

Onica

CHARACTER NAME

Druid (Pack Lord) 2

CLASS

2 / 1

Character Level / CR

2000 / 5000

EXP / NEXT LEVEL

Jody

PLAYER NAME

Elf

RACE

Medium / 5 ft.

SIZE / FACE

125

Female

GENDER

AGE

Erastil

DEITY

6' 1"

HEIGHT

Amber

EYES

None

REGION

110 lbs.

WEIGHT

Copper, Ponytail

HAIR

Neutral Good

ALIGNMENT

Low-Light

VISION

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

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

16

AC

armor class

15

13

12

10

2

1

2

0

0

0

0

0

0

0

INITIATIVE

modifier

+2

+2

+0

BASE ATTACK

bonus

+1

TOTAL SKILLPOINTS: 16

SKILLS

MAX RANKS: 2/2

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

1

=

2

+ -1

✓ 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

6

=

1

+ 2 + 3

✓ Heal

WIS

7

=

3

+ 1 + 3

✓ Intimidate

CHA

1

=

1

Knowledge (Geography)

INT

8

=

4

+ 1 + 3

Knowledge (Nature)

INT

10

=

4

+ 1 + 5

Knowledge (Religion)

INT

5

=

4

+ 1

✓ Perception

WIS

10

=

3

+ 2 + 5

✓ Perform (Untrained)

CHA

1

=

1

✓ Ride

DEX

7

=

2

+ 2 + 3

✓ Sense Motive

WIS

4

=

3

+ 1

Spellcraft

INT

8

=

4

+ 1 + 3

Spellcraft (Identify magic item)

INT

10

=

4

+ [1] + 5

✓ Stealth

DEX

2

=

2

+ 1 + -1

✓ Survival

WIS

10

=

3

+ 2 + 5

✓ Survival (Follow or identify tracks/Underground)

WIS

3

=

3

✓ Swim

STR

-1

=

0

+ -1

=

+

+

=

+

+

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)

+2

=

+0

+ +2

+ +0

+ +0

+ +0

+

WILL

(wisdom)

+6

=

+3

+ +3

+ +0

+ +0

+ +0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+1

=

+1

+ +0

+ +0

+ +0

+ +0

+

RANGED

attack bonus

+3

=

+1

+ +2

+ +0

+ +0

+ +0

+

CMB

attack bonus

+1

=

+1

+ +0

+ +0

+ +0

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRRUN

Offense

+1

+1

+1

+1

+1

+1

Defense

13

13

13

13

13

13

Touch Attack

(Ray)

Ray

TOTAL ATTACK BONUS

DAMAGE

CRIT / MULT

REACH

+3

As Spell

20 /x2

0 ft.

*Morningstar

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BP

M

20/x2

5 ft.

1H-P

To Hit

Dam

2W-P-(OH)

To Hit

Dam

+1

1d8

-5

1d8

1H-O

To Hit

Dam

2W-P-(OL)

To Hit

Dam

-3

1d8

-3

1d8

2H

To Hit

Dam

2W-OH

To Hit

Dam

+1

1d8

-9

1d8

Masterwork Longbow

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x3

5 ft.

Range: 30 ft.

To Hit: +4

Damage: 1d8

100 ft.

200 ft.

300 ft.

400 ft.

500 ft.

TH

+4

+2

+0

-2

-4

Dam

1d8

1d8

1d8

1d8

1d8

600 ft.

700 ft.

800 ft.

900 ft.

1000 ft.

TH

-6

-8

-10

-12

-14

Dam

1d8

1d8

1d8

1d8

1d8

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+1

1d4

2W-P-(OH)

-5

1d4

1H-O

-3

1d4

2W-P-(OL)

