

Onica

CHARACTER NAME

Druid (Pack Lord) 3

CLASS

3 / 2

Character Level / CR

5300 / 9000

EXP / NEXT LEVEL

Jody

PLAYER NAME

Elf

RACE

Medium / 5 ft.

SIZE / FACE

125

AGE

Female

GENDER

Amber

EYES

Erastil

DEITY

None

REGION

Copper, Ponytail

HAIR

Neutral Good

ALIGNMENT

Low-Light Vision

VISION

POINTS

ABILITY NAME	SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	ABILITY PENALTY
STR Strength	10		+0		
DEX Dexterity	15		+2		
CON Constitution	13		+1		
INT Intelligence	18		+4		
WIS Wisdom	16		+3		
CHA Charisma	12		+1		

HP

hit points

22

WOUNDS/CURRENT HP

AC

armor class

15

13

12

10

2

1

2

0

0

0

0

0

0

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURE ARMOR

DEFLECTION

DODGE

MISC

INITIATIVE

modifier

+2

+2

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+2

SPEED

Walk 30 ft.

MISS CHANCE

15

ARCANE SPELL FAILURE

-1

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers
+2 vs. enchantment spells and effects

FORTITUDE

(constitution)

+4

+3

+1

+0

+0

+0

REFLEX

(dexterity)

+3

+1

+2

+0

+0

+0

WILL

(wisdom)

+6

+3

+3

+0

+0

+0

MELEE

attack bonus

+2

BASE ATTACK BONUS

+2

STAT

+0

SIZE

+0

MISC

+0

EPIC

+0

TEMP

RANGED

attack bonus

+4

+2

+0

+0

+0

CMB

attack bonus

+2

+2

+0

+0

+0

GRAPPLE

+2

TRIP

+2

DISARM

+2

SUNDER

+2

BULL RUSH

+2

OVERRUN

+2

Defense

14

14

14

14

14

14

*Masterwork Sickle (Cold Iron)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+3	1d6	2W-P-(OH)	-3		1d6		
1H-O	-1	1d6	2W-P-(OL)	-1		1d6		
2H	+3	1d6	2W-OH	-5		1d6		
Special Properties	May be used to make trip attacks (pg.145), 30 hp/inch, hardness 10							

*Shield (Light/Wooden)				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped		M	20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
-2				1d3				

Masterwork Longbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
Range: 30 ft.				To Hit: +5				Damage: 1d8
100 ft.		200 ft.	300 ft.	400 ft.		500 ft.		
+5		+3	+1	-1		-3		
1d8		1d8	1d8	1d8		1d8		
600 ft.		700 ft.	800 ft.	900 ft.		1000 ft.		
-5		-7	-9	-11		-13		
1d8		1d8	1d8	1d8		1d8		

*: 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
*Leather		Light	+2	+6	+0	10
*Shield (Light/Wooden)		Light	+1		-1	5

TOTAL SKILLPOINTS: 24		SKILLS		MAX RANKS: 3/3	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MISC MODIFIER
Acrobatics	DEX	6	=	2	+ 4
Appraise	INT	4	=	4	
Bluff	CHA	1	=	1	
Climb	STR	3	=	0 + 1 + 2	
Craft (Untrained)	INT	4	=	4	
Diplomacy	CHA	1	=	1	
Disguise	CHA	1	=	1	
Escape Artist	DEX	1	=	2	+ -1
Fly	DEX	1	=	2	+ -1
Handle Animal	CHA	7	=	1 + 3 + 3	
Heal	WIS	8	=	3 + 2 + 3	
Intimidate	CHA	1	=	1	
Knowledge (Geography)	INT	8	=	4 + 1 + 3	
Knowledge (Local)	INT	6	=	4 + 2	
Knowledge (Nature)	INT	10	=	4 + 1 + 5	
Knowledge (Religion)	INT	5	=	4 + 1	
Perception	WIS	11	=	3 + 3 + 5	
Perform (Untrained)	CHA	1	=	1	
Ride	DEX	8	=	2 + 3 + 3	
Sense Motive	WIS	4	=	3 + 1	
Spellcraft	INT	9	=	4 + 2 + 3	
Spellcraft (Identify magic item)	INT	11	=	4 + [2] + 5	
Stealth	DEX	2	=	2 + 1 + -1	
Survival	WIS	11	=	3 + 3 + 5	
Swim	STR	-1	=	0	+ -1
			=	+	+
			=	+	+

⚔: can be used untrained. ⚔: exclusive skills. *: Skill Mastery.

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Not Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+2	1d4	2W-P-(OH)		-4		1d4
1H-O	-2	1d4	2W-P-(OL)		-2		1d4
2H	+2	1d4	2W-OH		-6		1d4
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+4	+2	+0		-2		-4
Dam	1d4	1d4	1d4		1d4		1d4

Scimitar			HAND	TYPE	SIZE	CRITICAL	REACH
			Not Carried	S	M	18-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+2	1d6	2W-P-(OH)		-4		1d6
1H-O	-2	1d6	2W-P-(OL)		-2		1d6
2H	+2	1d6	2W-OH		-8		1d6

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Masterwork Sickle (Cold Iron)	Equipped	1	2	312	
May be used to make trip attacks (pg.145), 30 hp/inch, hardness 10					
Leather	Equipped	1	15	10	
Boots of Elvenkind	Equipped	1	1	2,500	
Shield (Light/Wooden)	Equipped	1	5	3	
Masterwork Longbow	Carried	1	3	375	
0 lbs.					
Bit and Bridle		1	1	2	
Blanket		1	3	0.5	
Dagger		1	1	2	
Dagger	Saddlebags	2	1 (2)	2 (4)	
Flint and Steel		1	0	1	
Saddle (Riding)		1	25	10	
Saddlebags		1	8	4	
34 lbs., 2 Dagger, 1 Backpack, Common, 1 Outfit (Explorer's), 9 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 2 Waterskin (Filled)					
Backpack, Common	Saddlebags	1	2	2	
0 lbs.					
Outfit (Explorer's)	Saddlebags	1	8	0	
Rations (Trail/Per Day)	Saddlebags	9	1 (9)	0.5 (4.5)	
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Rope (Silk/50 ft.)	Saddlebags	1	5	10	
4 hp, DC 24 Strength check to burst					
Waterskin (Filled)	Saddlebags	2	4 (8)	1 (2)	
Scimitar		1	4	15	
TOTAL WEIGHT CARRIED/VALUE			26 lbs. / 3,257 gp		

WEIGHT ALLOWANCE			
Light	33	Medium	66
Lift over head	100	Lift off ground	200
		Push / Drag	500

LANGUAGES	
Celestial, Common, Draconic, Druidic, Elven, Goblin, Sylvan	

Archetypes	
Pack Lord	[Paizo Inc. - Ultimate Magic, p.38]
Some druids bond with many animal companions rather than just one, achieving a level of communion rare even in druidic circles and leading their pack brothers and pack sisters with total authority.	

