

<b>Dov</b>	<b>Irwin</b>	<b>Gozreh</b>	<b>None</b>	<b>Neutral</b>
Character Name	Player Name	Deity	Region	Alignment
Druid (Bear Shaman) 2	Half-Orc / Humanoid	Medium / 5 ft.	6' 5" / 283 lbs.	Darkvision (60 ft.)
CLASS	RACE	SIZE / FACE	HEIGHT / WEIGHT	VISION
2 (1)	21	Male		
Character Level (CR)	EXP/NEXT LEVEL	AGE	GENDER	Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED												
<b>STR</b> Strength	15	+2	15	+2			<b>HP</b> hit points 18								<b>Walk 30 ft.</b>																
<b>DEX</b> Dexterity	12	+1	12	+1			<b>AC</b> armor class 15				14	11	-10	+3	+1	+1	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
<b>TOTAL</b>		<b>FLAT</b>		<b>TOUCH</b>		<b>BASE</b>		<b>ARMOR BONUS</b>		<b>SHIELD BONUS</b>		<b>STAT</b>		<b>SIZE</b>		<b>NATURAL ARMOR</b>		<b>DEFLECTION</b>		<b>DODGE</b>		<b>Morale</b>		<b>Insight</b>		<b>Sacred</b>		<b>Profane</b>		<b>MISC</b>	
<b>CON</b> Constitution	16	+3	16	+3			<b>INITIATIVE</b> modifier				+3	+1	+2																		
<b>INT</b> Intelligence	12	+1	12	+1			<b>Encumbrance</b>				<b>Light</b>																				
<b>WIS</b> Wisdom	17	+3	17	+3																											
<b>CHA</b> Charisma	9	-1	9	-1																											
<b>MISS CHANCE</b>		<b>Arcane Spell Failure</b>		<b>ARMOR CHECK PENALTY</b>		<b>SPELL RESIST</b>		<b>ACID RESIST</b>		<b>COLD RESIST</b>		<b>ELECT. RESIST</b>		<b>FIRE RESIST</b>																	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+6	+3	+3	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+1	+0	+1	+0	+0	+0	
<b>WILL</b> (wisdom)	+6	+3	+3	+0	+0	+0	

<b>MELEE</b> attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+3	+1	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+2	+1	+1	+0	+0	+0	
<b>CMB</b> attack bonus	+3	+1	+2	+0			

<b>CMB</b>	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
	+3	+3	+3	+3	+3	+3
<b>CMD</b>	14	14	14	14	14	14

<b>UNARMED</b> (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+2	20/x2	5 ft.

<b>*Scimitar</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	18-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+3	1d6+2	2W-P(OH)	-3	1d6+2	
1H-O	-1	1d6+1	2W-P(OL)	-1	1d6+2	
2H	+3	1d6+3	2W-OH	-7	1d6+1	

<b>*Shield, Light Wooden</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
-9		1d3+1				

<b>Spear</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
	To Hit	Dam	To Hit	Dam		
2H	+3	1d8+3	2W-OH	N/A	N/A	
<b>Range: 20 ft.</b>		<b>To Hit: +2</b>		<b>Damage: 1d8+2</b>		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+0	+0	-2	-4	-6	
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2	

**Special Properties: Extra damage when set against a charging character (pg. 144)**

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

<b>ARMOR</b>		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Wooden		Light	+3	+3	-1	15
*Shield, Light Wooden		Light	+1		-1	5

