

CHARACTER NAME  
Druid (Pack Lord) 1  
CLASS

PLAYER NAME	
Elf	Medium / 5 ft.
RACE	SIZE / FACE

6' 1"  
HEIGHT

127 lbs.  
WEIGHT

## Low-Light VISION



Character Level / CR

EXP / NEXT LEVEL

AGE

## GENDER

## EYES

## HAIR

## POINTS

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

		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED												
HP hit points	9												Walk 30 ft.												
AC armor class	15	13	12	=	10	+	2	+	1	+	2	+	0	+	0	+	0	+	0	+	0		15	-1	0
	TOTAL	FLAT	TOUCH		BASE	ARMOR BONUS			SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC		MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST					

INITIATIVE  
modifier

+2 = +2 + +0

TOTAL DEX MODIFIER MSC MODIFIER

BASE ATTACK  
bonus

+0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +2 vs. enchantment spells and effects
<b>FORTITUDE</b> (constitution)	+3	+2	+1	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+2	+0	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+5	+2	+3	+0	+0	+0		

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

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSHOVER
<b>Offense</b>	+0	+0	+0	+0	+0
<b>Defense</b>	12	12	12	12	12

<b>Touch Attack</b> <b>(Ray)</b> Ray	TOTAL ATTACK BONUS	DAMAGE	CRIT / MULT	REACH
	+2	As Spell	20 /x2	0 ft.

*Morningstar		Hand	Type	Size	Critical	Reach
		Primary	BP	M	20/x2	5 ft.
Total Attack Bonus		Damage				
+0		1d8				

Dagger				Hand	Type	Size	Critical	Reach
				Carried	PS	M	19-20/x2	5 ft.
Total Attack Bonus				Damage				
+0				1d4				
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.			
	+2	+0	-2	-4	-6			
Dam	1d4	1d4	1d4	1d4	1d4			

Shortbow				Hand	Type	Size	Critical	Reach
				Not Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +2		Damage: 1d6				
	60 ft.	120 ft.	180 ft.	240 ft.		300 ft.		
TH	+2	+0	-2	-4		-6		
Dam	1d6	1d6	1d6	1d6		1d6		
	360 ft.	420 ft.	480 ft.	540 ft.		600 ft.		
TH	-8	-10	-12	-14		-16		
Dam	1d6	1d6	1d6	1d6		1d6		

**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: 8		SKILLS		MAX RANKS: 1/1		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Acrobatics	DEX	1	= 2		+ -1
<input type="checkbox"/>	Appraise	INT	4	= 4		
<input type="checkbox"/>	Bluff	CHA	1	= 1		
<input type="checkbox"/>	Climb	STR	-1	= 0		+ -1
<input type="checkbox"/>	Craft (Untrained)	INT	4	= 4		
<input type="checkbox"/>	Diplomacy	CHA	1	= 1		
<input type="checkbox"/>	Disguise	CHA	1	= 1		
<input type="checkbox"/>	Escape Artist	DEX	1	= 2		+ -1
<input type="checkbox"/>	Fly	DEX	1	= 2		+ -1
	Handle Animal	CHA	5	= 1	+ 1	+ 3
<input type="checkbox"/>	Heal	WIS	7	= 3	+ 1	+ 3
	Intimidate	CHA	1	= 1		
	Knowledge (Geography)	INT	8	= 4	+ 1	+ 3
	Knowledge (Nature)	INT	10	= 4	+ 1	+ 5
<input type="checkbox"/>	Perception	WIS	9	= 3	+ 1	+ 5
<input type="checkbox"/>	Perform (Untrained)	CHA	1	= 1		
<input type="checkbox"/>	Ride	DEX	6	= 2	+ 1	+ 3
<input type="checkbox"/>	Sense Motive	WIS	3	= 3		
	Spellcraft	INT	8	= 4	+ 1	+ 3
	Spellcraft (Identify magic item)	INT	10	= 4	+ [1]	+ 5
<input type="checkbox"/>	Stealth	DEX	1	= 2		+ -1
<input type="checkbox"/>	Survival	WIS	9	= 3	+ 1	+ 5
<input type="checkbox"/>	Survival (Follow or identify tracks/Underground)	WIS	3	= 3		
<input type="checkbox"/>	Swim	STR	-1	= 0		+ -1
				=	+	+
					=	+
☐ can be used untrained. ☐ exclusive skills. *: Skill Mastery.						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Morningstar	Equipped	1	6	8	
Leather	Equipped	1	15	10	
Shield (Light/Wooden)	Equipped	1	5	3	
Backpack	Carried	1	2	2	
0 lbs.					
Dagger		1	1	2	
Dagger	Carried	1	1	2	
Arrows (20)		1	3	1	
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Bit and Bridle		1	1	2	
Blanket		1	1	0.2	
Saddle (Riding)		1	25	10	
Saddlebags		1	8	4	
21 lbs., 5 Rations (Trail/Per Day), 1 Outfit (Explorer's), 2 Waterskin (Filled)					
Outfit (Explorer's)	Saddlebags	1	8	0	
Rations (Trail/Per Day)	Saddlebags	5	1 (5)	0.5 (2.5)	
00000					
Waterskin (Filled)		1	4	1	
Waterskin (Filled)	Saddlebags	2	4 (8)	1 (2)	
Shortbow		1	2	30	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			29 lbs. / 79.7 gp		