-3

1d4

2H

+1

1d4

2W-OH

-7

1d4

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+3

+1

-1

-3

-5

Dam

1d4

1d4

1d4

1d4

1d4

*: 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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Morningstar	Equipped	1	6	8	
Leather	Equipped	1	15	10	
Shield (Light/Wooden)	Equipped	1	5	3	
Arrows (20)	Equipped	1	3	1	
Arrows (20)	Saddlebags	2	3 (6)	1 (2)	
Masterwork Longbow	Carried	1	3	375	
0 lbs.					
Bit and Bridle		1	1	2	
Blanket		1	1	0.2	
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	
42 lbs., 2 Waterskin (Filled), 1 Rope (Silk/50 ft.), 11 Rations (Trail/Per Day), 1 Outfit (Explorer's), 1 Backpack, 2 Arrows (20), 2 Dagger					
Backpack	Saddlebags	1	2	2	
0 lbs.					
Outfit (Explorer's)	Saddlebags	1	8	0	
Rations (Trail/Per Day)	Saddlebags	11	1 (11)	0.5 (5.5)	
Rope (Silk/50 ft.)	Saddlebags	1	5	10	
4 hp, DC 24 Strength check to burst					
Waterskin (Filled)	Saddlebags	2	4 (8)	1 (2)	
TOTAL WEIGHT CARRIED/VALUE			32 lbs.	/ 441.7 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	
Pack Lord	[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	
Adopted	[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.	
Pioneer (Ride)	[Paizo Publishing - 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 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	
Spontaneous Casting	[Paizo Publishing - 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 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.	
Elven Magic (Ex)	[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.	
Keen Senses (Ex)	[Paizo Publishing - Core Rulebook, p.22]
Elves receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[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.	
Nature Sense (Ex)	[Paizo Publishing - Core Rulebook, p.50]
You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.	
Orisons	[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.	
Pack Bond (Ex)	[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.	
Pack Member 1	[Paizo Publishing LLC - Ultimate Magic]
You have 1 levels in pack member 1.	
Pack Member 2	[Paizo Publishing LLC - Ultimate Magic]
You have 1 levels in pack member 2.	
Weapon Familiarity (Ex)	[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.	
Wild Empathy (Ex)	[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+3 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 Publishing - 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	
Spell Focus (Conjuration)	[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.	
Armor Proficiency, Light	[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.	
Armor Proficiency, Medium	[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.	
Shield Proficiency	[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

