

**Dov** Character Name  
 Hunter 5 CLASS  
 5 (4) Character Level (CR) 10000 / 15000 EXP/NEXT LEVEL

**Irwin** Player Name  
 Half-Orc / Humanoid RACE  
 21 AGE Male GENDER

**Gozreh** Deity  
 Medium / 5 ft. SIZE / FACE

**None** Region  
 6' 5" / 283 lbs. HEIGHT / WEIGHT

**Neutral** Alignment  
 Darkvision (60 ft.) VISION

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 51								<b>Walk 30 ft.</b>							
<b>DEX</b> Dexterity	13	+1	13	+1			<b>AC</b> armor class 14				TOTAL 13				FLAT 12 TOUCH 10 BASE 10 ARMOR BONUS 0 SHIELD BONUS 1 STAT 1 SIZE 0 NATURAL ARMOR 1 DEFLECTION 1 DODGE 0 Morale 0 Insight 0 Sacred 0 Profane 0 MISC 0							
<b>CON</b> Constitution	18	+4	18	+4			<b>INITIATIVE</b> modifier 3				TOTAL 5				MISS CHANCE 5 Arcane Spell Failure -1 ARMOR CHECK PENALTY -1 SPELL RESIST 0 ACID RESIST 0 COLD RESIST 0 ELECT. RESIST 0 FIRE RESIST 0							
<b>INT</b> Intelligence	12	+1	12	+1			<b>Encumbrance</b> Light															
<b>WIS</b> Wisdom	19	+4	19	+4																		
<b>CHA</b> Charisma	11	+0	11	+0																		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+8	+4	+4	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+5	+4	+1	+0	+0	+0	
<b>WILL</b> (wisdom)	+5	+1	+4	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+3	+2	+0	+0	0	
<b>RANGED</b> attack bonus	+4	+3	+1	+0	+0	0	
<b>CMB</b> attack bonus	+5	+3	+2	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>CMB</b>	+5	+5	+5	+5	+5	+5
<b>CMD</b>	17	17	17	17	17	17

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

**Special Properties:**

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

*Shield, Light Wooden					
HAND	TYPE	SIZE	CRITICAL	REACH	
Off-hand		M	20/x2	5 ft.	
TOTAL ATTACK BONUS	DAMAGE				
-3	1d3+1				

Oil (1 Pint Flask)					
HAND	TYPE	SIZE	CRITICAL	REACH	
Equipped	F	M	20/x2	5 ft.	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4
Dam	1d6	1d6	1d6	1d6	1d6

**Special Properties:** Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite

\*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Shield, Light Wooden	Light	+1	-1	5	
*Ring of Protection +1		+1	+0	0	

TOTAL SKILLPOINTS: 35		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/>	Acrobatics	DEX	0	=	1			+ -1
<input checked="" type="checkbox"/>	Appraise	INT	1	=	1			
<input checked="" type="checkbox"/>	Bluff	CHA	0	=	0			
<input checked="" type="checkbox"/>	Climb	STR	6	=	2	+ 2	+ 2	
<input checked="" type="checkbox"/>	Craft (Untrained)	INT	1	=	1			
<input checked="" type="checkbox"/>	Diplomacy	CHA	0	=	0			
<input checked="" type="checkbox"/>	Disguise	CHA	0	=	0			
<input checked="" type="checkbox"/>	Escape Artist	DEX	0	=	1			+ -1
<input checked="" type="checkbox"/>	Fly	DEX	0	=	1			+ -1
<input checked="" type="checkbox"/>	Handle Animal	CHA	8	=	0	+ 5	+ 3	
<input checked="" type="checkbox"/>	Heal	WIS	4	=	4			
<input checked="" type="checkbox"/>	Intimidate	CHA	4	=	0			+ 4
<input checked="" type="checkbox"/>	Knowledge (Dungeoneering)	INT	6	=	1	+ 2	+ 3	
<input checked="" type="checkbox"/>	Knowledge (Geography)	INT	6	=	1	+ 2	+ 3	
<input checked="" type="checkbox"/>	Knowledge (Nature)	INT	9	=	1	+ 5	+ 3	
<input checked="" type="checkbox"/>	Perception	WIS	12	=	4	+ 5	+ 3	
<input checked="" type="checkbox"/>	Perform (Untrained)	CHA	0	=	0			
<input checked="" type="checkbox"/>	Ride	DEX	0	=	1			+ -1
<input checked="" type="checkbox"/>	Sense Motive	WIS	4	=	4			
<input checked="" type="checkbox"/>	Spellcraft	INT	8	=	1	+ 4	+ 3	
<input checked="" type="checkbox"/>	Stealth	DEX	8	=	1	+ 5	+ 2	
<input checked="" type="checkbox"/>	Survival	WIS	15	=	4	+ 5	+ 6	
<input checked="" type="checkbox"/>	Swim	STR	1	=	2			+ -1
				=				+ +
				=				+ +

