

## Droogami

**Female leopard - CL14 - CR 10**

True Neutral Magical Beast (Augmented Animal)

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	22	+6	
<b>DEX</b> DEXTERITY	23	+6	
<b>CON</b> CONSTITUTION	16	+3	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+13 =	+9	+3	+1			
<b>REFLEX</b> (DEXTERITY)	+16 =	+9	+6	+1			
<b>WILL</b> (WISDOM)	+6 =	+4	+1	+1			

Devotion: +4 morale bonus vs. enchantment effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	31 =	10	+6	+14			+1	

**Touch AC** 17      **Flat-Footed AC** 24

**Mobility:** +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+16 =	+10	+6	-	-

CM Defense	BAB	Strength	Dexterity	Size
33 =	10	+10	+6	+

37 vs. Overrun; 37 vs. Trip

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

**Base Attack** +10      **HP** 105

**Initiative** +6

**Speed** 50 ft

### Bite (Leopard)

Main hand: **+16, 1d6+6**      Crit: x2  
Light, B/P/S

### Claw x2 (Leopard)

Main hand: **+17/+17, 1d4+6**      Crit: x2  
Light, B/S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+17	DEX (6)	8	
Speed greater/less than 30 ft.: +8 to jump				
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	-2	CHA (-2)	-	
<b>Climb</b>	+10	STR (6)	1	
<b>Diplomacy</b>	-2	CHA (-2)	-	
<b>Disguise</b>	-2	CHA (-2)	-	
<b>Escape Artist</b>	+6	DEX (6)	-	
<b>Fly</b>	+6	DEX (6)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	-2	CHA (-2)	-	
<b>Perception</b>	+11	WIS (1)	7	
<b>Ride</b>	+6	DEX (6)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Stealth</b>	+20	DEX (6)	11	
leopard: +4 in undergrowth				
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+10	STR (6)	1	

### Activated Abilities & Adjustments

Awaken (Animal): +8

Awaken (Animal) - Charisma Bonus: +1

### Feats

**Blind-Fight**

Re-roll misses because of concealment, other benefits.

**Dodge**

+1 AC.

**Eldritch Claws**

Your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.

**Improved Natural Attack (Claw x2 [Leopard])**

The damage of a natural attack increases by one step.

## Feats

### Mobility

+4 to AC against some attacks of opportunity.

### Multiattack

Secondary natural attacks only take a -2 penalty instead of -5.

### Spring Attack

You can move - attack - move when attacking with a melee weapon.

### Weapon Focus (Claw)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

## Animal Tricks

### Attack [Trick]

The animal will attack on command.

### Combat Riding [Trick]

The animal has been trained to bear a rider into combat.

### Come [Trick]

The animal will come to you on command.

### Defend [Trick]

The animal will defend you.

### Down [Trick]

The animal will break off combat on command.

### Fetch [Trick]

The animal will get a specific object.

### Guard [Trick]

The animal stays in place and prevents others from approaching.

### Heel [Trick]

The animal will follow you.

### Stay [Trick]

The animal will stay where it is.

### Track [Trick]

The animal will track a scent.

## Unarmed strike

Main hand: **+16/+11, 1d3+6**

Crit: x2

**nonlethal**

Light, B, Nonlethal

Main w/ offhand: **+10/+5, 1d3+6**

**nonlethal**

Main w/ light off: **+12/+7, 1d3+6**

**nonlethal**

Offhand: **+8, 1d3+3 nonlethal**

## Gear

**Total Weight Carried: 0.5/780 lbs, Light Load**

**(Light: 259.5 lbs, Medium: 519 lbs, Heavy: 780 lbs)**

Amulet of natural armor +5

-

Cloak of fangs (5 rounds/day)

0.5 lbs

Money

-

## Special Abilities

### +4 Stealth in undergrowth (Ex)

You gain a bonus to Stealth Checks under the listed conditions.

### Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal

### Devotion +4 (Ex)

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

### Evasion (Ex)

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

## Experience & Wealth

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

## Special Abilities

### Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Multiattack / Extra Attack

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a

### Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

### Sprint (1/hour) (Ex)

Once per hour, you can move at 10 times your normal speed (500 feet) when you make a charge.