Druid Spells

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

LEVEL 0						
Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Create Water		1 standard action	Instantaneous	Close (30 ft.)	V, S	PFCR: p.262
School: Conjunction (Creation) [Water]	SR: No	Target: Up to 4 gallons of water			Caster Level:2	Concentration:+5
Effect: This spell generates wholesome, drinkable water, just like clean rain water.						
□□□□□ Detect Magic		1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	PFCR: p.267
School: Divination	SR: No	Target: Cone-shaped emanation			Caster Level:2	Concentration:+5
Effect: You detect magical auras.						
□□□□□ Detect Poison		1 standard action	Instantaneous	Close (30 ft.)	V, S	PFCR: p.268
School: Divination	SR: No	Target: Or Area one creature, one object, or a 5-ft. cube			Caster Level:2	Concentration:+5
Effect: You determine whether a creature, object, or area has been poisoned or is poisonous.						
□□□□□ Flare	DC: 13, Fortitude negates	1 standard action	Instantaneous	Close (30 ft.)	V	PFCR: p.284
School: Evocation [Light]	SR: Yes	Target: Burst of light			Caster Level:2	Concentration:+5
Effect: This cantrip creates a burst of light.						
□□□□□ Guidance	DC: 13, Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	PFCR: p.292
School: Divination	SR: Yes	Target: Creature touched			Caster Level:2	Concentration:+5
Effect: This spell imbues the subject with a touch of divine guidance.						
□□□□□ Know Direction		1 standard action	Instantaneous	Personal	V, S	PFCR: p.304
School: Divination	SR:	Target: You			Caster Level:2	Concentration:+5
Effect: When you cast this spell, you instantly know the direction of north from your current position.						
□□□□□ Light		1 standard action	20 minutes	Touch	V, M/DF	PFCR: p.304
School: Evocation [Light, WoodSchool]	SR: No	Target: Object touched			Caster Level:2	Concentration:+5
Effect: This spell causes a touched object to glow like a torch.						
□□□□□ Mending	DC: 13, Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	PFCR: p.312
School: Transmutation [MetalSchool]	SR: Yes (harmless, object)	Target: One object of up to 2 lb.			Caster Level:2	Concentration:+5
Effect: This spell repairs damaged objects, restoring 1d4 hit points to the object.						
□□□□□ Purify Food and Drink	DC: 13, Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	PFCR: p.328
School: Transmutation	SR: Yes (object)	Target: 2 cu. ft. of contaminated food and water			Caster Level:2	Concentration:+5
Effect: This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.						
□□□□□ Read Magic		1 standard action	20 minutes	Personal	V, S, F	PFCR: p.330
School: Divination	SR:	Target: You			Caster Level:2	Concentration:+5
Effect: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.						
□□□□□ Resistance	DC: 13, Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	PFCR: p.334
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level:2	Concentration:+5
Effect: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.						
□□□□□ Spark	DC: 13, Fortitude negates (object)	1 standard action	Instantaneous	Close (30 ft.)	V or S	PFAPG: p.246
School: Evocation, FireSchool [Fire]	SR: Yes (object)	Target: one Fine object			Caster Level:2	Concentration:+5
Effect: Ignites flammable objects.						
□□□□□ Stabilize	DC: 14, Will negates (harmless)	1 standard action	Instantaneous	Close (30 ft.)	V, S	PFCR: p.348
School: Conjunction (Healing)	SR: Yes (harmless)	Target: One living creature			Caster Level:2	Concentration:+5
Effect: Upon casting this spell, you target a living creature that has -1 or fewer hit points.						
□□□□□ Virtue		1 standard action	1 min.	Touch	V, S, DF	PFCR: p.365
School: Transmutation	SR: Yes (harmless)	Target: Creature touched			Caster Level:2	Concentration:+5
Effect: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.						
LEVEL 1						
Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Air Bubble	DC: 15, Will negates (harmless)	1 standard action	2 minutes	Touch	S, M/DF (a small bladder filled with air)	PFUC: p.222