Traits	
Adopted	[Paizo Inc. - Advanced Player's Guide, p.329]
You were adopted and raised by someone not of your actual race, and raised in a society not your own. You may immediately select a race trait from your adoptive parent's race.	
Pioneer (Ride)	[Paizo Inc. - Kingmaker Player's Guide, p.10]
You have long lived along the southern border of Brevoy, in the shadow of wilderness known as the Stolen Lands. Life has been hard, but through hunting, trapping, trading, and coaxing crops from the freezing earth, you've learned how to survive on the rugged frontier. With the wilderness ever at your door, you've also learned much about its denizens and the wild creatures that lurk in that unwholesome land. Your family might even claim holdings in the Stolen Lands, with elders telling stories of being driven from or robbed of a lost ancestral homestead, fertile farmlands, bountiful orchards, or a hidden mining claim. Whether because of your personal expertise and familiarity with the borderlands or in order to reclaim your family's land, you've joined the expedition into the Stolen Lands. You begin play with a horse.	
Scholar of Ruins (Knowledge (Geography))	[Paizo Inc. - Advanced Player's Guide, p.332]
From the moment you could walk and talk, the ruins of ancient civilizations have fascinated you. Because of this, you have special insight into geography as well as expertise in exploring lost places. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (dungeoneering) checks. One of these skills (your choice) is always a class skill for you.	

Special Attacks	
Spontaneous Casting	[Paizo Inc. - Core Rulebook, p.49]
You can channel stored spell energy into summoning spells that you haven't prepares 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	
Elven Immunities (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Elven Magic (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Nature Sense (Ex)	[Paizo Inc. - Core Rulebook, p.50]
You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.	
Orisons	[Paizo Inc. - Core Rulebook, p.49]
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.	
Pack Bond (Ex)	[Paizo Inc. - Ultimate Magic, p.38]
You may not select a domain and must choose an animal companion. You gain a +2 bonus on wild empathy and Handle Animal checks made regarding your animal companion. You may have more than one animal companion, but you must divide up your effective druid level between your companions to determine the abilities of each companion. Each time your druid level increases, you must decide how to allocate the increase among your animal companions (including the option of adding a new 1st-level companion). Once a druid level is allocated to a particular companion, it cannot be redistributed while that companion is in your service (you must release the companion or wait until the companion dies to allocate its levels to another companion, which you can do the next time you prepare spells). The share spells animal companion ability only applies to one animal companion at a time - you cannot use it to cast a one-target spell and have it affect all of your animal companions.	
Pack Member 1	[Paizo Inc. - Ultimate Magic]
You have 1 levels in pack member 1.	
Pack Member 2	[Paizo Inc. - Ultimate Magic]
You have 2 levels in pack member 2.	
Trackless Step (Ex)	[Paizo Inc. - Core Rulebook, p.51]
You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.	
Weapon and Armor Proficiency	[Paizo Inc. - Core Rulebook]
Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below). Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. See the ironwood spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones. A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.	
Wild Empathy (Ex)	[Paizo Inc. - Core Rulebook, p.50/64]
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+4 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.	
Woodland Stride (Ex)	[Paizo Inc. - Core Rulebook]
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	
Boon Companion	[Paizo Inc. - Seekers of Secrets - A Guide to the Pathfinder Society, p.16]
The abilities of your animal companion or familiar are calculated as though your class were four levels higher, to a maximum bonus equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you lose or dismiss an animal companion or familiar, you may apply this feat to the replacement creature.	
Spell Focus (Conjuration)	[Paizo Inc. - Core Rulebook, p.134]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	

PROFICIENCIES
Club, Dagger, Dart, Longbow, Longsword, Quarterstaff, Rapier, Scimitar, Scythe, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Splash Weapon, Sword (Temple), Unarmed Strike

TEMPLATES

Druid Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Create Water <i>School:</i> Conjuration (Creation) [Water] <i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S Caster Level: 3	CR: p.262 Concentration:+6
Detect Magic <i>School:</i> Divination <i>Effect:</i> You detect magical auras.	SR: No	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S Caster Level: 3	CR: p.267 Concentration:+6
Detect Poison <i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S Caster Level: 3	CR: p.268 Concentration:+6
Flare <i>School:</i> Evocation (Light) <i>Effect:</i> This cantrip creates a burst of light.	DC: 13, Fortitude negates SR: Yes	1 standard action	Instantaneous	Close (30 ft.)	V Caster Level: 3	CR: p.284 Concentration:+6
Guidance <i>School:</i> Divination <i>Effect:</i> This spell imbues the subject with a touch of divine guidance.	DC: 13, Will negates (harmless) SR: Yes	1 standard action	1 minute or until discharged	Touch	V, S Caster Level: 3	CR: p.292 Concentration:+6
Know Direction <i>School:</i> Divination <i>Effect:</i> When you cast this spell, you instantly know the direction of north from your current position.	SR:	1 standard action	Instantaneous	Personal	V, S Caster Level: 3	CR: p.304 Concentration:+6
Light <i>School:</i> Evocation [Light, WoodSchool] <i>Effect:</i> This spell causes a touched object to glow like a torch.	SR: No	1 standard action	30 minutes	Touch	V, M/DF Caster Level: 3	CR: p.304 Concentration:+6
Mending <i>School:</i> Transmutation [MetalSchool] <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.	DC: 13, Will negates (harmless, object) SR: Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S Caster Level: 3	CR: p.312 Concentration:+6
Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.	DC: 13, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	10 ft.	V, S Caster Level: 3	CR: p.328 Concentration:+6
Read Magic <i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.	SR:	1 standard action	30 minutes	Personal	V, S, F Caster Level: 3	CR: p.330 Concentration:+6
Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF Caster Level: 3	CR: p.334 Concentration:+6
Spark <i>School:</i> Evocation, FireSchool [Fire] <i>Effect:</i> Ignites flammable objects.	DC: 13, Fortitude negates (object) SR: Yes (object)	1 standard action	Instantaneous	Close (30 ft.)	V or S Caster Level: 3	APG: p.246 Concentration:+6
Stabilize <i>School:</i> Conjuration (Healing) <i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.	DC: 14, Will negates (harmless) SR: Yes (harmless)	1 standard action	Instantaneous	Close (30 ft.)	V, S Caster Level: 3	CR: p.348 Concentration:+6
Virtue <i>School:</i> Transmutation <i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.	SR: Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF Caster Level: 3	CR: p.365 Concentration:+6