TOTAL SKILLPOINTS: 10		<b>SKILLS</b>		MAX RANKS: 2/2	
<b>SKILL NAME</b>	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-1	= 1		+ -2
✓ Appraise	INT	1	= 1		
✓ Bluff	CHA	-1	= -1		
✓ Climb	STR	0	= 2		+ -2
✓ Craft (Untrained)	INT	1	= 1		
✓ Diplomacy	CHA	-1	= -1		
✓ Disguise	CHA	-1	= -1		
✓ Escape Artist	DEX	-1	= 1		+ -2
✓ Fly	DEX	-1	= 1		+ -2
✓ Handle Animal	CHA	4	= -1 + 2 + 3		
✓ Heal	WIS	3	= 3		
✓ Intimidate	CHA	1	= -1		+ 2
✓ Knowledge (Geography)	INT	5	= 1 + 1 + 3		
✓ Knowledge (Nature)	INT	8	= 1 + 2 + 5		
✓ Perception	WIS	7	= 3 + 1 + 3		
✓ Perform (Untrained)	CHA	-1	= -1		
✓ Ride	DEX	-1	= 1		+ -2
✓ Sense Motive	WIS	3	= 3		
✓ Spellcraft	INT	6	= 1 + 2 + 3		
✓ Stealth	DEX	-1	= 1		+ -2
✓ Survival	WIS	11	= 3 + 2 + 6		
✓ Swim	STR	0	= 2		+ -2
			= +		+
			= +		+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Scimitar	Equipped	1	4 / 15	
Shield, Light Wooden	Equipped	1	5 / 3	
Outfit (Traveler's)	Equipped	1	5 / 0	
Wooden	Equipped	1	25 / 20	
Backpack, Common	Equipped	1	2 / 2	
18 lbs., 1 Blanket, 10 Torch, 1 Pot (Iron), 1 Mess Kit				
Blanket	Backpack, Common	1	3 / 0.5	
Torch	Backpack, Common	10	1 (10) / 0 (0.1)	
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Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Pot (Iron)	Backpack, Common	1	4 / 0.8	
Mess Kit	Backpack, Common	1	1 / 0.2	
Spell Component Pouch	Equipped	1	2 / 5	
Belt Pouch	Equipped	1	0.5 / 1	
0 lbs., 1 Holly and Mistletoe, 1 Flint and Steel				
Holly and Mistletoe	Belt Pouch	1	0 / 0	
Flint and Steel	Belt Pouch	1	0 / 1	
Waterskin (Filled)	Equipped	1	4 / 1	
Spear	Carried	1	6 / 2	
Extra damage when set against a charging character (pg. 144)				
<b>TOTAL WEIGHT CARRIED/VALUE</b>	66.5 lbs.		51.6gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

MONEY	
	Total= 0 gp

MAGIC
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Languages
Common, Druidic, Giant, Orc

Other Companions
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Archetypes	
<b>Bear Shaman</b>	[Paizo Inc. - Advanced Player's Guide, p.102]
A shaman with this focus calls upon the mighty bear, titan of the woodlands and mountains, a paragon of strength and ferocity, and yet also a quiet protector rich in wisdom.	

Traits	
<b>Outcast</b>	[Paizo Inc. - Advanced Player's Guide, p.332]
Driven from town after town because of your heritage, you have become adept at living apart from others. You gain a +1 trait bonus on Survival skill checks, and Survival is always a class skill for you.	
<b>Reactionary</b>	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Attacks	
<b>Spontaneous Casting</b>	[Paizo Inc. - Core Rulebook, p.49]
You can channel stored spell energy into summoning spells that you haven't prepared ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower	

Special Qualities	
<b>Animal Companion (Ex)</b>	[Paizo Inc. - Core Rulebook, p.51]
A bear shaman who chooses an animal companion must select a bear.	
<b>Darkvision (Ex)</b>	[Paizo Inc. - Bestiary]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
<b>Humanoid Traits (Ex)</b>	[Paizo Inc. - Core Rulebook, p.308]

Humanoids breathe, eat, and sleep.

<b>Intimidating (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
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Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

<b>Nature Bond</b>	[Paizo Inc. - Advanced Player's Guide, p.102]
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A bear shaman who chooses an animal companion must select a bear. If choosing a domain, the bear shaman must choose from the Animal, Earth, Protection, and Strength domains.

<b>Nature Bond (Ex)</b>	[Paizo Inc. - Core Rulebook, p.50]
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At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously. The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in the Animal Companions section beginning on page 51. This animal is a loyal companion that accompanies the druid on her adventures. Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

<b>Nature Sense (Ex)</b>	[Paizo Inc. - Core Rulebook, p.50]
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You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

<b>Orc Blood (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
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Half-orc count as both humans and orcs for any effect related to race.