School: Conjunction	SR: Yes (harmless)	Target: one creature or one object no larger than a Large twohanded weapon			Caster Level:2	Concentration:+5
Effect: Creates a small pocket of air around your head or an object.						
□□□□□ Alter Winds	DC: 14, Will negates	1 minute	2 hours	Touch	V, S	PFAPG: p.201
School: Transmutation, AirSchool [Air, WoodSchool]	SR: Yes	Target: immobile 10-ft.-radius emanation			Caster Level:2	Concentration:+5
Effect: Increase/decrease strength of natural winds.						
□□□□□ Ant Haul	DC: 14, Fortitude negates (harmless)	1 standard action	4 hours	Touch	V, S, M/DF (a small pulley)	PFAPG: p.202
School: Transmutation	SR: Yes (harmless)	Target: creature touched			Caster Level:2	Concentration:+5
Effect: Triples carrying capacity of a creature.						
□□□□□ Aspect of the Falcon		1 standard action	2 minutes	Personal	V, S, DF	PFAPG: p.203
School: Transmutation (Polymorph)	SR:	Target: You			Caster Level:2	Concentration:+5
Effect: Gives bonuses on Perception checks and ranged attacks.						
□□□□□ Bristle	DC: 14, Fortitude negates (harmless)	1 standard action	2 minutes	Touch	V, S, DF	PFAPG: p.207
School: Transmutation	SR: Yes	Target: one creature			Caster Level:2	Concentration:+5
Effect: Trade natural armor bonus for a bonus on attacks with natural weapons.						
□□□□□ Call Animal		1 standard action	2 hours [D]	see description	V, S, DF	PFAPG: p.209
School: Enchantment (Compulsion) [Mind-Affecting]	SR: None	Target: one animal whose CR is equal or less than 2			Caster Level:2	Concentration:+5
Effect: Makes an animal come to you.						
□□□□□ Calm Animals	DC: 14, Will negates	1 standard action	2 minutes	Close (30 ft.)	V, S	PFCR: p.252
School: Enchantment (Compulsion) [Mind-Affecting, Emotion]	SR: Yes	Target: Animals within 30 ft. of each other			Caster Level:2	Concentration:+5
Effect: This spell soothes and quiets animals, rendering them docile and harmless.						
□□□□□ Charm Animal	DC: 14, Will negates	1 standard action	2 hours	Close (30 ft.)	V, S	PFCR: p.254
School: Enchantment (Charm) [Mind-Affecting]	SR: Yes	Target: One animal			Caster Level:2	Concentration:+5
Effect: This spell functions like charm person, except that it affects a creature of the animal type.						
□□□□□ Cloak of Shade	DC: 14, Will negates (harmless)	1 standard action	2 hours [D]	Touch	V, S, M (a leaf from a shade tree)	PFAPG: p.211
School: Abjuration	SR: Yes (harmless)	Target: one creature per level			Caster Level:2	Concentration:+5
Effect: Reduces effects of sun exposure and heat.						
□□□□□ Cure Light Wounds	DC: 15, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263
School: Conjunction (Healing)	SR: Yes (harmless); see text	Target: Creature touched			Caster Level:2	Concentration:+5
Effect: When laying your hand upon a living creature, you channel positive energy that cures 1d8+2 points of damage.						
□□□□□ Damp Powder	DC: 14, Will negates (object)	1 standard action	instantaneous	Close (30 ft.)	V, S, M/DF (a damp piece of cotton)	PFUC: p.226
School: Transmutation	SR: Yes (object)	Target: 1 loaded firearm			Caster Level:2	Concentration:+5
Effect: Ruins ammunition loaded in the targeted firearm.						
□□□□□ Deadeye's Lore		1 round	2 hours	Personal	V, S	PFUC: p.227
School: Divination	SR:	Target: You			Caster Level:2	Concentration:+5
Effect: Gain a +4 bonus on Survival and move full speed while tracking.						
□□□□□ Decompose Corpse	DC: 14, Fortitude negates (object)	1 standard action	Instantaneous or 1 minute; see text	Touch	V, S, M	PFUM: p.216
School: Necromancy	SR: Yes (object)	Target: One corpse or corporeal undead			Caster Level:2	Concentration:+5
Effect: Turn corpse into clean skeleton.						
□□□□□ Detect Aberration		1 standard action	concentration, up to 20 minutes [D]	Long (480 ft.)	V, S	PFAPG: p.215
School: Divination	SR: No	Target: cone-shaped emanation			Caster Level:2	Concentration:+5
Effect: Reveals presence of aberrations.						
* =Domain/Specialty Spell						