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
Air Bubble <i>School:</i> Conjuration (Creation) <i>Effect:</i> Creates a small pocket of air around your head or an object.	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	3 minutes	Touch	S, M/DF (a small bladder filled with air) Caster Level: 3	UC: p.222 Concentration:+6
Alter Winds <i>School:</i> Transmutation, AirSchool [Air, WoodSchool] <i>Effect:</i> Increase/decrease strength of natural winds.	DC: 14, Will negates SR: Yes	1 minute	3 hours	Touch	V, S Caster Level: 3	APG: p.201 Concentration:+6
Ant Haul <i>School:</i> Transmutation <i>Effect:</i> Triples carrying capacity of a creature.	DC: 14, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	6 hours	Touch	V, S, M/DF (a small pulley) Caster Level: 3	APG: p.202 Concentration:+6
Aspect of the Falcon <i>School:</i> Transmutation (Polymorph) <i>Effect:</i> Gives bonuses on Perception checks and ranged attacks.	SR:	1 standard action	3 minutes	Personal	V, S, DF Caster Level: 3	APG: p.203 Concentration:+6
Blend <i>School:</i> Illusion (Glamer) <i>Effect:</i> You draw upon your elven link to the wilderness to change the coloration of yourself and your equipment to match that of your surroundings. This grants you a +4 circumstance bonus on Stealth checks and allows you to make Stealth checks without cover or concealment, but only while you move no more than half your base speed or less. If you move more than half your base speed on your turn, you gain no benefit from this spell until the start of your next turn. If you make an attack, this spell ends [as invisibility].	SR: No	1 standard action	30 minutes	Personal	S Caster Level: 3	ARG: p.29 Concentration:+6
Bristle <i>School:</i> Transmutation <i>Effect:</i> Trade natural armor bonus for a bonus on attacks with natural weapons.	DC: 14, Fortitude negates (harmless) SR: Yes	1 standard action	3 minutes	Touch	V, S, DF Caster Level: 3	APG: p.207 Concentration:+6
Call Animal <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Makes an animal come to you.	SR: None	1 standard action	3 hours [D]	see description	V, S, DF Caster Level: 3	APG: p.209 Concentration:+6
Calm Animals <i>School:</i> Enchantment (Compulsion) [Mind-Affecting, Emotion] <i>Effect:</i> This spell soothes and quiets animals, rendering them docile and harmless.	DC: 14, Will negates SR: Yes	1 standard action	3 minutes	Close (30 ft.)	V, S Caster Level: 3	CR: p.252 Concentration:+6
Charm Animal <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> This spell functions like charm person, except that it affects a creature of the animal type.	DC: 14, Will negates SR: Yes	1 standard action	3 hours	Close (30 ft.)	V, S Caster Level: 3	CR: p.254 Concentration:+6
Cloak of Shade <i>School:</i> Abjuration <i>Effect:</i> Reduces effects of sun exposure and heat.	DC: 14, Will negates (harmless) SR: Yes (harmless)	1 standard action	3 hours [D]	Touch	V, S, M (a leaf from a shade tree) Caster Level: 3	APG: p.211 Concentration:+6
Cure Light Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+3 points of damage.	DC: 15, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S Caster Level: 3	CR: p.263 Concentration:+6