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

Mirror Man Longsword +1 (cold iron blanch)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam
1H-P	+6	1d8+3		+0		1d8+3
1H-O	+2	1d8+2		+2		1d8+3
2H	+6	1d8+4		-4		1d8+2

Special Properties: (Longsword +1)

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

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

Club		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam
1H-P	+5	1d6+2		-1		1d6+2
1H-O	+1	1d6+1		+1		1d6+2
2H	+5	1d6+3		-5		1d6+1
	10 ft.	20 ft.		30 ft.		40 ft.
TH	+4	+2		+0		-4
Dam	1d6+2	1d6+2		1d6+2		1d6+2

Composite Longbow STR (+1)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +4		Damage: 1d8+1		
	110 ft.	220 ft.		330 ft.		440 ft.
TH	+4	+2		+0		-4
Dam	1d8+1	1d8+1		1d8+1		1d8+1
	660 ft.	770 ft.		880 ft.		990 ft.
TH	-6	-8		-10		-12
Dam	1d8+1	1d8+1		1d8+1		1d8+1

Special Properties: Strength bonus to damage

EQUIPMENT		LOCATION	QTY	WT / COST
<b>Greater Hat of Disguise</b> (Hat of Disguise)		Equipped	1	0 / 6,000
Scimitar		Equipped	1	4 / 15
Shield, Light Wooden		Equipped	1	5 / 3
<b>Ring of Protection +1</b>		Equipped	1	0 / 2,000
<b>Cloak of the Yeti</b> provides constant Endure Elements in cold weather		Equipped	1	5 / 4,000
<b>Outfit (Cold-Weather)</b> +5 circumstance bonus on Fortitude saves vs cold weather		Equipped	1	0 / 0
Backpack, Common		Equipped	1	2 / 2
Blanket 16.06 lbs., 1 Blanket, 3 Oil (1 Pint Flask), 1 Book of History, 1 Potion of Levitate, 1 Potion of Endure Elements, 1 Potion of Enlarge Person, 1 Feather Token, Bird, 1 Feather Token, Tree, 1 Cauldron of Overwhelming Allies, 1 Scroll (Goodberry/Druid/1st/Divine/Minor), 1 Potion of Cure Light Wounds, 1 Mirror Man Longsword +1 (cold iron blanch), 1 Potion of Resist Energy 10 (Cold), 1 Potion of Jump, 1 Wand of Spider Climb		Backpack, Common	1	3 / 0.5
Oil (1 Pint Flask) Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite		Backpack, Common	3	1 (3) / 0.1 (0.3)
Book of History (Traveling Spellbook (Blank))		Backpack, Common	1	1 / 10
<b>Potion of Levitate</b> Levitate up or down for 3 minutes		Backpack, Common	1	0 / 300
<b>Potion of Endure Elements</b> Grants protection from harm from being in a hot or cold environment for 24 hours		Backpack, Common	1	0 / 50
<b>Potion of Enlarge Person</b> Target's size category increases to next larger category for 1 minute		Backpack, Common	1	0 / 50
<b>Feather Token, Bird</b>		Backpack, Common	1	0 / 300
<b>Feather Token, Tree</b>		Backpack, Common	1	0 / 400
<b>Cauldron of Overwhelming Allies</b> Once per day, when used as focus for Summon Monster or Summon Nature's Ally, summons 1d3 additional creatures of the same kind from the next lower level list.		Backpack, Common	1	5 / 4,500
<b>Scroll (Goodberry/Druid/1st/Divine/Minor)</b>		Backpack, Common	1	0 / 25
TOTAL WEIGHT CARRIED/VALUE		52.56 lbs.	22,210.8gp	