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

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

Archetypes	
<b>Pack Lord</b>	[Paizo Publishing LLC - 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	
<b>Adopted</b>	[Paizo Publishing LLC - 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.	
<b>Pioneer (Ride)</b>	[Paizo Publishing - Kingmaker Player's Guide, p.10]
You have long lived along the southern border of Brevo, 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.	
<b>Scholar of Ruins (Knowledge (Geography))</b>	[Paizo Publishing LLC - 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.	

Special Attacks	
<b>Spontaneous Casting</b>	[Paizo Publishing - 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 Publishing - Core Rulebook, p.51]
<b>Elven Immunities (Ex)</b>	[Paizo Publishing - Core Rulebook, p.22]
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
<b>Elven Magic (Ex)</b>	[Paizo Publishing - 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.	
<b>Keen Senses (Ex)</b>	[Paizo Publishing - Core Rulebook, p.22]
Elves receive a +2 bonus on Perception skill checks.	
<b>Low-Light Vision (Ex)</b>	[Paizo Publishing - Core Rulebook]
You can see 2x 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.	
<b>Nature Sense (Ex)</b>	[Paizo Publishing - Core Rulebook, p.50]
You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.	
<b>Orisons</b>	[Paizo Publishing - 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.	
<b>Pack Bond (Ex)</b>	[Paizo Publishing LLC - 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.	
<b>Weapon Familiarity (Ex)</b>	[Paizo Publishing - 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.	
<b>Wild Empathy (Ex)</b>	[Paizo Publishing - 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+2 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.	

Feats	
<b>Spell Focus (Conjuration)</b>	[Paizo Publishing - Core Rulebook, p.134]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
<b>Armor Proficiency, Light</b>	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Armor Proficiency, Medium</b>	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Shield Proficiency</b>	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	

## PROFICIENCIES

Bayonet, Blowgun, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Scimitar, Scythe, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Unarmed Strike

## TEMPLATES

### Animal Companion: Tyr (Companion Wolf)

HP:	14	AC:	15	INIT:	+2
FORT:	+5	REF:	+5	WILL:	+1
Special:	Trip Hunting, Bonus Tricks, Link, Low-Light Vision, Scent, Share Spells				
Tricks:	Hunting, Attack, Come, Down, Fetch, Heel, Seek, Track				