* =Domain/Specialty Spell

Druid Spells

☞☞☞☞ Damp Powder School: Transmutation Effect: Ruins ammunition loaded in the targeted firearm.	DC: 14, Will negates (object) SR: Yes (object)	1 standard action Target: 1 loaded firearm	instantaneous Close (30 ft.)	V, S, M/DF (a damp piece of cotton) Caster Level: 3	UC: p.226 Concentration:+6
☞☞☞☞ Deadeye's Lore School: Divination Effect: Gain a +4 bonus on Survival and move full speed while tracking.	SR:	1 round Target: You	3 hours Personal	V, S Caster Level: 3	UC: p.227 Concentration:+6
☞☞☞☞ Decompose Corpse School: Necromancy Effect: Turn corpse into clean skeleton.	DC: 14, Fortitude negates (object) SR: Yes (object)	1 standard action Target: One corpse or corporeal undead	Instantaneous or 1 minute; see text Touch	V, S, M Caster Level: 3	UM: p.216 Concentration:+6
☞☞☞☞ Detect Aberration School: Divination Effect: Reveals presence of aberrations.	SR: No	1 standard action Target: cone-shaped emanation	concentration, up to 30 minutes [D] Long (520 ft.)	V, S Caster Level: 3	APG: p.215 Concentration:+6
☞☞☞☞ Detect Animals or Plants School: Divination Effect: You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.	SR: No Target: Cone-shaped emanation	1 standard action Target: Cone-shaped emanation	Concentration, up to 30 minutes [D] Long (520 ft.)	V, S Caster Level: 3	CR: p.266 Concentration:+6
☞☞☞☞ Detect Snares and Pits School: Divination Effect: You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.	SR: No Target: Cone-shaped emanation	1 standard action Target: Cone-shaped emanation	Concentration, up to 30 minutes [D] 60 ft.	V, S Caster Level: 3	CR: p.268 Concentration:+6
☞☞☞☞ Diagnose Disease School: Divination Effect: Detect and identify diseases.	SR: No Target: One creature, one object, or a 5-ft. cube	1 standard action Target: One creature, one object, or a 5-ft. cube	Instantaneous Close (30 ft.)	V, S Caster Level: 3	UM: p.216 Concentration:+6
☞☞☞☞ Endure Elements School: Abjuration Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.	DC: 14, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touched	24 hours Touch	V, S Caster Level: 3	CR: p.277 Concentration:+6
☞☞☞☞ Entangle School: Transmutation [WoodSchool] Effect: This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area.	DC: 14, Reflex partial; see text SR: No Target: Plants in a 40-ft.-radius spread	1 standard action Target: Plants in a 40-ft.-radius spread	3 minutes [D] Long (520 ft.)	V, S, DF Caster Level: 3	CR: p.278 Concentration:+6
☞☞☞☞ Expeditious Excavation School: Transmutation, EarthSchool [Earth] Effect: Moves 5-ft. cubes of earth.	DC: 14, see text SR: No Target: dirt in a 5-ft. cube	1 standard action Target: dirt in a 5-ft. cube	Instantaneous Close (30 ft.)	V, S, M (tiny shovel) Caster Level: 3	APG: p.220 Concentration:+6
☞☞☞☞ Faerie Fire School: Evocation [Light] Effect: A pale glow surrounds and outlines the subjects who shed light as candles.	SR: Yes Target: Creatures and objects within a 5-ft.-radius burst	1 standard action Target: Creatures and objects within a 5-ft.-radius burst	3 minutes [D] Long (520 ft.)	V, S, DF Caster Level: 3	CR: p.280 Concentration:+6
☞☞☞☞ Feather Step School: Transmutation Effect: Ignore movement penalty in difficult terrain.	DC: 14, Fortitude negates (harmless) SR: Yes Target: one creature	1 standard action Target: one creature	30 minutes Close (30 ft.)	V, S Caster Level: 3	APG: p.221 Concentration:+6
☞☞☞☞ Flare Burst School: Evocation (Light) Effect: This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point.	DC: 14, Fortitude negates SR: Yes Target: 10-ft.-radius burst of light	1 standard action Target: 10-ft.-radius burst of light	Instantaneous Close (30 ft.)	V Caster Level: 3	APG: p.223 Concentration:+6
☞☞☞☞ Frostbite School: Transmutation [Cold] Effect: Target takes 1d6+3 nonlethal cold damage and is fatigued.	SR: Yes Target: Up to 3 creatures touched	1 standard action Target: Up to 3 creatures touched	Instantaneous Touch	V, S Caster Level: 3	UM: p.221 Concentration:+6
☞☞☞☞ Goodberry School: Transmutation Effect: Casting goodberry makes 2d4 freshly picked berries magical.	SR: Yes Target: 2d4 fresh berries touched	1 standard action Target: 2d4 fresh berries touched	3 days Touch	V, S, DF Caster Level: 3	CR: p.291 Concentration:+6
☞☞☞☞ Hide from Animals School: Abjuration Effect: Animals cannot sense the warded creatures.	DC: 14, Will negates (harmless) SR: Yes Target: 3 creatures touched	1 standard action Target: 3 creatures touched	30 minutes [D] Touch	S, DF Caster Level: 3	CR: p.296 Concentration:+6
☞☞☞☞ Hydraulic Push School: Evocation, WaterSchool [Water] Effect: Wave of water bull rushes an enemy.	SR: Yes Target: one creature or object	1 standard action Target: one creature or object	Instantaneous Close (30 ft.)	V, S Caster Level: 3	APG: p.228 Concentration:+6
☞☞☞☞ Jump School: Transmutation Effect: The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.	DC: 14, Will negates (harmless) SR: Yes Target: Creature touched	1 standard action Target: Creature touched	3 minutes [D] Touch	V, S, M Caster Level: 3	CR: p.303 Concentration:+6
☞☞☞☞ Keen Senses School: Transmutation Effect: Subject gains +2 Perception, low-light vision.	DC: 14, Will negates (harmless) SR: Yes (harmless) Target: creature touched	1 standard action Target: creature touched	3 minutes [D] Touch	V, M/DF (a hawk's feather) Caster Level: 3	APG: p.230 Concentration:+6
☞☞☞☞ Liberating Command School: Transmutation Effect: Target makes an Escape Artist check as an immediate action and gains a bonus on it.	DC: 14, Will negates (harmless) SR: Yes (harmless) Target: one creature	1 immediate action Target: one creature	instantaneous Close (30 ft.)	V Caster Level: 3	UC: p.233 Concentration:+6
☞☞☞☞ Longstrider School: Transmutation Effect: This spell gives you a +10 foot enhancement bonus to your base speed.	SR: Target: You	1 standard action Target: You	3 hours [D] Personal	V, S, M Caster Level: 3	CR: p.305 Concentration:+6
☞☞☞☞ Magic Fang School: Transmutation Effect: Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls.	DC: 14, Will negates (harmless) SR: Yes (harmless) Target: Living creature touched	1 standard action Target: Living creature touched	3 minutes Touch	V, S, DF Caster Level: 3	CR: p.308 Concentration:+6
☞☞☞☞ Magic Stone School: Transmutation Effect: 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.	DC: 14, Will negates (harmless, object) SR: Yes (harmless, object) Target: Up to three pebbles touched	1 standard action Target: Up to three pebbles touched	30 minutes or until discharged Touch	V, S, DF Caster Level: 3	CR: p.310 Concentration:+6
☞☞☞☞ Negate Aroma School: Transmutation Effect: Subject cannot be tracked by scent.	DC: 14, Fortitude negates SR: Yes Target: 3 creatures or objects touched	1 standard action Target: 3 creatures or objects touched	3 hours [D] Close (30 ft.)	V, S, M/DF (a pinch of alum) Caster Level: 3	APG: p.234 Concentration:+6
☞☞☞☞ Obscuring Mist School: Conjuration, WaterSchool (Creation) Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.	SR: No Target: Cloud spreads in 20-ft. radius from you, 20 ft. high	1 standard action Target: Cloud spreads in 20-ft. radius from you, 20 ft. high	3 minutes [D] 20 ft.	V, S Caster Level: 3	CR: p.317 Concentration:+6
☞☞☞☞ Pass without Trace School: Transmutation Effect: The subject or subjects of this spell do not leave footprints or a scent trail while moving.	DC: 14, Will negates (harmless) SR: Yes (harmless) Target: 3 creatures touched	1 standard action Target: 3 creatures touched	3 hours [D] Touch	V, S, DF Caster Level: 3	CR: p.318 Concentration:+6
☞☞☞☞ Produce Flame School: Evocation [Fire] Effect: Flames as bright as a torch appear in your open hand.	SR: Yes Target: Flame in your palm	1 standard action Target: Flame in your palm	3 minutes [D] 0 ft.	V, S Caster Level: 3	CR: p.326 Concentration:+6
☞☞☞☞ Ray of Sickening School: Necromancy Effect: Ray makes the subject sickened.	DC: 14, Fortitude partial; see text SR: Yes Target: Ray	1 standard action Target: Ray	3 minutes Close (30 ft.)	V, S, M Caster Level: 3	UM: p.234 Concentration:+6
☞☞☞☞ Remove Sickness School: Conjuration (Healing) Effect: Suppress disease, nausea, and the sickened condition.	DC: 15, Fortitude negates (harmless) SR: Yes (harmless) Target: One creature	1 standard action Target: One creature	30 minutes; see text Close (30 ft.)	V, S Caster Level: 3	UM: p.234 Concentration:+6
☞☞☞☞ Restore Corpse School: Necromancy Effect: Skeletal corpse grows flesh.	SR: No Target: Corpse touched	1 standard action Target: Corpse touched	Instantaneous Touch	V, S Caster Level: 3	UM: p.235 Concentration:+6