<b>Orc Ferocity (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
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1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

<b>Orisons</b>	[Paizo Inc. - Core Rulebook, p.49]
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You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

<b>Totem Transformation (Su)</b>	[Paizo Inc. - Advanced Player's Guide, p.102]
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At 2nd level, a bear shaman may adopt an aspect of the bear while retaining her normal form. She gains one of the following bonuses: movement (+10 enhancement bonus to land speed, +4 racial bonus on Swim checks), senses (low-light vision, scent), toughness (+2 natural armor bonus to AC, Endurance feat), or natural weapons (bite [1d6] and 2 claws [1d4] for a Medium shaman, +2 to CMB on grapple checks). While using totem transformation, the bear shaman may speak normally and can cast speak with animals (mammals only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The bear shaman can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

<b>Weapon Familiarity (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
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Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

<b>Wild Empathy (Ex)</b>	[Paizo Inc. - Advanced Player's Guide, p.102]
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A bear shaman can use wild empathy with bears and wolverines as a full-round action with a +4 bonus.

<b>Wild Empathy (Ex)</b>	[Paizo Inc. - Core Rulebook, p.50/64]
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You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+1 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 circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can 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.

<b>Woodland Stride (Ex)</b>	[Paizo Inc. - Core Rulebook, p.308]
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You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) 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.

### Feats

#### Keen Scent

[Paizo Inc. - Advanced Player's Guide, p.164]

Your nose is as sensitive as that of a wild predator.  
You gain the scent special ability.

### Proficiencies

Club, Dagger, Dart, Falchion, Grapple, Greataxe, Quarterstaff, Scimitar, Scythe, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike

# Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	3	—	—	—	—	—	—	—	—
Concentration	+5									

## LEVEL 0 / Per Day:4 / Caster Level:2

Name	School	Time	Duration	Range	Source
<b>Create Water</b>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (30 ft.)	CR:p.262
<b>[V, S] TARGET:</b> Up to 4 gallons of water; <b>EFFECT:</b> This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large-possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:No]					
<b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	CR:p.267
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical auras, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength   Duration of Lingering Aura Faint   1d6 rounds Moderate   1d6 minutes Strong   1d6 x 10 minutes Overwhelming   1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
<b>Detect Poison</b>	Divination	1 standard action	Instantaneous	Close (30 ft.)	CR:p.268
<b>[V, S] TARGET:</b> Or Area one creature, one object, or a 5-ft. cube; <b>EFFECT:</b> You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
<b>Flare</b>	Evocation [Light]	1 standard action	Instantaneous	Close (30 ft.)	CR:p.284
<b>[V] TARGET:</b> Burst of light; <b>EFFECT:</b> This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare. [SR:Yes; DC:13, Fortitude negates]					
<b>Guidance</b>	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies. [SR:Yes; DC:13, Will negates (harmless)]					
<b>Know Direction</b>	Divination	1 standard action	Instantaneous	Personal	CR:p.304
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.					
<b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	20 minutes	Touch	CR:p.304
<b>[V, M/DF] TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. [SR:No]					
<b>Mending</b>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
<b>[V, S] TARGET:</b> One object of up to 2 lb.; <b>EFFECT:</b> This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
<b>Purify Food and Drink</b>	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
<b>[V, S] TARGET:</b> 2 cu. ft. of contaminated food and water; <b>EFFECT:</b> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:Yes (object); DC:13, Will negates (object)]					
<b>Read Magic</b>	Divination	1 standard action	20 minutes	Personal	CR:p.330
<b>[V, S, F] TARGET:</b> You; <b>EFFECT:</b> You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
<b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
<b>Spark</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (30 ft.)	APG:p.246
<b>[V or S] TARGET:</b> one Fine object; <b>EFFECT:</b> You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object. [SR:Yes (object); DC:13, Fortitude negates (object)]					
<b>Stabilize</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (30 ft.)	CR:p.348
<b>[V, S] TARGET:</b> One living creature; <b>EFFECT:</b> Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
<b>Virtue</b>	Transmutation	1 standard action	1 min.	Touch	CR:p.365
<b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