EQUIPMENT		LOCATION	QTY	WT / COST
<b>Potion of Cure Light Wounds</b> Cures 1d8+1 points of damage		Backpack, Common	1	0 / 50
<b>Potion of Cure Light Wounds</b> Cures 1d8+1 points of damage		Belt Pouch	1	0 / 50
<b>Mirror Man Longsword +1 (cold iron blanch)</b> (Longsword +1)		Backpack, Common	1	4 / 2,315
<b>Potion of Resist Energy 10 (Cold)</b> Grants cold resistance 10 for 30 minutes.		Backpack, Common	1	0 / 300
<b>Potion of Jump</b> +10 enhancement bonus on Acrobatics checks made to jump for 1 minute		Backpack, Common	1	0 / 50
Spell Component Pouch		Equipped	1	2 / 5
<b>Wand of Spider Climb</b> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.		Backpack, Common	1	0.1 / 1,530
Belt Pouch 0 lbs., 1 Holly and Mistletoe, 1 Flint and Steel, 1 Potion of Cure Light Wounds, 1 Potion (Feather Step/Bard/1st)		Equipped	1	0.5 / 1
Holly and Mistletoe		Belt Pouch	1	0 / 0
Flint and Steel		Belt Pouch	1	0 / 1
<b>Potion (Feather Step/Bard/1st)</b>		Belt Pouch	1	0 / 50
Waterskin (Filled)		Equipped	1	4 / 1
Torch Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.		Equipped	2	1 (2) / 0 (0)
Spear Extra damage when set against a charging character (pg. 144)		Carried	1	6 / 2
Club		Carried	1	3 / 0
Composite Longbow STR (+1) Strength bonus to damage		Carried	1	3 / 200
TOTAL WEIGHT CARRIED/VALUE		52.56 lbs.	22,210.8gp	

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

MONEY	
Total= 0 gp	

MAGIC	
Languages	
Common, Giant, Orc	

Other Companions	

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 Qualities	
<b>Animal Companion (Ex)</b>	[Paizo Inc. - Advanced Class Guide, p.26]
At 1st level, a hunter forms a bond with an animal companion. A hunter may begin play with any of the animals on the druid list. This animal is a loyal companion that accompanies the hunter on her adventures. The hunter's effective druid level is equal to her hunter 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. If a hunter releases her companion from service or her animal companion perishes, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the sought companion typically lives. The animal companion can use skirmisher tricks when commanded, a number of times per day equal to half its Hit Dice plus its Wisdom modifier	
<b>Animal Companion Hit Points</b>	[Paizo Inc. - Advanced Class Guide]
Your animal companion has +4 extra hit points.	

<b>Animal Focus (Su)</b>	[Paizo Inc. - Advanced Class Guide, p.27]
You can take on the aspect of an animal as a swift action, gaining a bonus or special ability based on the type of animal emulated. The ability is usable 5 minutes per day. The animal companion gets a constant benefit.	
<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>Hunter Tactics (Ex)</b>	[Paizo Inc. - Advanced Class Guide, p.28]
At 3rd level, the hunter automatically grants her teamwork feats to her animal companion. The companion doesn't need to meet the prerequisites of these teamwork feats.	
<b>Improved Empathic Link (Su)</b>	[Paizo Inc. - Advanced Class Guide, p.29]
At 4th level, the hunter gains an empathic link with her animal companion. This functions like an empathic link with a familiar, except the hunter can also see through a companion's eyes as a swift action, maintaining this connection as long as she likes (as long as the companion is within 1 mile) and ending it as a free action. The hunter is blinded while maintaining this connection.	
<b>Intimidating (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.	
<b>Nature Training (Ex)</b>	[Paizo Inc. - Advanced Class Guide, p.28]
Count as druid or ranger for feats, traits, and options that modify or improve an animal companion. [Not implemented].	
<b>Orc Blood (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
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]
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. - Advanced Class Guide, p.26]
Hunters can prepare a number of orisons, or 0-level spells, each day, as noted on Table 1-6 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.	
<b>Precise Companion (Ex)</b>	[Paizo Inc. - Advanced Class Guide, p.28]
At 2nd level, a hunter chooses either Precise Shot or Outflank as a bonus feat. She does not need to meet the prerequisites for this feat. If she chooses Outflank, she automatically grants this feat to her animal companion as well.	
<b>Teamwork Feats (Ex)</b>	[Paizo Inc. - Advanced Class Guide, p.28]
At 3rd level and every three levels thereafter, the hunter gains a bonus teamwork feat in addition to those gained from normal advancement. The hunter must meet the prerequisites of the selected bonus feat. As a standard action, the hunter can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat she has already learned. In effect, the hunter loses the bonus feat in exchange for the new one. She can only change the most recent teamwork feat gained, and must meet the prerequisites for the newly selected feat. A hunter can change her most recent teamwork feat a number of times per day equal to her Wisdom modifier. Whenever she gains a new teamwork feat, the previous teamwork feat becomes permanent.	
<b>Track (Ex)</b>	[Paizo Inc. - Advanced Class Guide, p.28]
At 2nd level, a hunter adds half her level to Survival skill checks made to follow tracks.	
<b>Weapon and Armor Proficiency</b>	[Paizo Inc. - Advanced Class Guide]
Hunters proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).	
<b>Weapon Familiarity (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
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 Class Guide, p.28]