* =Domain/Specialty Spell

Druid Spells						
<div><div>☐☐☐☐☐</div><div>Shillelagh</div></div> <div><div>School: Transmutation</div><div>Effect: Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls.</div></div>	<div>DC: 14, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action</div> <div>3 minutes</div>	<div>Touch</div>	<div>V, S, DF</div>	<div>CR: p.342</div>	<div>Caster Level:3</div> <div>Concentration:+6</div>
<div><div>☐☐☐☐☐</div><div>Speak with Animals</div></div> <div><div>School: Divination</div><div>Effect: You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.</div></div>	<div>SR:</div>	<div>1 standard action</div> <div>3 minutes</div>	<div>Personal</div>	<div>V, S</div>	<div>CR: p.346</div>	<div>Caster Level:3</div> <div>Concentration:+6</div>
<div><div>☐☐☐☐☐</div><div>Stone Fist</div></div> <div><div>School: Transmutation, EarthSchool [Earth]</div><div>Effect: Your unarmed strikes are lethal.</div></div>	<div>SR:</div>	<div>1 standard action</div> <div>3 minutes [D]</div>	<div>Personal</div>	<div>V, S, M (a chip of granite)</div>	<div>APG: p.247</div>	<div>Caster Level:3</div> <div>Concentration:+6</div>
<div><div>☐☐☐☐☐</div><div>Summon Minor Ally</div></div> <div><div>School: Conjunction (Summoning)</div><div>Effect: Summon 1d3 Tiny animals.</div></div>	<div>SR: No</div>	<div>1 round</div> <div>3 rounds [D]</div>	<div>Close (30 ft.)</div>	<div>V, S, DF</div>	<div>UM: p.241</div>	<div>Caster Level:3</div> <div>Concentration:+6</div>
<div><div>☐☐☐☐☐</div><div>Summon Nature's Ally I</div></div> <div><div>School: Conjunction (Summoning)</div><div>Effect: This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant).</div></div>	<div>SR: No</div>	<div>1 round</div> <div>3 rounds [D]</div>	<div>Close (30 ft.)</div>	<div>V, S, DF</div>	<div>CR: p.354</div>	<div>Caster Level:3</div> <div>Concentration:+6</div>
<div><div>☐☐☐☐☐</div><div>Touch of the Sea</div></div> <div><div>School: Transmutation, WaterSchool</div><div>Effect: Swim speed becomes 30 ft.</div></div>	<div>DC: 14, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>3 minutes</div>	<div>Touch</div>	<div>V, S, M (a fish scale)</div>	<div>APG: p.250</div>	<div>Caster Level:3</div> <div>Concentration:+6</div>
<div><div>☐☐☐☐☐</div><div>Weaken Powder</div></div> <div><div>School: Transmutation</div><div>Effect: Targeted firearm's ammunition halves the firearm's range and imposes a -2 penalty on damage rolls.</div></div>	<div>DC: 14, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action</div> <div>instantaneous</div>	<div>Close (30 ft.)</div>	<div>V, S, M/DF (an empty UC: paper cartridge)</div>	<div>p.249</div>	<div>Caster Level:3</div> <div>Concentration:+6</div>
<div><div>☐☐☐☐☐</div><div>Whispering Lore</div></div> <div><div>School: Divination</div><div>Effect: Upon casting this spell, you are able to gain knowledge from the land itself. As you walk through the terrain, it whispers information in a language you understand, though the whispering is so rambling it is hard to distinguish useful information. This whispering grants you a +4 insight bonus on a single Knowledge skill type appropriate to the type of terrain you are in. If you are within a cold, desert, forest, jungle, mountain, plains, swamp, or water environment, you gain the bonus on Knowledge [nature] checks. If you are within an underground environment, you gain the bonus on Knowledge [dungeoneering] checks. If you are within an urban environment, you gain the bonus on Knowledge [local] checks. If you are on a plane other than the Material Plane, you gain the bonus on Knowledge [planes] checks. If you enter a new terrain, you lose the previous terrain's skill bonus and gain the new bonus.</div></div>	<div>SR: No</div>	<div>1 full-round action</div> <div>30 minutes</div>	<div>Personal</div>	<div>V, S</div>	<div>ARG: p.29</div>	<div>Caster Level:3</div> <div>Concentration:+6</div>
LEVEL 2						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div><div>☐☐☐☐☐</div><div>Accelerate Poison</div></div> <div><div>School: Transmutation, WaterSchool [Poison]</div><div>Effect: Hastens targeted poison's onset</div></div>	<div>DC: 15, Fortitude negates</div> <div>SR: Yes</div>	<div>1 standard action</div>	<div>Instantaneous</div>	<div>Touch</div>	<div>V, S, M (a thorn)</div>	<div>APG: p.201</div>
<div><div>☐☐☐☐☐</div><div>Animal Aspect</div></div> <div><div>School: Transmutation (Polymorph)</div><div>Effect: You gain some of the beneficial qualities of an animal.</div></div>	<div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>3 minutes [D]</div>		<div>Personal</div>	<div>V, S, M/DF (a part of the animal)</div>	<div>UC: p.222</div>
<div><div>☐☐☐☐☐</div><div>Animal Messenger</div></div> <div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>Effect: You compel a Tiny animal to go to a spot you designate.</div></div>	<div>DC: 15, None; see text</div> <div>SR: Yes</div>	<div>1 minute</div>	<div>1 day/level</div>	<div>Close (30 ft.)</div>	<div>V, S, M</div>	<div>CR: p.241</div>