## LEVEL 1 / Per Day:3 / Caster Level:2

Name	School	Time	Duration	Range	Source
<b>Air Bubble</b>	Conjuration (Creation)	1 standard action	2 minutes	Touch	UC:p.222
<b>[S, M/DF] TARGET:</b> one creature or one object no larger than a Large twohanded weapon; <b>EFFECT:</b> Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded-assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device-and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
<b>Alter Winds</b>	Transmutation, AirSchool [Air, WoodSchool]	1 minute	2 hours	Touch	APG:p.201
<b>[V, S] TARGET:</b> immobile 10-ft.-radius emanation; <b>EFFECT:</b> You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural [but not magical] wind effects are either increased or decreased by one step in intensity [Core Rulebook 439]. The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects. [SR:Yes; DC:14, Will negates]					
<b>Ant Haul</b>	Transmutation	1 standard action	4 hours	Touch	APG:p.202
<b>[V, S, M/DF] TARGET:</b> creature touched; <b>EFFECT:</b> The target's carrying capacity triples [see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook]. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
<b>Aspect of the Falcon</b>	Transmutation (Polymorph)	1 standard action	2 minutes	Personal	APG:p.203
<b>[V, S, DF] TARGET:</b> You; <b>EFFECT:</b> You take on an aspect of a falcon. Your eyes become wide and raptor-like, and you grow feathers on the sides of your head. You gain a +3 competence bonus on Perception checks, a +1 competence bonus on ranged attacks, and the critical multiplier for your bows and crossbows becomes 19-20/x3. This effect does not stack with any other effect that expands the threat range of a weapon, such as the Improved Critical feat or a keen weapon.					
<b>Bristle</b>	Transmutation	1 standard action	2 minutes	Touch	APG:p.207
<b>[V, S, DF] TARGET:</b> one creature; <b>EFFECT:</b> You give a creature the ability to redirect a portion of its innate toughness away from its own defense and toward the amount of damage it deals with natural attacks. Each round, as a swift action at the start of its turn, the creature can choose to reduce some or all of its natural armor bonus to AC and gain an enhancement bonus on all damage rolls for natural attacks equal to that amount. The reduction to natural armor, and thus the enhancement bonus on damage rolls, cannot exceed 1 point per 3 caster levels, to a maximum penalty/bonus of -5/+5 at 15th level. A creature cannot reduce its natural armor bonus to less than 0 with this spell. All attacks directed against the creature use its adjusted AC until the start of its next turn, at which time it can choose to modify its AC again or keep it at its current level. Creatures make this decision without any need for conscious thought or reflection; even creatures with no Intelligence score can benefit from this spell, although they always opt for the maximum possible reduction and bonus, regardless of any tactical advantage they might lose. [SR:Yes; DC:14, Fortitude negates (harmless)]					
<b>Call Animal</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	2 hours [D]	see description	APG:p.209
<b>[V, S, DF] TARGET:</b> one animal whose CR is equal or less than 2; <b>EFFECT:</b> This spell calls the nearest wild animal of a particular type you designate [provided the animal's CR is equal to or less than your caster level] to seek you out. The animal moves toward you under its own power, so the time it takes to arrive depends on how close an animal of the desired type is when you cast the spell. If there is no animal of that type capable of reaching you within the spell's duration, you are aware of this fact, but the spell is wasted. Knowledge of the local fauna makes this spell more effective, and the GM may permit a Knowledge [nature] skill check [DC 15] to know what animals can be found in an area. When the called animal arrives, it approaches to within 5 feet of you and remains nearby for the duration of the spell. Its starting attitude is indifferent, modified by circumstances and interaction. Other than starting attitude, this spell gives you no special influence or ability to communicate with the called animal, * =Domain/Specialty Spell					

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although you may use other spells or abilities to do so. Once the spell's duration expires, the animal acts in accordance with its attitude. Most animals will likely wander off, but a hostile predatory animal may attack, especially if it is hungry or provoked. Domesticated animals or animals trained by someone else, including such creatures as familiars or animal companions, are unaffected by call animals. [SR:None]