Druid Spells						
<div><div>Detect Animals or Plants</div><div><div>School: Divination</div><div>Effect: You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.</div></div></div>	<div><div>SR: No</div><div>Target: Cone-shaped emanation</div></div>	<div><div>1 standard action</div><div>Concentration, up to 20 minutes [D]</div><div>Long (480 ft.)</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.266</div><div>Concentration:+5</div></div>		
<div><div>Detect Snares and Pits</div><div><div>School: Divination</div><div>Effect: You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.</div></div></div>	<div><div>SR: No</div><div>Target: Cone-shaped emanation</div></div>	<div><div>1 standard action</div><div>Concentration, up to 20 minutes [D]</div><div>60 ft.</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.268</div><div>Concentration:+5</div></div>		
<div><div>Diagnose Disease</div><div><div>School: Divination</div><div>Effect: Detect and identify diseases.</div></div></div>	<div><div>SR: No</div><div>Target: One creature, one object, or a 5-ft. cube</div></div>	<div><div>1 standard action</div><div>Instantaneous</div><div>Close (30 ft.)</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFUM: p.216</div><div>Concentration:+5</div></div>		
<div><div>Endure Elements</div><div><div>School: Abjuration</div><div>Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.</div></div></div>	<div><div>DC: 14, Will negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: Creature touched</div></div>	<div><div>1 standard action</div><div>24 hours</div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.277</div><div>Concentration:+5</div></div>		
<div><div>Entangle</div><div><div>School: Transmutation [WoodSchool]</div><div>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.</div></div></div>	<div><div>DC: 14, Reflex partial; see text</div><div>SR: No</div><div>Target: Plants in a 40-ft.-radius spread</div></div>	<div><div>1 standard action</div><div>2 minutes [D]</div><div>Long (480 ft.)</div></div>	<div><div>V, S, DF</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.278</div><div>Concentration:+5</div></div>		
<div><div>Expeditious Excavation</div><div><div>School: Transmutation, EarthSchool [Earth]</div><div>Effect: Moves 5-ft. cubes of earth.</div></div></div>	<div><div>DC: 14, see text</div><div>SR: No</div><div>Target: dirt in a 5-ft. cube</div></div>	<div><div>1 standard action</div><div>Instantaneous</div><div>Close (30 ft.)</div></div>	<div><div>V, S, M (tiny shovel)</div><div>Caster Level/2</div></div>	<div><div>PFAPG: p.220</div><div>Concentration:+5</div></div>		
<div><div>Faerie Fire</div><div><div>School: Evocation [Light]</div><div>Effect: A pale glow surrounds and outlines the subjects who shed light as candles.</div></div></div>	<div><div>SR: Yes</div><div>Target: Creatures and objects within a 5-ft.-radius burst</div></div>	<div><div>1 standard action</div><div>2 minutes [D]</div><div>Long (480 ft.)</div></div>	<div><div>V, S, DF</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.280</div><div>Concentration:+5</div></div>		
<div><div>Feather Step</div><div><div>School: Transmutation</div><div>Effect: Ignore movement penalty in difficult terrain.</div></div></div>	<div><div>DC: 14, Fortitude negates (harmless)</div><div>SR: Yes</div><div>Target: one creature</div></div>	<div><div>1 standard action</div><div>20 minutes</div><div>Close (30 ft.)</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFAPG: p.221</div><div>Concentration:+5</div></div>		
<div><div>Flare Burst</div><div><div>School: Evocation (Light)</div><div>Effect: This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point.</div></div></div>	<div><div>DC: 14, Fortitude negates</div><div>SR: Yes</div><div>Target: 10-ft.-radius burst of light</div></div>	<div><div>1 standard action</div><div>Instantaneous</div><div>Close (30 ft.)</div></div>	<div><div>V</div><div>Caster Level/2</div></div>	<div><div>PFAPG: p.223</div><div>Concentration:+5</div></div>		
<div><div>Frostbite</div><div><div>School: Transmutation [Cold]</div><div>Effect: Target takes 1d6+2 nonlethal cold damage and is fatigued.</div></div></div>	<div><div>SR: Yes</div><div>Target: Up to 2 creatures touched</div></div>	<div><div>1 standard action</div><div>Instantaneous</div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFUM: p.221</div><div>Concentration:+5</div></div>		
<div><div>Goodberry</div><div><div>School: Transmutation</div><div>Effect: Casting goodberry makes 2d4 freshly picked berries magical.</div></div></div>	<div><div>SR: Yes</div><div>Target: 2d4 fresh berries touched</div></div>	<div><div>1 standard action</div><div>2 days</div><div>Touch</div></div>	<div><div>V, S, DF</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.291</div><div>Concentration:+5</div></div>		