<div><div>☐☐☐☐☐</div><div>Animal Trance</div></div> <div><div>School: Enchantment (Compulsion) [Mind-Affecting, Sonic]</div><div>Effect: Your swaying motions and music [or singing, or chanting] compel animals and magical beasts to do nothing but watch you.</div></div>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div>	<div>Concentration</div>	<div>Close (30 ft.)</div>	<div>V, S</div>	<div>CR: p.241</div>
<div><div>☐☐☐☐☐</div><div>Ant Haul (Communal)</div></div> <div><div>School: Transmutation</div><div>Effect: As ant haul, but you may divide the duration among creatures touched.</div></div>	<div>DC: 15, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div>	<div>6 hours</div>	<div>Touch</div>	<div>V, S, M/DF (a small pulley)</div>	<div>UC: p.223</div>
<div><div>☐☐☐☐☐</div><div>Aspect of the Bear</div></div> <div><div>School: Transmutation (Polymorph)</div><div>Effect: +2 AC and combat maneuver rolls.</div></div>	<div>SR:</div>	<div>1 standard action</div> <div>3 minutes</div>		<div>Personal</div>	<div>V, S, DF</div>	<div>APG: p.203</div>
<div><div>☐☐☐☐☐</div><div>Barkskin</div></div> <div><div>School: Transmutation</div><div>Effect: Barkskin toughens a creature's skingranting a +2 enhancement bonus to the creature's existing natural armor bonus.</div></div>	<div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>30 minutes</div>		<div>Touch</div>	<div>V, S, DF</div>	<div>CR: p.246</div>
<div><div>☐☐☐☐☐</div><div>Bear's Endurance</div></div> <div><div>School: Transmutation</div><div>Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.</div></div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>3 minutes</div>		<div>Touch</div>	<div>V, S, M/DF</div>	<div>CR: p.246</div>
<div><div>☐☐☐☐☐</div><div>Bull's Strength</div></div> <div><div>School: Transmutation</div><div>Effect: The subject becomes stronger granting a +4 enhancement bonus to Strength.</div></div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>3 minutes</div>		<div>Touch</div>	<div>V, S, M/DF</div>	<div>CR: p.251</div>
<div><div>☐☐☐☐☐</div><div>Burning Gaze</div></div> <div><div>School: Evocation, FireSchool [Fire]</div><div>Effect: Inflict 1d6 fire damage to creature.</div></div>	<div>DC: 15, Fortitude negates (see text)</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>3 rounds</div>		<div>Personal</div>	<div>V, S, M/DF (eye of a mundane salamander)</div>	<div>APG: p.208</div>
<div><div>☐☐☐☐☐</div><div>Campfire Wall</div></div> <div><div>School: Evocation, FireSchool [Fire, Light]</div><div>Effect: Creates a shelter around a campfire.</div></div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>6 hours; see below [D]</div>		<div>Close (30 ft.)</div>	<div>V, S, M/DF (ash made from burnt thorns)</div>	<div>APG: p.210</div>
<div><div>☐☐☐☐☐</div><div>Cat's Grace</div></div> <div><div>School: Transmutation [WoodSchool]</div><div>Effect: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.</div></div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>3 minutes</div>		<div>Touch</div>	<div>V, S, M</div>	<div>CR: p.252</div>
<div><div>☐☐☐☐☐</div><div>Certain Grip</div></div> <div><div>School: Transmutation</div><div>Effect: The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, the target is also immune to the disarm combat maneuver. You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.</div></div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>30 minutes [D]</div>		<div>Touch</div>	<div>V, S, M/DF (a tiny ball of tar)</div>	<div>UC: p.225</div>
<div><div>☐☐☐☐☐</div><div>Chill Metal</div></div> <div><div>School: Transmutation [Cold, MetalSchool]</div></div>	<div>DC: 15, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action</div>	<div>7 rounds</div>	<div>Close (30 ft.)</div>	<div>V, S, DF</div>	<div>CR: p.254</div>
<div><div>☐☐☐☐☐</div><div>Delay Poison</div></div> <div><div>School: Conjunction (Healing)</div><div>Effect: The subject becomes temporarily immune to poison.</div></div>	<div>DC: 16, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>3 hours</div>		<div>Touch</div>	<div>V, S, DF</div>	<div>CR: p.265</div>
<div><div>☐☐☐☐☐</div><div>Eagle Eye</div></div> <div><div>School: Divination</div><div>Effect: Creates a magical sensor high above you.</div></div>	<div>SR: No</div>	<div>1 minute</div> <div>3 minutes [D]</div>		<div>Long (520 ft.)</div>	<div>V, S, DF</div>	<div>APG: p.217</div>
<div><div>☐☐☐☐☐</div><div>Elemental Speech</div></div> <div><div>School: Divination, AirSchool, EarthSchool, FireSchool, WaterSchool [Air, Earth, Fire, Water]</div><div>Effect: Enables you to speak to elementals and some creatures.</div></div>	<div>SR:</div>	<div>1 standard action</div> <div>3 minutes</div>		<div>Personal</div>	<div>V, S, M (iron filings)</div>	<div>APG: p.218</div>
<div><div>☐☐☐☐☐</div><div>Endure Elements (Communal)</div></div> <div><div>School: Abjuration</div><div>Effect: As endure elements, but you may divide the duration among creatures touched.</div></div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>24 hours</div>		<div>Touch</div>	<div>V, S</div>	<div>UC: p.228</div>
* =Domain/Specialty Spell						