□□□□	<b>Calm Animals</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	2 minutes	Close (30 ft.)	CR:p.252
[V, S] TARGET:	Animals within 30 ft. of each other; <b>EFFECT:</b> This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals [those with Intelligence scores of 1 or 2] can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures. [SR:Yes; DC:14, Will negates]					
□□□□	<b>Charm Animal</b>	Enchantment (Charm) [Mind-Affecting]	1 standard action	2 hours	Close (30 ft.)	CR:p.254
[V, S] TARGET:	One animal; <b>EFFECT:</b> This spell functions like charm person, except that it affects a creature of the animal type. [SR:Yes; DC:14, Will negates]					
□□□□	<b>Cloak of Shade</b>	Abjuration	1 standard action	2 hours [D]	Touch	APG:p.211
[V, S, M] TARGET:	one creature per level; <b>EFFECT:</b> This spell provides the subject with some degree of protection from the harmful effects of the sun. The cloaked subject treats environmental heat due to sun exposure as one level less; severe heat is considered very hot conditions, while very hot is considered average temperature [see page 444 of the Core Rulebook for heat dangers]. The cloak of shade also reduces any penalties from sunlight by 1. The spell does not, however, eliminate the effects of direct sunlight on creatures vulnerable to sunlight. Cloak of shade has no effect on environmental heat from sources other than the sun. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□	<b>Cure Light Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET:	Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
□□□□	<b>Damp Powder</b>	Transmutation	1 standard action	instantaneous	Close (30 ft.)	UC:p.226
[V, S, M/DF] TARGET:	1 loaded firearm; <b>EFFECT:</b> This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition [a DC 16 Spellcraft check to identify the spell being cast or similar effect], the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□	<b>Deadeye's Lore</b>	Divination	1 round	2 hours	Personal	UC:p.227
[V, S] TARGET:	You; <b>EFFECT:</b> While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.					
□□□□	<b>Decompose Corpse</b>	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
[V, S, M] TARGET:	One corpse or corporeal undead; <b>EFFECT:</b> Turn corpse into clean skeleton. [SR:Yes (object); DC:14, Fortitude negates (object)]					
□□□□	<b>Detect Aberration</b>	Divination	1 standard action	concentration, up to 20 minutes [D]	Long (480 ft.)	APG:p.215
[V, S] TARGET:	cone-shaped emanation; <b>EFFECT:</b> This spell functions like detect animals or plants, except it detects creatures of the aberration type. [SR:No]					
□□□□	<b>Detect Animals or Plants</b>	Divination	1 standard action	Concentration, up to 20 minutes [D]	Long (480 ft.)	CR:p.266
[V, S] TARGET:	Cone-shaped emanation; <b>EFFECT:</b> You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant in the area. 1st Round: Presence or absence of that kind of animal or plant in the area. 2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen. 3rd Round: The condition [see below] and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location. Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease. Fair: 30% to 90% of full normal hit points remaining. Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [Chart omitted] [SR:No]					
□□□□	<b>Detect Snares and Pits</b>	Divination	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	CR:p.268
[V, S] TARGET:	Cone-shaped emanation; <b>EFFECT:</b> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps. Detect snares and pits does detect certain natural hazards- quicksand [a snare], a sinkhole [a pit], or unsafe walls of natural rock [a deadfall]. It does not reveal other potentially dangerous conditions. The spell does not detect magic traps [except those that operate by pit, deadfall, or snaring; see the spell snare], nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of hazards. 2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The general type and trigger for one particular hazard closely examined by you. Each round, you can turn to examine a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
□□□□	<b>Diagnose Disease</b>	Divination	1 standard action	Instantaneous	Close (30 ft.)	UM:p.216
[V, S] TARGET:	One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detect and identify diseases. [SR:No]					