# Druid Spells

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

## LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<b>Create Water</b> <i>School:</i> Conjuraton (Creation) [Water] <i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.	SR: No	1 standard action	Instantaneous	Close (25 ft.)	V, S <i>Caster Level:</i> 1	PFCR: p.262 <i>Concentration:</i> +4
<b>Detect Magic</b> <i>School:</i> Divination <i>Effect:</i> You detect magical auras.	SR: No	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S <i>Caster Level:</i> 1	PFCR: p.267 <i>Concentration:</i> +4
<b>Detect Poison</b> <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 (25 ft.)	V, S <i>Caster Level:</i> 1	PFCR: p.268 <i>Concentration:</i> +4
<b>Flare</b> <i>School:</i> Evocation [Light] <i>Effect:</i> This cantrip creates a burst of light.	DC: 13, <b>Fortitude negates</b> SR: Yes	1 standard action	Instantaneous	Close (25 ft.)	V <i>Caster Level:</i> 1	PFCR: p.284 <i>Concentration:</i> +4
<b>Guidance</b> <i>School:</i> Divination <i>Effect:</i> This spell imbues the subject with a touch of divine guidance.	DC: 13, <b>Will negates (harmless)</b> SR: Yes	1 standard action	1 minute or until discharged	Touch	V, S <i>Caster Level:</i> 1	PFCR: p.292 <i>Concentration:</i> +4
<b>Know Direction</b> <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 <i>Caster Level:</i> 1	PFCR: p.304 <i>Concentration:</i> +4
<b>Light</b> <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	10 minutes	Touch	V, M/DF <i>Caster Level:</i> 1	PFCR: p.304 <i>Concentration:</i> +4
<b>Mending</b> <i>School:</i> Transmutation [MetalSchool] <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.	DC: 13, <b>Will negates (harmless, object)</b> SR: Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 1	PFCR: p.312 <i>Concentration:</i> +4
<b>Purify Food and Drink</b> <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, <b>Will negates (object)</b> SR: Yes (object)	1 standard action	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 1	PFCR: p.328 <i>Concentration:</i> +4
<b>Read Magic</b> <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	10 minutes	Personal	V, S, F <i>Caster Level:</i> 1	PFCR: p.330 <i>Concentration:</i> +4
<b>Resistance</b> <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, <b>Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF <i>Caster Level:</i> 1	PFCR: p.334 <i>Concentration:</i> +4
<b>Spark</b> <i>School:</i> Evocation, FireSchool [Fire] <i>Effect:</i> Ignites flammable objects.	DC: 13, <b>Fortitude negates (object)</b> SR: Yes (object)	1 standard action	Instantaneous	Close (25 ft.)	V or S <i>Caster Level:</i> 1	PFAPG: p.246 <i>Concentration:</i> +4
<b>Stabilize</b> <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.	DC: 14, <b>Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	Instantaneous	Close (25 ft.)	V, S <i>Caster Level:</i> 1	PFCR: p.348 <i>Concentration:</i> +4
<b>Virtue</b> <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 <i>Caster Level:</i> 1	PFCR: p.365 <i>Concentration:</i> +4

## LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<b>Air Bubble</b> <i>School:</i> Conjuraton <i>Effect:</i> Creates a small pocket of air around your head or an object.	DC: 15, <b>Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	1 minutes	Touch	S, M/DF (a small bladder filled with air) <i>Caster Level:</i> 1	PFUC: p.222 <i>Concentration:</i> +4
<b>Alter Winds</b> <i>School:</i> Transmutation, AirSchool [Air, WoodSchool] <i>Effect:</i> Increase/decrease strength of natural winds.	DC: 14, <b>Will negates</b> SR: Yes	1 minute	1 hours	Touch	V, S <i>Caster Level:</i> 1	PFAPG: p.201 <i>Concentration:</i> +4
<b>Ant Haul</b> <i>School:</i> Transmutation <i>Effect:</i> Triples carrying capacity of a creature.	DC: 14, <b>Fortitude negates (harmless)</b> SR: Yes (harmless)	1 standard action	2 hours	Touch	V, S, M/DF (a small pulley) <i>Caster Level:</i> 1	PFAPG: p.202 <i>Concentration:</i> +4
<b>Aspect of the Falcon</b> <i>School:</i> Transmutation (Polymorph) <i>Effect:</i> Gives bonuses on Perception checks and ranged attacks.	SR:	1 standard action	1 minutes	Personal	V, S, DF <i>Caster Level:</i> 1	PFAPG: p.203 <i>Concentration:</i> +4
<b>Bristle</b> <i>School:</i> Transmutation <i>Effect:</i> Trade natural armor bonus for a bonus on attacks with natural weapons.	DC: 14, <b>Fortitude negates (harmless)</b> SR: Yes	1 standard action	1 minutes	Touch	V, S, DF <i>Caster Level:</i> 1	PFAPG: p.207 <i>Concentration:</i> +4
<b>Call Animal</b> <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Makes an animal come to you.	SR: None	1 standard action	1 hours [D]	see description	V, S, DF <i>Caster Level:</i> 1	PFAPG: p.209 <i>Concentration:</i> +4
<b>Calm Animals</b> <i>School:</i> Enchantment (Compulsion) [Mind-Affecting, Emotion] <i>Effect:</i> This spell soothes and quiets animals, rendering them docile and harmless.	DC: 14, <b>Will negates</b> SR: Yes	1 standard action	1 minutes	Close (25 ft.)	V, S <i>Caster Level:</i> 1	PFCR: p.252 <i>Concentration:</i> +4
<b>Charm Animal</b> <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, <b>Will negates</b> SR: Yes	1 standard action	1 hours	Close (25 ft.)	V, S <i>Caster Level:</i> 1	PFCR: p.254 <i>Concentration:</i> +4
<b>Cloak of Shade</b> <i>School:</i> Abjuration <i>Effect:</i> Reduces effects of sun exposure and heat.	DC: 14, <b>Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	1 hours [D]	Touch	V, S, M (a leaf from a shade tree) <i>Caster Level:</i> 1	PFAPG: p.211 <i>Concentration:</i> +4
<b>Cure Light Wounds</b> <i>School:</i> Conjuraton (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage.	DC: 15, <b>Will half (harmless); see text</b> SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 1	PFCR: p.263 <i>Concentration:</i> +4
<b>Damp Powder</b> <i>School:</i> Transmutation <i>Effect:</i> Ruins ammunition loaded in the targeted firearm.	DC: 14, <b>Will negates (object)</b> SR: Yes (object)	1 standard action	instantaneous	Close (25 ft.)	V, S, M/DF (a damp piece of cotton) <i>Caster Level:</i> 1	PFUC: p.226 <i>Concentration:</i> +4
<b>Deadeye's Lore</b> <i>School:</i> Divination <i>Effect:</i> Gain a +4 bonus on Survival and move full speed while tracking.	SR:	1 round	1 hours	Personal	V, S <i>Caster Level:</i> 1	PFUC: p.227 <i>Concentration:</i> +4