Druid Spells

☐☐☐☐☐ Feast of Ashes	DC: 15, Fortitude negates	1 standard action	6 days [D]	Close (30 ft.)	V, S, M (a pinch of ash)	APG: p.220
School: Transmutation [Curse]	SR: Yes	Target: one creature			Caster Level: 3	Concentration: +6
Effect: A target starves with an insatiable hunger.						
☐☐☐☐☐ Fire Trap	DC: 15, Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	CR: p.282
School: Abjuration, FireSchool [Fire]	SR: Yes	Target: Object touched			Caster Level: 3	Concentration: +6
Effect: Fire trap creates a fiery explosion when an intruder opens the item that the trap protects.						
☐☐☐☐☐ Flame Blade		1 standard action	3 minutes [D]	0 ft.	V, S, DF	CR: p.283
School: Evocation [Fire]	SR: Yes	Target: Sword-like beam			Caster Level: 3	Concentration: +6
Effect: A 3-foot-long, blazing beam of red-hot fire springs forth from your hand.						
☐☐☐☐☐ Flaming Sphere	DC: 15, Reflex negates	1 standard action	3 rounds	Medium (130 ft.)	V, S, M/DF	CR: p.283
School: Evocation, FireSchool [Fire]	SR: Yes	Target: 5-ft.-diameter sphere			Caster Level: 3	Concentration: +6
Effect: A burning globe of fire rolls in whichever direction you point and burns those it strikes.						
☐☐☐☐☐ Fog Cloud		1 standard action	30 minutes	Medium (130 ft.)	V, S	CR: p.284
School: Conjunction, WaterSchool (Creation)	SR: No	Target: Fog spreads in 20-ft. radius			Caster Level: 3	Concentration: +6
Effect: A bank of fog billows out from the point you designate.						
☐☐☐☐☐ Forest Friend		1 round	3 minutes	Close (30 ft.)	V, S, M (a pinch of manure)	UC: p.230
School: Abjuration	SR: No	Target: one willing living creature per three levels, no two of which may be more than 30 ft. apart.			Caster Level: 3	Concentration: +6
Effect: Plants in a forested area become helpful instead of hindering you and your allies.						
☐☐☐☐☐ Frigid Touch		1 standard action	Instantaneous	Touch	V, S	UM: p.221
School: Evocation [Cold]	SR: Yes	Target: Creature touched			Caster Level: 3	Concentration: +6
Effect: Target takes 4d6 cold damage and is staggered.						
☐☐☐☐☐ Frost Fall	DC: 15, Fortitude partial	1 standard action	1 rounds	Close (30 ft.)	V, S	UC: p.230
School: Evocation [Cold]	SR: Yes	Target: 5-foot radius burst			Caster Level: 3	Concentration: +6
Effect: The area is covered in a chilling frost.						
☐☐☐☐☐ Glide		1 standard action	until landing or 3 minutes [D]	Personal	V, S, M/DF (a leaf)	APG: p.225
School: Transmutation, AirSchool	SR:	Target: You			Caster Level: 3	Concentration: +6
Effect: You take no falling damage, move 60 ft./round while falling.						
☐☐☐☐☐ Gust of Wind	DC: 15, Fortitude negates	1 standard action	1 round	60 ft.	V, S	CR: p.293
School: Evocation, AirSchool [Air]	SR: Yes	Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range			Caster Level: 3	Concentration: +6
Effect: This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path.						
☐☐☐☐☐ Heat Metal	DC: 15, Will negates (object)	1 standard action	7 rounds	Close (30 ft.)	V, S, DF	CR: p.294
School: Transmutation [Fire, MetalSchool]	SR: Yes (object)	Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 75 lbs. of metal, all of which must be within a 30-ft. circle			Caster Level: 3	Concentration: +6
Effect: Heat metal causes metal objects to become red-hot.						
☐☐☐☐☐ Hold Animal	DC: 15, Will negates; see text		3 rounds [D]; see text		V, S	CR: p.296
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One animal			Caster Level: 3	Concentration: +6
Effect: This spell functions like hold person, except that it affects an animal instead of a humanoid.						
☐☐☐☐☐ Lockjaw	DC: 15, Fortitude negates (harmless)	1 standard action	3 rounds	Touch	V, S, M (sticky tree gum)	APG: p.232
School: Transmutation	SR: Yes (harmless)	Target: creature touched			Caster Level: 3	Concentration: +6
Effect: Gives creature grab ability with a natural attack.						
☐☐☐☐☐ Masterwork Transformation		1 hour	Instantaneous	Touch	V, S, M (see text)	UM: p.228
School: Transmutation	SR: No	Target: One weapon, suit of armor, tool, or skill kit touched			Caster Level: 3	Concentration: +6
Effect: Make a normal item into a masterwork one.						
☐☐☐☐☐ Natural Rhythm	DC: 15, Will negates (harmless)	1 standard action	3 rounds	Touch	V, S, M (a handful of pebbles dropped one by one onto the ground)	APG: p.233
School: Transmutation	SR: Yes (harmless)	Target: creature touched			Caster Level: 3	Concentration: +6
Effect: +1 on damage rolls with each hit 5.						
☐☐☐☐☐ Owl's Wisdom	DC: 15, Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	CR: p.318
School: Transmutation	SR: Yes	Target: Creature touched			Caster Level: 3	Concentration: +6
Effect: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.						
☐☐☐☐☐ Pernicious Poison		1 standard action	30 minutes	Touch	V, S, DF	UM: p.231
School: Necromancy [Poison]	SR: Yes	Target: Creature touched			Caster Level: 3	Concentration: +6
Effect: Target takes a -4 penalty against poison.						
☐☐☐☐☐ Pox Pustules	DC: 15, Fortitude negates	1 standard action	3 minutes	Close (30 ft.)	V, S, M (leaves from a toxic plant)	APG: p.236
School: Necromancy [Disease]	SR: Yes	Target: one creature			Caster Level: 3	Concentration: +6
Effect: Subject is sickened and has -4 Dex.						
☐☐☐☐☐ Reduce Animal		1 standard action	3 hours [D]	Touch	V, S	CR: p.330
School: Transmutation	SR: No	Target: One willing animal of Small, Medium, Large, or Huge size			Caster Level: 3	Concentration: +6
Effect: This spell functions like reduce person, except that it affects a single willing animal.						
☐☐☐☐☐ Resist Energy	DC: 15, Fortitude negates (harmless)	1 standard action	30 minutes	Touch	V, S, DF	CR: p.334
School: Abjuration, AirSchool, EarthSchool, FireSchool, WaterSchool	SR: Yes (harmless)	Target: Creature touched			Caster Level: 3	Concentration: +6
Effect: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.						
☐☐☐☐☐ Restoration (Lesser)	DC: 16, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	CR: p.334
School: Conjunction (Healing)	SR: Yes (harmless)	Target: Creature touched			Caster Level: 3	Concentration: +6
Effect: 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.						
☐☐☐☐☐ Scent Trail	DC: 15, Fortitude negates (harmless)	1 standard action	3 hours	Close (30 ft.)	V, S, M (a queen ant)	APG: p.241
School: Transmutation	SR: Yes (harmless)	Target: 3 creatures, no two of which can be more than 30 ft. apart			Caster Level: 3	Concentration: +6
Effect: Trail: Leave trail for allies to follow.						
☐☐☐☐☐ Share Language	DC: 15, Will negates (harmless)	1 standard action	24 hours	Touch	V, S, M (a page from a dictionary)	APG: p.243
School: Divination	SR: Yes (harmless)	Target: creature touched			Caster Level: 3	Concentration: +6
Effect: Subject understands chosen language.						
☐☐☐☐☐ Slipstream	DC: 16, Reflex negates (harmless)	1 standard action	30 minutes [D]	Touch	V, S, M/DF (a few drops of oil and water)	APG: p.244
School: Conjunction, WaterSchool (Creation) [Water]	SR: No	Target: creature touched			Caster Level: 3	Concentration: +6
Effect: Wave boosts creature's speed.						
☐☐☐☐☐ Soften Earth and Stone		1 standard action	Instantaneous	Close (30 ft.)	V, S, DF	CR: p.345
School: Transmutation [Earth]	SR: No	Target: 3 10-ft. squares; see text			Caster Level: 3	Concentration: +6
Effect: When this spell is cast, all natural, undressed earth or stone in the spell's area is softened.						
☐☐☐☐☐ Spider Climb	DC: 15, Will negates (harmless)	1 standard action	30 minutes	Touch	V, S, M	CR: p.347
School: Transmutation	SR: Yes (harmless)	Target: Creature touched			Caster Level: 3	Concentration: +6
Effect: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.						
☐☐☐☐☐ Stone Call		1 standard action	3 rounds	Medium (130 ft.)	V, S, DF	APG: p.247
School: Conjunction, EarthSchool (Creation) [Earth]	SR: No	Target: cylinder 40			Caster Level: 3	Concentration: +6
Effect: 2d6 damage to all creatures in area.						
☐☐☐☐☐ Summon Nature's Ally II		1 round	3 rounds [D]	Close (30 ft.)	V, S, DF	CR: p.354
School: Conjunction (Summoning)	SR: No	Target: One summoned creature			Caster Level: 3	Concentration: +6
Effect: 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.						
* =Domain/Specialty Spell						

