All Simple Weapons, All Unarmed Attacks

Armor Proficiencies
Trained: All Light Armor, All Medium Armor

Feats

Train Animal
  Teach an animal a new basic action from those listed in the Command an Animal action.

Spells

Druid spells prepared (DC 17, attack +7)
1st—*summon animal, summon plant or fungus*
Cantrip (at will)—*detect magic, guidance, know direction, prestidigitation, protect companion*^SoM

Sorcerer spells known (DC 16, attack +6)
1st (3/day)—*burning hands* (b damage), *horizon thunder sphere*^SoM, *hydraulic push*
Cantrip (at will)—*acid splash, electric arc, light, produce flame* (b damage), *ray of frost*

Focus Spells

Elemental Toss (B damage) (1st)

Heal Animal (1st)

Innate Spells

Illusory Disguise (self only, 1/day) (1st)   ☐

Tracked Resources

Healing potion, lesser (2d8+5)   ☐
Sling bullets   20

Gear (Encum: 2 bulk, Over: 5 bulk)

Total Bulk Carried: 1.6, Unencumbered

Backpack *<Holds: 68 @ 1 blk>*	-
Bedroll *<In: Backpack>*	L
Belt pouch	-
Belt pouch *<Holds: 1 @ 0 blk>*	-
Chalk x10 *<In: Backpack>*	-
Flint and steel *<In: Backpack>*	-
Hat of disguise	-
Healer's tools *<In: Backpack>*	L
Healing potion, lesser (2d8+5)	L
Hide armor	1
Holly and mistletoe *<In: Backpack>*	-
Money *<In: Belt pouch>*	-
Rations (1 week) x2 *<In: Backpack>*	0.2
Rope (foot) x50 *<In: Backpack>*	-
Sling	L
Soap *<In: Backpack>*	-
Waterskin *<In: Backpack>*	L

Experience & Wealth

Career Experience Points: **0** (0/0 to 2nd)
Current Cash: **7 gp, 2 sp, 3 cp**

Companions

Kal El
Male cat
NG, Small, Animal, Minion
low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +5, Stealth +6
Str +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

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AC 16; **Fort** +4; **Ref** +6; **Will** +5
HP 11

————
Speed 35 feet
Melee [1] claw +6 (agile, finesse), **Damage** 1d4+2 S
Melee [1] jaws +6 (finesse), **Damage** 1d6+2 P
Other Abilities cat strike

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Kal El is a formidable jaguar

Background

The storm also passes

By the tide and the tempest

Evanescent Wings   (Ancestry Feats Selection, Feat)
Traits: Sprite

You've manifested wings that can flutter for brief spurts. You don't need to spend any additional actions to reach something in your space that a Medium creature could reach. For instance, if you wanted to open a cookie jar located four feet off the ground, you only need to spend a single Interact action to do so. When you use Evanescent Wings to flutter to a higher place in your space, your action gains the move trait.

Appears In: Lost Omens Ancestry Guide

Shield Block   (Class, Druid, Feat)
Traits: General
[reaction]
Trigger While you have your shield raised, you would take damage from a physical attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Train Animal   (Background Selection, Feat)
Traits: Downtime, General, Manipulate, Skill
Prerequisites trained in Nature

You spend time teaching an animal to do a certain action. You can either select a basic action the animal already knows how to do (typically those listed in the Command an Animal action on page 249) or attempt to teach the animal a new basic action. The GM determines the DC of any check required and the amount of time the training takes (usually at least a week). It's usually impossible to teach an animal a trick that uses critical thinking. If you're expert, master, or legendary in Nature, you might be able to train more unusual creatures, at the GM's discretion.

Success The animal learns the action. If it was an action the animal already knew, you can Command the Animal to take that action without attempting a Nature check. If it was a new basic action, add that action to the actions the animal can take when Commanded, but you must still roll.
Failure The animal doesn't learn the trick.

Success The animal learns the action. If it was an action the animal already knew, you can Command the Animal to take that action without attempting a Nature check. If it was a new basic action, add that action to the actions the animal can take when Commanded, but you must still roll.
Failure The animal doesn't learn the trick.

Anathema   (Class, Druid)
As stewards of the natural order, druids find affronts to nature anathema. If you perform enough acts that are anathema to nature, you lose your magical abilities that come from the druid class, including your primal spellcasting and the benefits of your order. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (page 409).

The following acts are anathema to all druids:
• Using metal armor or shields.
• Despoiling natural places.
• Teaching the Druidic language to non-druids.

Each druidic order also has additional anathema acts, detailed in the order's entry.

Animal Druidic Order: Committing wanton cruelty to animals or killing animals unnecessarily is anathema to your order. (This doesn't prevent you from defending yourself against animals or killing them cleanly for food.)

Blood Magic (Elemental)   (Sorcerer Bloodline)
Whenever you cast a bloodline spell using Focus Points or a granted spell from your bloodline using a spell slot, you gain a blood magic effect. If the blood magic offers a choice, make it before resolving the spell. The blood magic effect occurs after resolving any checks for the spell's initial effects and, against a foe, applies only if the spell is a successful attack or the foe fails its saving throw. If the spell has an area, you must designate yourself or one target in the area when you cast the spell to be the target of the blood magic effect. All references to spell level refer to the level of the spell you cast.

Elemental
Elemental energy surrounds you or a target. Either you gain a +1 status bonus to Intimidation checks for 1 round, or a target takes 1 damage per spell level. The damage is bludgeoning or fire, according to your elemental type. If the spell already deals that type of damage, combine it with the spell's initial damage before determining weaknesses and resistances.

Low-Light Vision   (Race, Sprite)
The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Magical Strikes   (Race, Sprite)
Your inherent magic pervades your entire being. All your Strikes are magical, whether with unarmed attacks or weapons.

Appears In: Lost Omens Ancestry Guide

Treat Wounds (2d8, DC 15)
Traits: Exploration, Healing, Manipulate
Requirements You're wearing or holding healer's tools

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.
Success The target regains 2d8 Hit Points, and its wounded condition is removed.
Critical Failure The target takes 1d8 damage.

Wild Empathy   (Class, Druid)
You have a connection to the creatures of the natural world that allows you to communicate with them on a rudimentary level. You can use Diplomacy to Make an Impression on animals and to make very simple Requests of them. In most cases, wild animals will give you time to make your case.

Weapon Traits

Agile
The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Finesse
You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal
Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Propulsive
You add half your Strength modifier (if positive) to damage rolls with a propulsive ranged weapon. If you have a negative Strength modifier, you add your full Strength modifier instead.

Unarmed
An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Gear

Flint and steel
Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Hat of disguise
Traits: Illusion, Invested, Magical

This ordinary-looking hat allows you to cloak yourself in illusions.

Activate 1 minute (Interact);   **Frequency** once per day;   **Effect** The hat casts a 1st-level   *illusory disguise* spell on you. While setting up the disguise, you can magically alter the hat to appear as a comb, ribbon, helm, or other piece of headwear.

Healing potion, lesser (2d8+5)
Traits: Consumable, Healing, Magical, Necromancy, Potion
[1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Lesser
The potion restores 2d8+5 Hit Points.