At 1st level, a hunter can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Chapter 4 of the Core Rulebook). The hunter rolls 1d20 and adds 5 (Hunter level + Charisma modifier + any other bonuses) to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

**Woodland Stride (Ex)** [Paizo Inc. - Advanced Class Guide, p.29]

Starting at 5th level, a hunter and her animal companion may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion will still affect her and her companion.

## Feats

**Duck and Cover** [Paizo Inc. - Advanced Player's Guide, p.158]

Your allies assist you in avoiding certain attacks. Whenever you are adjacent to an ally who also has this feat, and both of you are required to make a Reflex saving throw against a spell or effect, you may take the result of your die roll or that of your ally (your modifiers still apply to the roll, regardless of which result you take). If you take your ally's result, you are knocked prone (or staggered on your next turn, if you are already prone or cannot be knocked prone). In addition, you receive a +2 cover bonus to your AC against ranged attacks as long as your ally is wielding a shield.

**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.

**Spirit's Gift** [Paizo Inc. - Advanced Class Guide, p.157]

You commune with a spirit of your choice, and it grants your animal companion or familiar a boon.

At the start of the day, you can choose to commune with a single shaman spirit. (Although a shaman would need an hour of preparation, this takes you no time.) Once during the next 24 hours, you can spend a standard action to grant your animal companion or familiar that shaman spirit's spirit animal ability for 1 minute/level in the class that grants you animal companion or familiar.

**Toughness** [Paizo Inc. - Core Rulebook, p.135]

You have enhanced physical stamina. You gain +5 hit points.

**Outflank (Granted)** [Paizo Inc. - Advanced Player's Guide, p.165]

You look for every edge when flanking an enemy. Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

## Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Axe (Orc Double), Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Pitchfork, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortsword, Sibot, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepeztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

# Hunter Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	5	4	—	—	—	—
PER DAY	at will	5	3	—	—	—	—
Concentration	+9						

## LEVEL 0 / Per Day:0 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□ <b>Create Water</b>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.262
<b>[V, S] TARGET:</b> Up to 10 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: Conjunction 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 5 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 areas, 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 conjunction 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 (35 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>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:14, Will negates (harmless)]					
□□□□ <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	50 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 5 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:14, Will negates (harmless, object)]					

## LEVEL 1 / Per Day:5 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□ <b>Detect Poison</b>	Divination	1 standard action	Instantaneous	Close (35 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>Entangle</b>	Transmutation [WoodSchool]	1 standard action	5 minutes [D]	Long (600 ft.)	CR:p.278
<b>[V, S, DF] TARGET:</b> 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:15, Reflex partial; see text]					
□□□□ <b>Produce Flame</b>	Evocation [Fire]	1 standard action	5 minutes [D]	0 ft.	CR:p.326
<b>[V, S] TARGET:</b> 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>Speak with Animals</b>	Divination	1 standard action	5 minutes	Personal	CR:p.346
<b>[V, S] TARGET:</b> 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>Summon Nature's Ally I</b>	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	CR:p.354
<b>[V, S, DF] TARGET:</b> 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 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>Thunderstomp</b>	Evocation [Earth]	1 standard action	instantaneous	Close (35 ft.)	ACG:p.196
<b>[V, S] TARGET:</b> 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 bloodragers 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:15, none]					

## LEVEL 2 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□ <b>Campfire Wall</b>	Evocation, FireSchool [Fire, Light]	1 standard action	10 hours; see below [D]	Close (35 ft.)	APG:p.210
<b>[V, S, M/DF] TARGET:</b> 20-ft.-radius sphere centered on fire source; <b>EFFECT:</b> You can create a barrier around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch. The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light. Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends. [SR:Yes]					
□□□□ <b>Restoration (Lesser)</b>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□ <b>Spider Climb</b>	Transmutation	1 standard action	50 minutes	Touch	CR:p.347
<b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down]. A spider climbing creature retains its Dexterity bonus to Armor Class [if any] while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□ <b>Summon Nature's Ally II</b>	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	CR:p.354
<b>[V, S, DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions as summon nature's ally I, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind. [SR:No]					

\* =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:**