\* =Domain/Specialty Spell

Druid Spells							
<b>Decompose Corpse</b> <i>School:</i> Necromancy <i>Effect:</i> Turn corpse into clean skeleton.	<b>DC: 14, Fortitude negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	Instantaneous or 1 minute; see text	Touch	V, S, M	PFUM: p.216	
<b>Detect Aberration</b> <i>School:</i> Divination <i>Effect:</i> Reveals presence of aberrations.	<i>SR:</i> No	1 standard action	concentration, up to 10 minutes [D]	Long (440 ft.)	V, S	PFAPG: p.215	
<b>Detect Animals or Plants</b> <i>School:</i> Divination <i>Effect:</i> You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.	<i>SR:</i> No	1 standard action	Concentration, up to 10 minutes [D]	Long (440 ft.)	V, S	PFCR: p.266	
<b>Detect Snares and Pits</b> <i>School:</i> Divination <i>Effect:</i> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.	<i>SR:</i> No	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	PFCR: p.268	
<b>Diagnose Disease</b> <i>School:</i> Divination <i>Effect:</i> Detect and identify diseases.	<i>SR:</i> No	1 standard action	Instantaneous	Close (25 ft.)	V, S	PFUM: p.216	
<b>Endure Elements</b> <i>School:</i> Abjuration <i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	24 hours	Touch	V, S	PFCR: p.277	
<b>Entangle</b> <i>School:</i> Transmutation [WoodSchool] <i>Effect:</i> This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area.	<b>DC: 14, Reflex partial; see text</b> <i>SR:</i> No	1 standard action	1 minutes [D]	Long (440 ft.)	V, S, DF	PFCR: p.278	
<b>Expeditious Excavation</b> <i>School:</i> Transmutation, EarthSchool [Earth] <i>Effect:</i> Moves 5-ft. cubes of earth.	<b>DC: 14, see text</b> <i>SR:</i> No	1 standard action	Instantaneous	Close (25 ft.)	V, S, M (tiny shovel)	PFAPG: p.220	
<b>Faerie Fire</b> <i>School:</i> Evocation [Light] <i>Effect:</i> A pale glow surrounds and outlines the subjects who shed light as candles.	<i>SR:</i> Yes	1 standard action	1 minutes [D]	Long (440 ft.)	V, S, DF	PFCR: p.280	
<b>Feather Step</b> <i>School:</i> Transmutation <i>Effect:</i> Ignore movement penalty in difficult terrain.	<b>DC: 14, Fortitude negates (harmless)</b> <i>SR:</i> Yes	1 standard action	10 minutes	Close (25 ft.)	V, S	PFAPG: p.221	
<b>Flare Burst</b> <i>School:</i> Evocation (Light) <i>Effect:</i> This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point.	<b>DC: 14, Fortitude negates</b> <i>SR:</i> Yes	1 standard action	Instantaneous	Close (25 ft.)	V	PFAPG: p.223	
<b>Frostbite</b> <i>School:</i> Transmutation [Cold] <i>Effect:</i> Target takes 1d6+1 nonlethal cold damage and is fatigued.	<i>SR:</i> Yes	1 standard action	Instantaneous	Touch	V, S	PFUM: p.221	
<b>Goodberry</b> <i>School:</i> Transmutation <i>Effect:</i> Casting goodberry makes 2d4 freshly picked berries magical.	<i>SR:</i> Yes	1 standard action	1 days	Touch	V, S, DF	PFCR: p.291	
<b>Hide from Animals</b> <i>School:</i> Abjuration <i>Effect:</i> Animals cannot sense the warded creatures.	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes	1 standard action	10 minutes [D]	Touch	S, DF	PFCR: p.296	
<b>Hydraulic Push</b> <i>School:</i> Evocation, WaterSchool [Water] <i>Effect:</i> Wave of water bull rushes an enemy.	<i>SR:</i> Yes	1 standard action	Instantaneous	Close (25 ft.)	V, S	PFAPG: p.228	
<b>Jump</b> <i>School:</i> Transmutation <i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes	1 standard action	1 minutes [D]	Touch	V, S, M	PFCR: p.303	
<b>Keen Senses</b> <i>School:</i> Transmutation <i>Effect:</i> Subject gains +2 Perception, low-light vision.	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	1 minutes [D]	Touch	V, M/DF (a hawk's feather)	PFAPG: p.230	
<b>Liberating Command</b> <i>School:</i> Transmutation <i>Effect:</i> Target makes an Escape Artist check as an immediate action and gains a bonus on it.	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 immediate action	instantaneous	Close (25 ft.)	V	PFUC: p.233	
<b>Longstrider</b> <i>School:</i> Transmutation <i>Effect:</i> This spell gives you a +10 foot enhancement bonus to your base speed.	<i>SR:</i>	1 standard action	1 hours [D]	Personal	V, S, M	PFCR: p.305	
<b>Magic Fang</b> <i>School:</i> Transmutation <i>Effect:</i> Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls.	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	1 minutes	Touch	V, S, DF	PFCR: p.308	
<b>Magic Stone</b> <i>School:</i> Transmutation <i>Effect:</i> 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.	<b>DC: 14, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310	
<b>Negate Aroma</b> <i>School:</i> Transmutation <i>Effect:</i> Subject cannot be tracked by scent.	<b>DC: 14, Fortitude negates</b> <i>SR:</i> Yes	1 standard action	1 hours [D]	Close (25 ft.)	V, S, M/DF (a pinch of alum)	PFAPG: p.234	
<b>Obscuring Mist</b> <i>School:</i> Conjuration, WaterSchool (Creation) <i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.	<i>SR:</i> No	1 standard action	1 minutes [D]	20 ft.	V, S	PFCR: p.317	
<b>Pass without Trace</b> <i>School:</i> Transmutation <i>Effect:</i> The subject or subjects of this spell do not leave footprints or a scent trail while moving.	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	1 hours [D]	Touch	V, S, DF	PFCR: p.318	
<b>Produce Flame</b> <i>School:</i> Evocation [Fire] <i>Effect:</i> Flames as bright as a torch appear in your open hand.	<i>SR:</i> Yes	1 standard action	1 minutes [D]	0 ft.	V, S	PFCR: p.326	
<b>Ray of Sickening</b> <i>School:</i> Necromancy <i>Effect:</i> Ray makes the subject sickened.	<b>DC: 14, Fortitude partial; see text</b> <i>SR:</i> Yes	1 standard action	1 minutes	Close (25 ft.)	V, S, M	PFUM: p.234	
<b>Remove Sickness</b> <i>School:</i> Conjuration (Healing) <i>Effect:</i> Suppress disease, nausea, and the sickened condition.	<b>DC: 15, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	10 minutes; see text	Close (25 ft.)	V, S	PFUM: p.234	
<b>Restore Corpse</b> <i>School:</i> Necromancy <i>Effect:</i> Skeletal corpse grows flesh.	<i>SR:</i> No	1 standard action	Instantaneous	Touch	V, S	PFUM: p.235	
<b>Shillelagh</b> <i>School:</i> Transmutation <i>Effect:</i> Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls.	<b>DC: 14, Will negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	1 minutes	Touch	V, S, DF	PFCR: p.342	
<b>Speak with Animals</b> <i>School:</i> Divination <i>Effect:</i> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.	<i>SR:</i>	1 standard action	1 minutes	Personal	V, S	PFCR: p.346	
<b>Stone Fist</b> <i>School:</i> Transmutation, EarthSchool [Earth] <i>Effect:</i> Your unarmed strikes are lethal.	<i>SR:</i>	1 standard action	1 minutes [D]	Personal	V, S, M (a chip of granite)	PFAPG: p.247	
* =Domain/Specialty Spell							