<div><div>Hide from Animals</div><div><div>School: Abjuration</div><div>Effect: Animals cannot sense the warded creatures.</div></div></div>	<div><div>DC: 14, Will negates (harmless)</div><div>SR: Yes</div><div>Target: 2 creatures touched</div></div>	<div><div>1 standard action</div><div>20 minutes [D]</div><div>Touch</div></div>	<div><div>S, DF</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.296</div><div>Concentration:+5</div></div>		
<div><div>Hydraulic Push</div><div><div>School: Evocation, WaterSchool [Water]</div><div>Effect: Wave of water bull rushes an enemy.</div></div></div>	<div><div>SR: Yes</div><div>Target: one creature or object</div></div>	<div><div>1 standard action</div><div>Instantaneous</div><div>Close (30 ft.)</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFAPG: p.228</div><div>Concentration:+5</div></div>		
<div><div>Jump</div><div><div>School: Transmutation</div><div>Effect: The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.</div></div></div>	<div><div>DC: 14, Will negates (harmless)</div><div>SR: Yes</div><div>Target: Creature touched</div></div>	<div><div>1 standard action</div><div>2 minutes [D]</div><div>Touch</div></div>	<div><div>V, S, M</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.303</div><div>Concentration:+5</div></div>		
<div><div>Keen Senses</div><div><div>School: Transmutation</div><div>Effect: Subject gains +2 Perception, low-light vision.</div></div></div>	<div><div>DC: 14, Will negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: creature touched</div></div>	<div><div>1 standard action</div><div>2 minutes [D]</div><div>Touch</div></div>	<div><div>V, M/DF (a hawk's feather)</div><div>Caster Level/2</div></div>	<div><div>PFAPG: p.230</div><div>Concentration:+5</div></div>		
<div><div>Liberating Command</div><div><div>School: Transmutation</div><div>Effect: Target makes an Escape Artist check as an immediate action and gains a bonus on it.</div></div></div>	<div><div>DC: 14, Will negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: one creature</div></div>	<div><div>1 immediate action</div><div>instantaneous</div><div>Close (30 ft.)</div></div>	<div><div>V</div><div>Caster Level/2</div></div>	<div><div>PFUC: p.233</div><div>Concentration:+5</div></div>		
<div><div>Longstrider</div><div><div>School: Transmutation</div><div>Effect: This spell gives you a +10 foot enhancement bonus to your base speed.</div></div></div>	<div><div>SR:</div><div>Target: You</div></div>	<div><div>1 standard action</div><div>2 hours [D]</div><div>Personal</div></div>	<div><div>V, S, M</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.305</div><div>Concentration:+5</div></div>		
<div><div>Magic Fang</div><div><div>School: Transmutation</div><div>Effect: Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls.</div></div></div>	<div><div>DC: 14, Will negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: Living creature touched</div></div>	<div><div>1 standard action</div><div>2 minutes</div><div>Touch</div></div>	<div><div>V, S, DF</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.308</div><div>Concentration:+5</div></div>		
<div><div>Magic Stone</div><div><div>School: Transmutation</div><div>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.</div></div></div>	<div><div>DC: 14, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div><div>Target: Up to three pebbles touched</div></div>	<div><div>1 standard action</div><div>30 minutes or until discharged</div><div>Touch</div></div>	<div><div>V, S, DF</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.310</div><div>Concentration:+5</div></div>		
<div><div>Negate Aroma</div><div><div>School: Transmutation</div><div>Effect: Subject cannot be tracked by scent.</div></div></div>	<div><div>DC: 14, Fortitude negates</div><div>SR: Yes</div><div>Target: 2 creatures or objects touched</div></div>	<div><div>1 standard action</div><div>2 hours [D]</div><div>Close (30 ft.)</div></div>	<div><div>V, S, M/DF (a pinch of alum)</div><div>Caster Level/2</div></div>	<div><div>PFAPG: p.234</div><div>Concentration:+5</div></div>		
<div><div>Obscuring Mist</div><div><div>School: Conjuration, WaterSchool (Creation)</div><div>Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.</div></div></div>	<div><div>SR: No</div><div>Target: Cloud spreads in 20-ft. radius from you, 20 ft. high</div></div>	<div><div>1 standard action</div><div>2 minutes [D]</div><div>20 ft.</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.317</div><div>Concentration:+5</div></div>		
<div><div>Pass without Trace</div><div><div>School: Transmutation</div><div>Effect: The subject or subjects of this spell do not leave footprints or a scent trail while moving.</div></div></div>	<div><div>DC: 14, Will negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: 2 creatures touched</div></div>	<div><div>1 standard action</div><div>2 hours [D]</div><div>Touch</div></div>	<div><div>V, S, DF</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.318</div><div>Concentration:+5</div></div>		