Druid Spells

Summon Swarm <i>School:</i> Conjuratation (Summoning) <i>Effect:</i> You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area.	<i>SR:</i> No <i>Target:</i> One swarm of bats, rats, or spiders	1 round Concentration + 2 rounds	Close (30 ft.)	V, S, M/DF <i>Caster Level:</i> 3	CR: p.354 <i>Concentration:</i> +6
Tar Ball <i>School:</i> Transmutation <i>Effect:</i> Burning tar harms target and penalizes its Dex.	<i>SR:</i> No	1 standard action Instantaneous <i>Target:</i> Ranged attack	Close (30 ft.)	V, S, M <i>Caster Level:</i> 3	UM: p.243 <i>Concentration:</i> +6
Tree Shape <i>School:</i> Transmutation [WoodSchool] <i>Effect:</i> This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.	<i>SR:</i>	1 standard action 3 hours [D] <i>Target:</i> You	Personal	V, S, DF <i>Caster Level:</i> 3	CR: p.362 <i>Concentration:</i> +6
Unshakable Chill <i>School:</i> Necromancy [Cold] <i>Effect:</i> Target is afflicted with severe cold.	DC: 15, Fortitude negates (see text) <i>SR:</i> Yes	1 standard action 30 minutes; see text <i>Target:</i> One creature	Close (30 ft.)	V, S, M <i>Caster Level:</i> 3	UM: p.246 <i>Concentration:</i> +6
Warp Wood <i>School:</i> Transmutation <i>Effect:</i> You cause wood to bend and warp, permanently destroying its straightness, form, and strength.	DC: 15, Will negates (object) <i>SR:</i> Yes (object)	1 standard action Instantaneous <i>Target:</i> 3 Small wooden objects, all within a 20-ft. radius	Close (30 ft.)	V, S <i>Caster Level:</i> 3	CR: p.368 <i>Concentration:</i> +6
Wartrain Mount <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Animal gains combat training.	<i>SR:</i> Yes	1 minute 3 hours <i>Target:</i> One indifferent or friendly animal	Close (30 ft.)	V, S, M <i>Caster Level:</i> 3	UM: p.248 <i>Concentration:</i> +6
Web Shelter <i>School:</i> Conjuratation (Creation) <i>Effect:</i> Create a comfortable shelter made of webbing.	<i>SR:</i> No	1 minute 3 hours [D] <i>Target:</i> 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere	Close (30 ft.)	V, S, DF <i>Caster Level:</i> 3	UM: p.249 <i>Concentration:</i> +6
Wilderness Soldiers <i>School:</i> Transmutation <i>Effect:</i> Nearby plants aid you in combat.	<i>SR:</i> No	1 standard action 3 rounds <i>Target:</i> 30-ft.-radius emanation, centered on you	30ft.	V, S <i>Caster Level:</i> 3	UC: p.249 <i>Concentration:</i> +6
Wood Shape <i>School:</i> Transmutation <i>Effect:</i> Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.	DC: 15, Will negates (object) <i>SR:</i> Yes (object)	1 standard action Instantaneous <i>Target:</i> One touched piece of wood no larger than 13 cu. ft.	Touch	V, S, DF <i>Caster Level:</i> 3	CR: p.370 <i>Concentration:</i> +6
* =Domain/Speciality Spell					

Spellbook: Prepared Spells

Druid

Level 0

☐ Detect Poison (DC:)

☐ Stabilize (DC:14)

☐ Virtue (DC:)

Onica

	Elf
	RACE
	125
	AGE
	Female
	GENDER
	Low-Light Vision
	VISION
	Neutral Good
	ALIGNMENT
	Right
	DOMINANT HAND
	6' 1"
	HEIGHT
	110 lbs.
	WEIGHT
	Amber
	EYE COLOUR
	Tanned
	SKIN COLOUR
	Copper, Ponytail
	HAIR
	Waist-high or deeper, flowing water
	PHOBIAS
	,
	PERSONALITY TRAITS
	,
	INTERESTS
	,
	SPOKEN STYLE / CATCH PHRASE
	,
	RESIDENCE
	,
	LOCATION
	None
	REGION

Description:

Biography:

Onica was born in Brevoy, her elf, merchant family was financially ruined by House Lebeda and was travelling down the East Sellen River during a storm when the boat bottomed out and sunk quickly.

Her parents and all who knew her dead and barely alive herself she washed ashore and with a broken arm made her way to a human settlement nearby.

Taken in by a fisherman and his wife who had one child of their own. Initially the elders had planned that once healed Onica would travel to Restov to bond with an elven family there. During that winter Onica and her new human brother were exploring some ancient ruins when a cave-in trapped them both underground. While both survived the cave-in they were unable to escape and Geoff was crippled for life by a falling wall that crushed part of his spine. For three days they lived off lichen and the small animals that Onica could catch and cook for the both of them. The experience brought Onica and Geoff close together. Eventually, Onica found a way out through an ancient elven mining tunnel and returned with help.

After this point, Onica and Geoff were inseparable, Geoff grew up and with Onica's constant aid learned how to adapt to his physical handicap. Geoff's had a quick mind and he grew skilled with making many engineering advancements within town and the region. Alas, while Geoff was growing up, Onica was still going through elf childhood. He soon married and had a number of children, who also grew into adulthood while Onica still appeared in her teens. Onica continued to aid her family being a faithful daughter, sister and aunt. During this time, Onica would learn about the world and her elven heritage as well as become fluent in a number of languages due to her interactions with those who journeyed to visit her brother and his inventions.

As she grew, her desire to learn and explore shifted from the ancient elven tunnel she and Geoff had once fallen into, to the many elven ruins in southern Brevoy. Time moved on, her adopted parents died and as Geoff's hair started to gray she knew it was growing time to move on. While she loved her brother's children, and they her, she couldn't bear the thought of seeing them die, and their children die and her still a young adult. At her brother's deathbed, she sat with his wife and watched as the light left the eyes of the only brother she had known. Bidding farewell she left town that night and went into the forest to study ruins, learn about nature and her place in the world. Soon, she found herself assisting a human druid manage a part of Southern Brevoy into the River Kingdoms. Learning the ways of the Druids, Onica nurtured the ecology around her, and came to understand and experience the change of tempo from the frantic human existence to a longer, elven one.

Onica is afraid of riding/swimming on the water and has never learned how to swim. She can wade across a stream/riverlet that comes up to the waist with only some trepidation but anything more and it will be difficult to focus. And if a storm is involved, forget it. She isn't afraid of the storms, its just a both storms and rivers together bring back too many bad memories.