□□□□	<b>Endure Elements</b>	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET:	Creature touched; <b>EFFECT:</b> A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□	<b>Entangle</b>	Transmutation [WoodSchool]	1 standard action	2 minutes [D]	Long (480 ft.)	CR:p.278
[V, S, DF] TARGET:	Plants in a 40-ft.-radius spread; <b>EFFECT:</b> This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion. [SR:No; DC:14, Reflex partial; see text]					
□□□□	<b>Expeditious Excavation</b>	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Close (30 ft.)	APG:p.220
[V, S, M] TARGET:	dirty in a 5-ft. cube; <b>EFFECT:</b> You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling. Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size. The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square affected and all adjacent squares for 1 round. Expeditious excavation has no effect on solid rock or earth creatures. [SR:No; DC:14, see text]					
□□□□	<b>Faerie Fire</b>	Evocation [Light]	1 standard action	2 minutes [D]	Long (480 ft.)	CR:p.280
[V, S, DF] TARGET:	Creatures and objects within a 5-ft.-radius burst; <b>EFFECT:</b> A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness [though a 2nd-level or higher magical darkness effect functions normally], blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined. [SR:Yes]					
□□□□	<b>Feather Step</b>	Transmutation	1 standard action	20 minutes	Close (30 ft.)	APG:p.221
[V, S] TARGET:	one creature; <b>EFFECT:</b> For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain. [SR:Yes; DC:14, Fortitude negates (harmless)]					
□□□□	<b>Flare Burst</b>	Evocation (Light)	1 standard action	Instantaneous	Close (30 ft.)	APG:p.223
[V] TARGET:	10-ft.-radius burst of light; <b>EFFECT:</b> This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point. [SR:Yes; DC:14, Fortitude negates]					
□□□□	<b>Frostbite</b>	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET:	Up to 2 creatures touched; <b>EFFECT:</b> Target takes 1d6+2 nonlethal cold damage and is fatigued. [SR:Yes]					
□□□□	<b>Gentle Breeze</b>	Evocation (Air)	1 standard action	1 hour [D]	Close (30 ft.)	ACG:p.183
[V, S] TARGET:	one creature or object; <b>EFFECT:</b> You create a light wind that blows only against the target, from a direction of your choice. The breeze grants the target a +2 circumstance bonus on saves against very hot conditions, severe heat, and saves against clouds, vapors, and gases [such as cloudkill, stinking cloud, and inhaled poisons]. There must be air present to use this spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□	<b>Goodberry</b>	Transmutation	1 standard action	2 days	Touch	CR:p.291
[V, S, DF] TARGET:	2d4 fresh berries touched; <b>EFFECT:</b> Casting goodberry makes 2d4 freshly picked berries magical. You [as well as any other druid of 3rd or higher level] can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period. [SR:Yes]					
□□□□	<b>Heightened Awareness</b>	Divination	1 standard action	20 minutes [D]	Personal	ACG:p.183
[V, M/DF] TARGET:	you; <b>EFFECT:</b> You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in. If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.					
□□□□	<b>Hide from Animals</b>	Abjuration	1 standard action	20 minutes [D]	Touch	CR:p.296
[S, DF] TARGET:	2 creatures touched; <b>EFFECT:</b> Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients. [SR:Yes; DC:14, Will negates (harmless)]					
□□□□	<b>Hydraulic Push</b>	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (30 ft.)	APG:p.228
[V, S] TARGET:	one creature or object; <b>EFFECT:</b> You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected. [SR:Yes]					
□□□□	<b>Jump</b>	Transmutation	1 standard action	2 minutes [D]	Touch	CR:p.303
[V, S, M] TARGET:	Creature touched; <b>EFFECT:</b> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th. [SR:Yes; DC:14, Will negates (harmless)]					
□□□□	<b>Keen Senses</b>	Transmutation	1 standard action	2 minutes [D]	Touch	APG:p.230
[V, M/DF] TARGET:	creature touched; <b>EFFECT:</b> The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□	<b>Liberating Command</b>	Transmutation	1 immediate action	instantaneous	Close (30 ft.)	UC:p.233
[V] TARGET:	one creature; <b>EFFECT:</b> If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level 20. This spell has no effect if the target could not get free by using the Escape Artist skill [for example, if he were under the effects of a hold person spell or paralyzed by Strength damage]. [SR:Yes (harmless); DC:14, Will negates (harmless)]					