<div><div>Produce Flame</div><div><div>School: Evocation [Fire]</div><div>Effect: Flames as bright as a torch appear in your open hand.</div></div></div>	<div><div>SR: Yes</div><div>Target: Flame in your palm</div></div>	<div><div>1 standard action</div><div>2 minutes [D]</div><div>0 ft.</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.326</div><div>Concentration:+5</div></div>		
<div><div>Ray of Sickening</div><div><div>School: Necromancy</div><div>Effect: Ray makes the subject sickened.</div></div></div>	<div><div>DC: 14, Fortitude partial; see text</div><div>SR: Yes</div><div>Target: Ray</div></div>	<div><div>1 standard action</div><div>2 minutes</div><div>Close (30 ft.)</div></div>	<div><div>V, S, M</div><div>Caster Level/2</div></div>	<div><div>PFUM: p.234</div><div>Concentration:+5</div></div>		
<div><div>Remove Sickness</div><div><div>School: Conjuration (Healing)</div><div>Effect: Suppress disease, nausea, and the sickened condition.</div></div></div>	<div><div>DC: 15, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: One creature</div></div>	<div><div>1 standard action</div><div>20 minutes; see text</div><div>Close (30 ft.)</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFUM: p.234</div><div>Concentration:+5</div></div>		
<div><div>Restore Corpse</div><div><div>School: Necromancy</div><div>Effect: Skeletal corpse grows flesh.</div></div></div>	<div><div>SR: No</div><div>Target: Corpse touched</div></div>	<div><div>1 standard action</div><div>Instantaneous</div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFUM: p.235</div><div>Concentration:+5</div></div>		
<div><div>Shillelagh</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>	<div><div>DC: 14, Will negates (object)</div><div>SR: Yes (object)</div><div>Target: One touched nonmagical oak club or quarterstaff</div></div>	<div><div>1 standard action</div><div>2 minutes</div><div>Touch</div></div>	<div><div>V, S, DF</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.342</div><div>Concentration:+5</div></div>		
<div><div>Speak with Animals</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>	<div><div>SR:</div><div>Target: You</div></div>	<div><div>1 standard action</div><div>2 minutes</div><div>Personal</div></div>	<div><div>V, S</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.346</div><div>Concentration:+5</div></div>		
<div><div>Stone Fist</div><div><div>School: Transmutation, EarthSchool [Earth]</div><div>Effect: Your unarmed strikes are lethal.</div></div></div>	<div><div>SR:</div><div>Target: You</div></div>	<div><div>1 standard action</div><div>2 minutes [D]</div><div>Personal</div></div>	<div><div>V, S, M (a chip of granite)</div><div>Caster Level/2</div></div>	<div><div>PFAPG: p.247</div><div>Concentration:+5</div></div>		
<div><div>Summon Minor Ally</div><div><div>School: Conjuration (Summoning)</div><div>Effect: Summon 1d3 Tiny animals.</div></div></div>	<div><div>SR: No</div><div>Target: 1d3 summoned creatures</div></div>	<div><div>1 round</div><div>2 rounds [D]</div><div>Close (30 ft.)</div></div>	<div><div>V, S, DF</div><div>Caster Level/2</div></div>	<div><div>PFUM: p.241</div><div>Concentration:+5</div></div>		
<div><div>Summon Nature's Ally I</div><div><div>School: Conjuration (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>	<div><div>SR: No</div><div>Target: One summoned creature</div></div>	<div><div>1 round</div><div>2 rounds [D]</div><div>Close (30 ft.)</div></div>	<div><div>V, S, DF</div><div>Caster Level/2</div></div>	<div><div>PFCR: p.354</div><div>Concentration:+5</div></div>		
<div><div>Touch of the Sea</div><div><div>School: Transmutation, WaterSchool</div><div>Effect: Swim speed becomes 30 ft.</div></div></div>	<div><div>DC: 14, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: creature touched</div></div>	<div><div>1 standard action</div><div>2 minutes</div><div>Touch</div></div>	<div><div>V, S, M (a fish scale)</div><div>Caster Level/2</div></div>	<div><div>PFAPG: p.250</div><div>Concentration:+5</div></div>		
* =Domain/Specialty Spell						

Druid Spells					
□□□□□Weaken Powder	DC: 14, Will negates (object)	1 standard action	instantaneous	Close (30 ft.)	V, S, M/DF (an empty paper cartridge) PFUC: p.249
School: Transmutation	SR: Yes (object)	Target: 1 loaded firearm		Caster Level:2	Concentration:+5
Effect: Targeted firearm's ammunition halves the firearm's range and imposes a -2 penalty on damage rolls.					
* =Domain/Specialty Spell					

Spellbook: Prepared Spells

Druid

Level 0

- ☐ Detect Poison (DC:)
- ☐ Stabilize (DC:14)
- ☐ Virtue (DC:)

Level 1

- ☐ Cure Light Wounds (DC:15)

Onica



Elf
RACE
125
AGE
Female
GENDER
Low-Light
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.