## Druid Spells

<b>Summon Minor Ally</b> <i>School:</i> Conjuratation (Summoning) <i>Effect:</i> Summon 1d3 Tiny animals.	<i>SR:</i> No	1 round	1 rounds [D]	Close (25 ft.)	V, S, DF	PFUM: p.241
		<i>Target:</i> 1d3 summoned creatures			<i>Caster Level:</i> 1	<i>Concentration:</i> 4
<b>Summon Nature's Ally I</b> <i>School:</i> Conjuratation (Summoning) <i>Effect:</i> This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant].	<i>SR:</i> No	1 round	1 rounds [D]	Close (25 ft.)	V, S, DF	PFUM: p.354
		<i>Target:</i> One summoned creature			<i>Caster Level:</i> 1	<i>Concentration:</i> 4
<b>Touch of the Sea</b> <i>School:</i> Transmutation, WaterSchool <i>Effect:</i> Swim speed becomes 30 ft.	<b>DC: 14, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	1 minutes	Touch	V, S, M (a fish scale)	PFAPG: p.250
		<i>Target:</i> creature touched			<i>Caster Level:</i> 1	<i>Concentration:</i> 4
<b>Weaken Powder</b> <i>School:</i> Transmutation <i>Effect:</i> Targeted firearm's ammunition halves the firearm's range and imposes a -2 penalty on damage rolls.	<b>DC: 14, Will negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	instantaneous	Close (25 ft.)	V, S, M/DF (an empty paper cartridge)	PFUC: p.249
		<i>Target:</i> 1 loaded firearm			<i>Caster Level:</i> 1	<i>Concentration:</i> 4
* =Domain/Speciality Spell						

## Spellbook: Prepared Spells

Druid

### Level 0

☐ Detect Poison (DC:)  
☐ Light (DC:)  
☐ Stabilize (DC:14)

### Level 1

☐ Cure Light Wounds  
(DC:15)  
☐ Entangle (DC:14)



# Onica



Elf
RACE
125
AGE
Female
GENDER
Low-Light
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
6' 1"
HEIGHT
127 lbs.
WEIGHT
Amber
EYE COLOUR
Tanned
SKIN COLOUR
Red with Gold highlights, Ponytail with cascading over shoulders
HAIR
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 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 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, it's just a both storms and rivers together bring back too many bad memories.