\* =Domain/Specialty Spell

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☐☐☐☐	<b>Longstrider</b>	Transmutation	1 standard action	2 hours [D]	Personal	CR:p.305
[V, S, M]	TARGET: You; <b>EFFECT:</b> This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.					
☐☐☐☐	<b>Magic Fang</b>	Transmutation	1 standard action	2 minutes	Touch	CR:p.308
[V, S, DF]	TARGET: Living creature touched; <b>EFFECT:</b> Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage. Magic fang can be made permanent with a permanency spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐	<b>Magic Stone</b>	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF]	TARGET: Up to three pebbles touched; <b>EFFECT:</b> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets [range increment 50 feet]. The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage [including the spell's enhancement bonus], or 2d6+2 points against undead. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
☐☐☐☐	<b>Monkey Fish</b>	Transmutation	1 standard action	2 minutes [D]	Personal	ACG:p.188
[V, S]	TARGET: you; <b>EFFECT:</b> Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.					
☐☐☐☐	<b>Nauseating Dart</b>	Conjuration (Creation) [Poison]	1 standard action	instantaneous	Close (30 ft.)	ACG:p.189
[S, DF]	TARGET: one poisonous stinger; <b>EFFECT:</b> You spit a poisonous stinger around the size of a quill at a creature within range, as though you had fired a dart from a blowgun. You must succeed at a ranged attack to hit your target. The stinger deals 1d2 points of piercing damage and poisons the target, causing it to become nauseated for 1 round unless it succeeds at a Fortitude save. [SR:no; DC:14, Fortitude partial (see text)]					
☐☐☐☐	<b>Negate Aroma</b>	Transmutation	1 standard action	2 hours [D]	Close (30 ft.)	APG:p.234
[V, S, MDF]	TARGET: 2 creatures or objects touched; <b>EFFECT:</b> With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of negate aroma cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities [such as those possessed by troglodytes]. Negate aroma does not prevent the target from acquiring outside smells or odors. Dowsing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away. [SR:Yes; DC:14, Fortitude negates]					
☐☐☐☐	<b>Obscuring Mist</b>	Conjuration, WaterSchool (Creation)	1 standard action	2 minutes [D]	20 ft.	CR:p.317
[V, S]	TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <b>EFFECT:</b> A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11+ mph], such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind [21+ mph] disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater. [SR:No]					
☐☐☐☐	<b>Pass without Trace</b>	Transmutation	1 standard action	2 hours [D]	Touch	CR:p.318
[V, S, DF]	TARGET: 2 creatures touched; <b>EFFECT:</b> The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐	<b>Produce Flame</b>	Evocation [Fire]	1 standard action	2 minutes [D]	0 ft.	CR:p.326
[V, S]	TARGET: Flame in your palm; <b>EFFECT:</b> Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level [maximum +5]. Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack [with no range penalty] and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater. [SR:Yes]					
☐☐☐☐	<b>Ray of Sickening</b>	Necromancy	1 standard action	2 minutes	Close (30 ft.)	UM:p.234
[V, S, M]	TARGET: Ray; <b>EFFECT:</b> Ray makes the subject sickened. [SR:Yes; DC:14, Fortitude partial; see text]					
☐☐☐☐	<b>Remove Sickness</b>	Conjuration (Healing)	1 standard action	20 minutes; see text	Close (30 ft.)	UM:p.234
[V, S]	TARGET: One creature; <b>EFFECT:</b> Suppress disease, nausea, and the sickened condition. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐	<b>Restore Corpse</b>	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, S]	TARGET: Corpse touched; <b>EFFECT:</b> Skeletal corpse grows flesh. [SR:No]					
☐☐☐☐	<b>Shillelagh</b>	Transmutation	1 standard action	2 minutes	Touch	CR:p.342
[V, S, DF]	TARGET: One touched nonmagical oak club or quarterstaff; <b>EFFECT:</b> Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger [a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6], +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell. [SR:Yes (object); DC:14, Will negates (object)]					
☐☐☐☐	<b>Snowball</b>	Conjuration (Creation) [Cold, Water]	1 standard action	Instantaneous	Close (30 ft.)	AP67:p.73
[V, S]	TARGET: One ball of ice and snow; <b>EFFECT:</b> [SR:No; DC:14, Fortitude partial]					