### Trip (Ex)

A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

## Tracked Resources

Cloak of fangs (5 rounds/day)

Sprint (1/hour) (Ex)

## Languages

Common

## Droogami – Abilities & Gear

### Blind-Fight Feat

You are skilled at attacking opponents that you cannot clearly perceive.

**Benefit:** In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

**Normal:** Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

### Dodge Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### Eldritch Claws Feat

Who needs magic weapons? Eldritch tricks are no match for your bestial ferocity.

**Prerequisites:** Str 15, natural weapons, base attack bonus +6.

**Benefit:** Your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.

**Appears In:** Advanced Player's Guide

### Improved Natural Attack (Claw x2 [Leopard]) Feat

Attacks made by one of this creature's natural attacks leave vicious wounds.

**Prerequisite:** Natural weapon, base attack bonus +4.

**Benefit:** Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

### Mobility Feat

You can easily move through a dangerous melee.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

### Multiattack Feat

This creature is particularly skilled at making attacks with its natural weapons.

**Prerequisites:** Three or more natural attacks

**Benefit:** The creature's secondary attacks with natural weapons take only a -2 penalty.

**Normal:** Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

### Spring Attack Feat

You can deftly move up to a foe, strike, and withdraw before he can react.

**Prerequisites:** Dex 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

**Normal:** You cannot move before and after an attack.

### Weapon Focus (Claw) Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Attack [Trick] Animal Trick Trick

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

### Combat Riding [Trick] Animal Trick Trick

An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also "upgrade" an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

### Come [Trick] Animal Trick Trick

The animal comes to you, even if it normally would not do so.

### Defend [Trick] Animal Trick Trick

The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

## Droogami – Abilities & Gear

### **Down [Trick]** **Animal Trick Trick**

The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

### **Fetch [Trick]** **Animal Trick Trick**

The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

### **Guard [Trick]** **Animal Trick Trick**

The animal stays in place and prevents others from approaching.

### **Heel [Trick]** **Animal Trick Trick**

The animal follows you closely, even to places where it normally wouldn't go.

### **Stay [Trick]** **Animal Trick Trick**

The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

### **Track [Trick]** **Animal Trick Trick**

The animal tracks the scent presented to it. (This requires the animal to have the scent ability).

### **+4 Stealth in undergrowth (Ex)** **Racial Ability (Leopard)**

You gain a bonus to Stealth Checks under the listed conditions.

### **Darkvision (60 feet)** **Racial Ability, Senses (Magical)**

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

### **Devotion +4 (Ex)** **Racial Ability (Master)**

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

### **Evasion (Ex)** **Racial Ability (Master)**

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

### **Low-Light Vision** **Racial Ability, Senses**

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### **Multiattack / Extra Attack** **Racial Ability (Master)**

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

### **Scent (Ex)** **Racial Ability**

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

### **Sprint (1/hour) (Ex)** **Racial Ability (Leopard)**

Once per hour, you can move at 10 times your normal speed (500 feet) when you make a charge.

### **Trip (Ex)** **Racial Ability (Leopard)**

A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

### **Amulet of natural armor +5** **Wondrous Item (Neck)**

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +5.

#### **Construction**

**Requirements:** Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 25,000 gp

### **Cloak of fangs (5 rounds/day)** **Wondrous Item (Shoulders)**

Wearing this animal-hair cloak grants a +1 resistance bonus on saving throws. Furthermore, the wearer can force its teeth to grow rapidly up to five times per day as a swift action. The oversized teeth last for 1 round, during which time the wearer can make a bite attack. Treat this attack as a primary natural attack that deals 1d6 points of damage (or 1d4 if the wearer is Small). If the wearer already has a bite attack, the damage of that bite attack increases by one step (*Bestiary* 302).

#### **Construction**

**Requirements** Craft Wondrous Item, *alter self*, *resistance*; **Cost** 1,250 gp

**Appears In:** Advanced Race Guide, Ultimate Equipment

**Title - Droogami (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2010/03/18

**XP Reward:** 0 XP; **Net Cash:**

- no notes -