☐☐☐☐	<b>Speak with Animals</b>	Divination	1 standard action	2 minutes	Personal	CR:p.346
[V, S]	TARGET: You; <b>EFFECT:</b> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.					
☐☐☐☐	<b>Stone Fist</b>	Transmutation, EarthSchool [Earth]	1 standard action	2 minutes [D]	Personal	APG:p.247
[V, S, M]	TARGET: You; <b>EFFECT:</b> This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage [1d4 if you are Small]. In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8. Stone to flesh immediately dispels stone fist. Should you be the target of transmute rock to mud, this spell immediately ends and you take 4d6 points of damage.					
☐☐☐☐	<b>Summon Minor Ally</b>	Conjuration (Summoning)	1 round	2 rounds [D]	Close (30 ft.)	UM:p.241
[V, S, DF]	TARGET: 1d3 summoned creatures; <b>EFFECT:</b> Summon 1d3 Tiny animals. [SR:No]					
☐☐☐☐	<b>Summon Nature's Ally I</b>	Conjuration (Summoning)	1 round	2 rounds [D]	Close (30 ft.)	CR:p.354
[V, S, DF]	TARGET: One summoned creature; <b>EFFECT:</b> This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant]. The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components [such as wish]. The spell conjures one of the creatures from the 1st Level list on Table 10-6. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment. [Chart not included] [SR:No]					
☐☐☐☐	<b>Thorn Javelin</b>	Conjuration (Creation) [Poison]	1 standard action	2 minutes [D]	0 Ft.	ACG:p.196
[V, S]	TARGET: javelin-like thorn; <b>EFFECT:</b> A wooden thorn the size of a javelin [appropriate for your size] appears in your open hand. You can wield this thorn as a javelin, and you are proficient in its use. Any creature struck by the javelin must succeed at a Fortitude save or be sickened for 1 round. If you throw the javelin, another one appears in your hand. Any javelin that leaves your grasp disappears at the end of your turn. Each javelin attack you make reduces the spell's remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after that attack resolves. [SR:no; DC:14, none]					
☐☐☐☐	<b>Thunderstomp</b>	Evocation [Earth]	1 standard action	instantaneous	Close (30 ft.)	ACG:p.196
[V, S]	TARGET: one creature; <b>EFFECT:</b> You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. Attempt the combat maneuver check to trip the target, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your spellcasting ability score modifier [Intelligence for magi and wizards; Wisdom for druids and rangers; Charisma for bloodrangers and sorcerers]. This does not provoke an attack of opportunity. This spell has no effect if you cannot reach the ground or floor, or if your target is not in contact with the ground or floor. [SR:yes; DC:14, none]					
☐☐☐☐	<b>Touch of the Sea</b>	Transmutation, WaterSchool	1 standard action	2 minutes	Touch	APG:p.250
[V, S, M]	TARGET: creature touched; <b>EFFECT:</b> You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form [although magic items with a continuous effect continue to function]. This spell does not grant the target any ability to breathe water. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐	<b>Wave Shield</b>	Abjuration [Water]	1 immediate action	1 round or until discharged	Personal	ACG:p.199
[V]	TARGET: you; <b>EFFECT:</b> You create a rushing torrent of water in the rough outline of a shield. The water protects you from one physical or fire attack, granting you DR/- and fire resistance equal to half your caster level [minimum 1] on that attack. Once the spell has reduced the damage of one attack against you, it is discharged.					
☐☐☐☐	<b>Weaken Powder</b>	Transmutation	1 standard action	instantaneous	Close (30 ft.)	UC:p.249
[V, S, MDF]	TARGET: 1 loaded firearm; <b>EFFECT:</b> Ammunition in the target firearm generates less of an explosive charge when fired. With such ammunition, the firearm's range increment is halved and the firer takes a -2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition [a DC 16 Spellcraft check to identify the spell being cast or similar effect], the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition. [SR:Yes (object); DC:14, Will negates (object)]					

\* =Domain/Specialty Spell

# Dov

Half-Orc

RACE

21

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 5"

HEIGHT

283 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Gozreh

DEITY

Humanoid

Race Type

Race Sub Type

## Description:

## Biography: