

Elendlara Tirisiel "Ormellona" Meliamne

Vincent

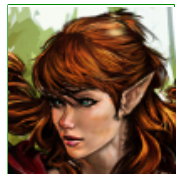
Character Name
Druid (Treesinger, World Walker) 2
CLASS

Player Name
Elf / Humanoid
RACE

Deity
Medium / 5 ft.
SIZE / FACE

Kyonin
Region
6' 4" / 126 lbs.
HEIGHT / WEIGHT

Neutral Good
Alignment
93504-10
CHARACTER ID



2 (1) 5 / 6 143 Femelle light brown
Character Level (CR) EXP/NEXT LEVEL AGE GENDER EYES

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	13	+1	13	+1			15				Walk 30 ft.
DEX Dexterity	16	+3	16	+3			AC armor class	16	13	13	10
CON Constitution	10	+0	10	+0			INITIATIVE modifier	+3	+3	+0	
INT Intelligence	12	+1	12	+1			Encumbrance	Light	5	+0	0
WIS Wisdom	16	+3	16	+3							
CHA Charisma	10	+0	10	+0							

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

Conditional Save Modifiers:
+2 vs. enchantment spells and effects

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

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
	+2	+2	+2	+2	+2	+2
CMD	15	15	15	15	15	15

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

*Darkwood Composite Longbow (+1 STR)	HAND	TYPE	SIZE	CRITICAL	REACH
	les deux	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +5	Damage: 1d8+1			
110 ft.	220 ft.	330 ft.	440 ft.	550 ft.	
TH +5	+3	+1	-1	-3	
Dam 1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	
660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.	
TH -5	-7	-9	-11	-13	
Dam 1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	

Special Properties: (Composite Longbow STR (+1/Darkwood)), Strength bonus to damage, 10 hp/inch, hardness 5

Alchemist's Fire (Flask)	HAND	TYPE	SIZE	CRITICAL	REACH
	Équipé	F	M	20/x2	5 ft.
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH +4	+2	+0	-2	-4	
Dam 1d6	1d6	1d6	1d6	1d6	

Special Properties: Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

Holy Water (Flask)	HAND	TYPE	SIZE	CRITICAL	REACH
	Équipé		M	20/x2	5 ft.
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH +4	+2	+0	-2	-4	
Dam 2d4	2d4	2d4	2d4	2d4	

Special Properties: thrown splash weapon see p.202, Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

*: 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
*Hide Shirt (Darkleaf Cloth)	Light	+3	+6	+0	5

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

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

Conditional Skill Modifiers:
+2 trait bonus on Perception checks in natural settings.
+1 racial bonus to Knowledge (Nature) and Survival checks in forests

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

Special Properties: Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Club		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+2	1d6+1	2W-P-(OH)	-4		1d6+1
1H-O	-2	1d6	2W-P-(OL)	-2		1d6+1
2H	+2	1d6+1	2W-OH	-8		1d6
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2		-4
Dam	1d6+1	1d6+1	1d6+1	1d6+1		1d6+1

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Darkwood Composite Longbow (+1 STR)	Equipped	1	NaN / 530
<small>(Composite Longbow STR (+1/Darkwood)), Strength bonus to damage, 10 hp/inch, hardness 5</small>			
Outfit (Explorer's)	Equipped	1	8 / 0
Hide Shirt (Darkleaf Cloth)	Equipped	1	9 / 770
Spell Component Pouch	Equipped	1	2 / 5
<small>0 lbs., 1 Holly and Mistletoe</small>			
Holly and Mistletoe	Spell Component Pouch	1	0 / 0
Belt Pouch	Equipped	1	NaN / 1
Backpack, Masterwork	Equipped	1	4 / 50
<small>18 lbs., 1 Elven Trail Rations, 1 Blanket, 1 Pot (Iron), 1 Mess Kit, 1 Flint and Steel, 1 Soap, 1 Scroll Case, 1 Rope (Silk/50 ft.), 1 Antitoxin (Vial), 1 Antiplague (Vial), 1 Alchemist's Fire (Flask), 1 Healer's Kit, 1 Holy Water (Flask)</small>			
Elven Trail Rations	Backpack, Masterwork	1	1 / 2
Blanket	Backpack, Masterwork	1	3 / 0.5
Pot (Iron)	Backpack, Masterwork	1	4 / 0.8
Mess Kit	Backpack, Masterwork	1	1 / 0.2
Flint and Steel	Backpack, Masterwork	1	0 / 1
Soap	Backpack, Masterwork	1	NaN / 0
<small>Scroll Case</small>			
Rope (Silk/50 ft.)	Backpack, Masterwork	1	5 / 10
<small>4 hp, DC 24 Strength check to burst</small>			
Antitoxin (Vial)	Backpack, Masterwork	1	0 / 50
<small>+5 alchemical bonus to Fortitude saves against poison for 1 hour</small>			
Antiplague (Vial)	Backpack, Masterwork	1	0 / 50
<small>Craft DC: 25</small>			
Alchemist's Fire (Flask)	Backpack, Masterwork	1	1 / 20
<small>Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.</small>			
Healer's Kit	Backpack, Masterwork	1	1 / 50
Holy Water (Flask)	Backpack, Masterwork	1	1 / 25
<small>Thrown splash weapon see p.202, Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.</small>			
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5
<small>Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item. 0.06 lbs., 1 Wand of Faerie Fire</small>			
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5
<small>Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item.</small>			
Durable Arrow	Equipped	9	0 (0) / 1 (9)
Arrow (Whistling)	Equipped	1	NaN / 0.1
Wand of Faerie Fire	Wrist Sheath, Spring Loaded	1	NaN / 750
<small>A pale glow surrounds and outlines the subjects who shed light as candles.</small>			
Acid (Flask)	Carried	1	1 / 10
<small>Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.</small>			
Silver Bracelet (Jewelry)	Carried	1	0 / 0.7
Club	Carried	1	3 / 0
TOTAL WEIGHT CARRIED/VALUE		49,21 lbs.	2,346.3gp

WEIGHT ALLOWANCE		
Light	58	Medium 116
Lift over head	175	Heavy 175
		Lift off ground 350
		Push / Drag 875

MONEY
Total= 0 gp [Unspent Funds = 999.08 gp]

MAGIC

Languages
Common, Druidic, Elven, Sylvan

Other Companions

Archetypes

Treesinger [Paizo Inc. - Advanced Race Guide, p.25]

Elves live far longer than other common races, and a single elf may see whole empires rise and fall. Given the impermanence of the cultures around them, it's small wonder that some elves turn to the timeless growth of nature for solace, finding allies among the great trees themselves, and even leading the forest's plants into combat.

World Walker [Paizo Inc. - Ultimate Combat, p.43]

While all druids traverse the wilderness with ease, the world walkers take it upon themselves to travel the entire world. Some act as messengers and scouts for druidic circles, while others have a seemingly unquenchable wanderlust; each new land provides new mysteries to discover and new wisdom to be gained from mastering those mysteries.

Traits

Eyes of the Wild (Green Faith) [Paizo Inc. - Inner Sea Gods, p.220]

Having spent much time immersed in the wilderness, you're now attuned to its ways. You gain a +2 trait bonus on Perception checks in natural settings.

Special Attacks

Spontaneous Casting [Paizo Inc. - Core Rulebook, p.49]

You can channel stored spell energy into summoning spells that you haven't prepared ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower

Special Qualities

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.

Green Empathy (Ex) [Paizo Inc. - Advanced Race Guide, p.25]

A treesinger can improve the attitude of a plant creature. This ability functions just like a Diplomacy check made to improve the attitude of a person. The treesinger rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical wild plant creature has a starting attitude of indifferent. To use green empathy, the treesinger and the plant creature must be within 30 feet of one another under normal conditions. Generally, influencing a plant creature in this way takes 1 minute but, as with influencing people, it might take more or less time. A treesinger can also use this ability to influence an animal, but she takes a -4 penalty on the check.

Keen Senses (Ex) [Paizo Inc. - Core Rulebook, p.22]

Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) [Paizo Inc. - 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.

Plant Bond (Ex) [Paizo Inc. - Advanced Race Guide, p.25]

A treesinger forms a mystic bond with plant life.

Plant Companion (Ex) [Paizo Inc. - Advanced Race Guide, p.25]

The treesinger forms a close bond with a plant companion. This plant is a loyal companion that accompanies the treesinger on her adventures. Except for the companion being a creature of the plant type, drawn from the list of plant companions, this ability otherwise works like the standard druid's animal companion ability.

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.

Woodcraft (Ex) [Paizo Inc. - Advanced Player's Guide, p.13]

Elves know the deep secrets of the wild like no others, especially those of the forests. Elves with this racial trait gain a +1 bonus on Knowledge (nature) and Survival checks. In forest terrain, these bonuses improve to +2.

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.

Prestige Awards

Current Prestige Points (2x) [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.22]

The character has 2 current prestige points.

Fame (6x) [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.9]

The character has accumulated 6 Fame. Maximum Item Cost: 3000 gp

Free purchase up to 750 gp [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.3]

Free purchase up to 750 gp (2 PP)

Hunting Lodge [Paizo Inc. - Pathfinder Society Field Guide, p.61]

Hunting Lodge (2 PP): You are a master hunter and have been recognized as such by being invited to join an elite hunting lodge. As a member, you may take part in special hunts for rare and exotic prey each year, both on restricted hunting grounds and in the wild. You can use Survival to make Day Job rolls.

Feats

Summon Plant Ally [Paizo Inc. - Heroes of the Wild, p.23]

You can call plant creatures to your aid in battle.

When casting a summon nature's ally spell, you gain access to a list of plant creatures.

Proficiencies

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

Druid Spells

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

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

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

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

Name	School	Time	Duration	Range	Source
☐☐☐☐ Abstemiousness	Transmutation	1 standard action	1 hour	Touch	ISG:p.228
[V] TARGET: a handful of berries, grains, nuts or rice; EFFECT: Sometimes Irori smiles on his worshippers, granting them a reprieve from physical hunger. This spell magically enhances a handful of simple food, imbuing it with enough nutrition to satisfy a Medium or smaller creature for a full day. The spell does not create food, and thus will not alone prevent someone from starving, but it can extend even limited reserves for lengthy periods. Not everyone can achieve the physical stamina of the monk, but sometimes Irori smiles on his worshippers and allows them a reprieve from physical hungers and wants. This spell magically enhances a handful of simple food, imbuing it with enough nutrition to satisfy a Medium or smaller creature for a full day. The spell does not create food, and as such will not alone prevent someone from starving, but it can extend even limited reserves for extended periods. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐ Air Bubble	Conjuration (Creation)	1 standard action	2 minutes	Touch	UC:p.222
[S, M/DF] TARGET: one creature or one object no larger than a Large twohanded weapon; EFFECT: Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded—assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device—and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐ Alter Winds	Transmutation, AirSchool [Air, WoodSchool]	1 minute	2 hours	Touch	APG:p.201
[V, S] TARGET: immobile 10-ft.-radius emanation; EFFECT: You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural [but not magical] wind effects are either increased or decreased by one step in intensity [Core Rulebook 439]. The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects. [SR:Yes; DC:14, Will negates]					
☐☐☐☐ Ant Haul	Transmutation	1 standard action	4 hours	Touch	APG:p.202
[V, S, M/DF] TARGET: creature touched; EFFECT: The target's carrying capacity triples [see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook]. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐ Aspect of the Falcon	Transmutation (Polymorph)	1 standard action	2 minutes	Personal	APG:p.203
[V, S, DF] TARGET: You; EFFECT: You take on an aspect of a falcon. Your eyes become wide and raptor-like, and you grow feathers on the sides of your head. You gain a +3 competence bonus on Perception checks, a +1 competence bonus on ranged attacks, and the critical multiplier for your bows and crossbows becomes 19-20/x3. This effect does not stack with any other effect that expands the threat range of a weapon, such as the Improved Critical feat or a keen weapon.					
☐☐☐☐ Aspect of the Nightingale	Transmutation (Polymorph)	1 standard action	2 minutes	Personal	ISG:p.228
[V, S, DF] TARGET: You; EFFECT: You take on an aspect of a nightingale. Your voice becomes clear and pleasant. You gain a +2 competence bonus on Perform [sing] checks and a +2 competence bonus on Diplomacy checks. Once per minute, if you are subject to a charm effect that allows a saving throw, you may roll twice and take the more favorable result.					
☐☐☐☐ Blend	Illusion (Glamer)	1 standard action	20 minutes	Personal	ARG:p.29
[S] TARGET: You; EFFECT: 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]					

* =Domain/Specialty Spell

Druid Spells

<p>Blend with Surroundings</p> <p>[V,S,M/DF] TARGET: One creature; EFFECT: This spell changes the appearance of the affected creature so that it better blends in with its surroundings. As chosen by you, the affected creature takes on the appearance of a statue, furniture, a tree, a bush, a rock, or another object of similar size. As long as the target stays still, it gains a +20 bonus on Stealth checks, and it can use Stealth even if it is being observed. The target's armor blends in perfectly with the illusory shape, and the target's armor check penalty on Stealth checks is negated for the duration of the spell. If the target moves at all while this spell is in effect, the spell ends. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]</p>	<p>Illusion (Glamer)</p>	<p>1 round</p>	<p>20 minutes</p>	<p>Close (30 ft.)</p>	<p>DTT:p.30</p>
<p>Bristle</p> <p>[V, S, DF] TARGET: one creature; EFFECT: You give a creature the ability to redirect a portion of its innate toughness away from its own defense and toward the amount of damage it deals with natural attacks. Each round, as a swift action at the start of its turn, the creature can choose to reduce some or all of its natural armor bonus to AC and gain an enhancement bonus on all damage rolls for natural attacks equal to that amount. The reduction to natural armor, and thus the enhancement bonus on damage rolls, cannot exceed 1 point per 3 caster levels, to a maximum penalty/bonus of -5/+5 at 15th level. A creature cannot reduce its natural armor bonus to less than 0 with this spell. All attacks directed against the creature use its adjusted AC until the start of its next turn, at which time it can choose to modify its AC again or keep it at its current level. Creatures make this decision without any need for conscious thought or reflection; even creatures with no Intelligence score can benefit from this spell, although they always opt for the maximum possible reduction and bonus, regardless of any tactical advantage they might lose. [SR:Yes; DC:14, Fortitude negates (harmless)]</p>	<p>Transmutation</p>	<p>1 standard action</p>	<p>2 minutes</p>	<p>Touch</p>	<p>APG:p.207</p>
<p>Call Animal</p> <p>[V, S, DF] TARGET: one animal whose CR is equal or less than 2; EFFECT: This spell calls the nearest wild animal of a particular type you designate [provided the animal's CR is equal to or less than your caster level] to seek you out. The animal moves toward you under its own power, so the time it takes to arrive depends on how close an animal of the desired type is when you cast the spell. If there is no animal of that type capable of reaching you within the spell's duration, you are aware of this fact, but the spell is wasted. Knowledge of the local fauna makes this spell more effective, and the GM may permit a Knowledge [nature] skill check [DC 15] to know what animals can be found in an area. When the called animal arrives, it approaches to within 5 feet of you and remains nearby for the duration of the spell. Its starting attitude is indifferent, modified by circumstances and interaction. Other than starting attitude, this spell gives you no special influence or ability to communicate with the called animal, although you may use other spells or abilities to do so. Once the spell's duration expires, the animal acts in accordance with its attitude. Most animals will likely wander off, but a hostile predatory animal may attack, especially if it is hungry or provoked. Domesticated animals or animals trained by someone else, including such creatures as familiars or animal companions, are unaffected by call animals. [SR:None]</p>	<p>Enchantment (Compulsion) [Mind-Affecting]</p>	<p>standard action</p>	<p>2 hours [D]</p>	<p>see description</p>	<p>APG:p.209</p>
<p>Calm Animals</p> <p>[V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals [those with Intelligence scores of 1 or 2] can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures. [SR:Yes; DC:14, Will negates]</p>	<p>Enchantment (Compulsion) [Mind-Affecting]</p>	<p>standard action</p>	<p>2 minutes</p>	<p>Close (30 ft.)</p>	<p>CR:p.252</p>
<p>Charm Animal</p> <p>[V, S] TARGET: One animal; EFFECT: This spell functions like charm person, except that it affects a creature of the animal type. [SR:Yes; DC:14, Will negates]</p>	<p>Enchantment (Charm) [Mind-Affecting]</p>	<p>1 standard action</p>	<p>2 hours</p>	<p>Close (30 ft.)</p>	<p>CR:p.254</p>
<p>Cheetah's Sprint</p> <p>[V] TARGET: You; EFFECT: A wild surge of energy courses through your body and propels you into a sprint. If you take a charge or run action before the end of your turn, you can move a total distance of up to 10 times your base land speed. This adjustment is an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with other effects that increase your speed, this spell affects your jumping distance.</p>	<p>Transmutation</p>	<p>1 swift action</p>	<p>1 round</p>	<p>Personal</p>	<p>HotW:p.31</p>
<p>Cloak of Shade</p> <p>[V, S, M] TARGET: one creature per level; EFFECT: This spell provides the subject with some degree of protection from the harmful effects of the sun. The cloaked subject treats environmental heat due to sun exposure as one level less: severe heat is considered very hot conditions, while very hot is considered average temperature [see page 444 of the Core Rulebook for heat dangers]. The cloak of shade also reduces any penalties from sunlight by 1. The spell does not, however, eliminate the effects of direct sunlight on creatures vulnerable to sunlight. Cloak of shade has no effect on environmental heat from sources other than the sun. [SR:Yes (harmless); DC:14, Will negates (harmless)]</p>	<p>Abjuration</p>	<p>1 standard action</p>	<p>2 hours [D]</p>	<p>Touch</p>	<p>APG:p.211</p>
<p>Cure Light Wounds</p> <p>[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]</p>	<p>Conjuration (Healing)</p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Touch</p>	<p>CR:p.263</p>
<p>Damp Powder</p> <p>[V, S, M/DF] TARGET: 1 loaded firearm; EFFECT: This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition [a DC 16 Spellcraft check to identify the spell being cast or similar effect], the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition. [SR:Yes (object); DC:14, Will negates (object)]</p>	<p>Transmutation</p>	<p>1 standard action</p>	<p>instantaneous</p>	<p>Close (30 ft.)</p>	<p>UC:p.226</p>
<p>Deadeye's Arrow</p> <p>[V, S, M] TARGET: Arrow of electricity; EFFECT: You create an arrow made of crackling electricity, which you may use for one of two effects. Attack: You may throw the arrow up to Medium range or fire it from a bow up to the bow's maximum range. Either use is a ranged touch attack. The arrow deals 1d6 points of electricity damage + 1 point per level 5. Beacon: You throw or fire the arrow straight up. When it reaches maximum range or a solid surface [such as the roof of a cave] it explodes in a peal of thunder and forms a forked bolt of electricity resembling Erastil's holy symbol, which lingers for 1 round. The thunder and lightning are as loud and bright as natural thunder and lightning, but they do not harm any nearby creatures. [SR:Yes]</p>	<p>Evocation [Electricity]</p>	<p>1 standard action</p>	<p>Instantaneous or 1 round [see text]</p>	<p>Medium or see text</p>	<p>ISG:p.232</p>
<p>Deadeye's Lore</p> <p>[V, S] TARGET: You; EFFECT: While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.</p>	<p>Divination</p>	<p>1 round</p>	<p>2 hours</p>	<p>Personal</p>	<p>UC:p.227</p>
<p>Decompose Corpse</p> <p>[V, S, M] TARGET: One corpse or corporeal undead; EFFECT: Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a $\frac{1}{2}$2 penalty on all rolls and to its Armor Class and CMD for 1 minute. [SR:Yes (object); DC:14, Fortitude negates (object)]</p>	<p>Necromancy</p>	<p>1 standard action</p>	<p>Instantaneous or 1 minute; see text</p>	<p>Touch</p>	<p>UM:p.216</p>
<p>Detect Aberration</p> <p>[V, S] TARGET: cone-shaped emanation; EFFECT: This spell functions like detect animals or plants, except it detects creatures of the aberration type. [SR:No]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>concentration, up to 20 minutes [D]</p>	<p>Long (480 ft.)</p>	<p>APG:p.215</p>
<p>Detect Animals or Plants</p> <p>[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant. 1st Round: Presence or absence of that kind of animal or plant in the area. 2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen. 3rd Round: The condition [see below] and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location. Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease. Fair: 30% to 90% of full normal hit points remaining. Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [Chart omitted] [SR:No]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>Concentration, up to 20 minutes [D]</p>	<p>Long (480 ft.)</p>	<p>CR:p.266</p>
<p>Detect Snares and Pits</p> <p>[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps. Detect snares and pits does detect certain natural hazards: quicksand [a snare], a sinkhole [a pit], or unsafe walls of natural rock [a deadfall]. It does not reveal other potentially dangerous conditions. The spell does not detect magic traps [except those that operate by pit, deadfall, or snaring; see the spell snare], nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of hazards. 2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The general type and trigger for one particular hazard closely examined by you. Each round, you can turn to examine a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>Concentration, up to 20 minutes [D]</p>	<p>60 ft.</p>	<p>CR:p.268</p>
<p>Diagnose Disease</p> <p>[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area carries any sort of disease or infestation [including molds, slimes, and similar hazards], or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Close (30 ft.)</p>	<p>UM:p.216</p>
<p>Dream Feast</p> <p>[V, S, OF] TARGET: Creature touched; EFFECT: The next time the target sleeps [within the next 8 hours], she dreams of a rich feast with her favorite foods and drinks. When she awakens, she is sated as if she had eaten a nutritious meal, regardless of what she dreamed she ate. The target must sleep for at least 1 hour to gain the benefits of this spell. Being awakened during this period interrupts the spell and cancels its effects. If you sleep with this spell prepared, you may automatically expend it while you sleep to gain the spell's benefit. This expenditure does not count as spellcasting for the purpose of determining available spell slots [you could go to sleep at midnight, expend this spell during an 8-hour period of sleep, and still prepare your full allotment of spells in the morning]. [SR:Yes (harmless); DC:14, Will negates (harmless)]</p>	<p>Conjuration (Creation)</p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Touch</p>	<p>ISG:p.232</p>
<p>Endure Elements</p> <p>[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:14, Will negates (harmless)]</p>	<p>Abjuration</p>	<p>1 standard action</p>	<p>24 hours</p>	<p>Touch</p>	<p>CR:p.277</p>
<p>Entangle</p> <p>[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; 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. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion. [SR:No; DC:14, Reflex partial; see text]</p>	<p>Transmutation [WoodSchool]</p>	<p>1 standard action</p>	<p>2 minutes [D]</p>	<p>Long (480 ft.)</p>	<p>CR:p.278</p>
<p>Expeditious Construction</p> <p>[V, S, M] TARGET: a low wall 10 feet long per 3 levels [minimum 10 feet] [S]; EFFECT: You create a low wall or other simple structure of packed earth or loose stone measuring 3 feet thick, 3 feet tall, and 10 feet long per 3 caster levels you possess [minimum 10 feet]. Each square of the structure can appear only in unoccupied spaces atop earthen or stone surfaces able to support it. The wall grants cover as per a low wall and can be climbed with a successful DC 5 Climb check. Large and larger creatures don't need to attempt a Climb check to climb over it. At your discretion, you can make the structure half as long but thicker by forming it into a berm consisting of a steep slope on each side. Characters moving uphill [to an adjacent square of higher elevation] must spend 2 squares of movement to enter a square of steep slope. Characters running or charging downhill [moving to an adjacent square of lower elevation] must attempt a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters attempt a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 x 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2. [SR:No; DC:14, none]</p>	<p>Conjuration (Creation) [Earth]</p>	<p>1 standard action</p>	<p>instantaneous</p>	<p>Close (30 ft.)</p>	<p>ArcA:p.7</p>
<p>Expeditious Excavation</p> <p>[V, S, M] TARGET: dirt in a 5-ft. cube; EFFECT: You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling. Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size. The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square affected and all adjacent squares for 1 round. Expeditious excavation has no effect on solid rock or earth creatures. [SR:No; DC:14, see text]</p>	<p>Transmutation, EarthSchool [Earth]</p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Close (30 ft.)</p>	<p>APG:p.220</p>
<p>Face of the Devourer</p> <p>[V, S] TARGET: Creature touched; EFFECT: You transform the target's face into a hideous shape, such as a half-melted visage with insect legs instead of teeth, seeping pits instead of eyes, and suckered tongues dangling from its misshapen mouth. You do not choose what shape the target's face takes, and the shape is different every time you cast the spell. This transformation does not interfere with the target's senses or its ability to breathe, though it might prevent it from speaking. The target gains a +4 circumstance bonus on Intimidate checks. If the target does not normally have a bite attack, it gains a bite attack as a natural weapon for the duration of the spell. This bite attack deals</p>	<p>Transmutation (Polymorph)</p>	<p>1 standard action</p>	<p>2 minutes</p>	<p>Touch</p>	<p>ISG:p.233</p>

* =Domain/Specialty Spell

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1d6 points of damage if the target is Medium, 1d4 points of damage if the target is Small, or 1d8 points of damage if the creature is Large. The target may use this bite as a primary attack or a secondary attack. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]

□□□□□	Faerie Fire	Evocation [Light]	1 standard action	2 minutes [D]	Long (480 ft.)	CR:p.280
[V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; EFFECT: A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness [though a 2nd-level or higher magical darkness effect functions normally], blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined. [SR:Yes]						
□□□□□	Feather Step	Transmutation	1 standard action	20 minutes	Close (30 ft.)	APG:p.221
[V, S] TARGET: one creature; EFFECT: For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain. [SR:Yes; DC:14, Fortitude negates (harmless)]						
□□□□□	Firebelly	Abjuration	1 standard action	2 minutes	Personal	ISG:p.234
[V, S, DF] TARGET: You; EFFECT: A magical fire warms your belly, granting fire resistance 5 and making your gut hot to the touch [but not enough to damage you or anything else]. As a standard action, you can breathe a 15-foot cone of flame that deals 1d4 points of fire damage [Reflex half, SR applies]. Each time you use this breath weapon, reduce the remaining duration of the spell by 1 minute. [SR:Yes; see text; DC:14, Reflex half; see text]						
□□□□□	Flare Burst	Evocation (Light)	1 standard action	Instantaneous	Close (30 ft.)	APG:p.223
[V] TARGET: 10-ft.-radius burst of light; EFFECT: This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point. [SR:Yes; DC:14, Fortitude negates]						
□□□□□	Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Up to 2 creatures touched; EFFECT: Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level. [SR:Yes]						
□□□□□	Gentle Breeze	Evocation (Air)	1 standard action	1 hour [D]	Close (30 ft.)	ACG:p.183
[V, S] TARGET: one creature or object; EFFECT: You create a light wind that blows only against the target, from a direction of your choice. The breeze grants the target a +2 circumstance bonus on saves against very hot conditions, severe heat, and saves against clouds, vapors, and gases [such as cloudkill, stinking cloud, and inhaled poisons]. There must be air present to use this spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]						
□□□□□	Goodberry	Transmutation	1 standard action	2 days	Touch	CR:p.291
[V, S, DF] TARGET: 2d4 fresh berries touched; EFFECT: Casting goodberry makes 2d4 freshly picked berries magical. You [as well as any other druid of 3rd or higher level] can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period. [SR:Yes]						
□□□□□	Hairline Fractures	Transmutation [Earth]	1 standard action	2 rounds	Touch	ISG:p.235
[V, S, M] TARGET: 5-foot-square section of stone or a creature with the earth subtype; EFFECT: With a single touch, you create temporary hairline fractures in a piece of stone or a creature with the earth subtype. If you cast this spell on a section of stone, you reduce its hardness to 5 and its hit points to 10/inch of thickness. If you cast this spell on a creature with the earth subtype, that creature takes a -2 penalty to AC for the spell's duration. Make whole reverses this spell's effect. [SR:Yes (object); DC:14, Fortitude negates (object)]						
□□□□□	Heightened Awareness	Divination	1 standard action	20 minutes [D]	Personal	ACG:p.183
[V, M/DF] TARGET: you; EFFECT: You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all knowledge checks that you are trained in. If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.						
□□□□□	Hide from Animals	Abjuration	1 standard action	20 minutes [D]	Touch	CR:p.296
[S, DF] TARGET: 2 creatures touched; EFFECT: Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients. [SR:Yes; DC:14, Will negates (harmless)]						
□□□□□	Hydraulic Push	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (30 ft.)	APG:p.228
[V, S] TARGET: one creature or object; EFFECT: You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected. [SR:Yes]						
□□□□□	Ice Armor	Transmutation [Cold, Water]	1 minute	2 hours or until destroyed	0 ft.; see text	ISG:p.236
[V, S, F] TARGET: A suit of armor made of ice; EFFECT: You create a suit of armor made of ice. While cold to the touch, it does not harm the wearer, especially if worn over normal clothing [though it can hasten the effects of exposure in cold environments]. It offers the same protection as a breastplate, except it has hardness 0 and 30 hit points. If the intended wearer is immersed in water when you cast this spell, you may form the armor around the wearer [who may be you]; otherwise the wearer must don the armor normally. Attacks against the wearer that create heat or fire degrade the armor, reducing its armor bonus by 1 for every 5 points of fire damage the wearer takes; when the armor's bonus to AC reaches 0, the armor is destroyed and the spell ends. Because the ice is slightly buoyant, the wearer gains a +2 circumstance bonus on Swim checks, except when swimming downward. Druids can wear ice armor without penalty. [SR:No]						
□□□□□	Jump	Transmutation	1 standard action	2 minutes [D]	Touch	CR:p.303
[V, S, M] TARGET: Creature touched; EFFECT: The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th. [SR:Yes; DC:14, Will negates (harmless)]						
□□□□□	Keen Senses	Transmutation	1 standard action	2 minutes [D]	Touch	APG:p.230
[V, M/DF] TARGET: creature touched; EFFECT: The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]						
□□□□□	Liberating Command	Transmutation	1 immediate action	instantaneous	Close (30 ft.)	UC:p.233
[V] TARGET: one creature; EFFECT: If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level 20. This spell has no effect if the target could not get free by using the Escape Artist skill [for example, if he were under the effects of a hold person spell or paralyzed by Strength damage]. [SR:Yes (harmless); DC:14, Will negates (harmless)]						
□□□□□	Longstrider	Transmutation	1 standard action	2 hours [D]	Personal	CR:p.305
[V, S, M] TARGET: You; EFFECT: This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.						
□□□□□	Magic Fang	Transmutation	1 standard action	2 minutes	Touch	CR:p.308
[V, S, DF] TARGET: Living creature touched; EFFECT: Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage. Magic fang can be made permanent with a permanency spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]						
□□□□□	Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; 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. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets [range increment 50 feet]. The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage [including the spell's enhancement bonus], or 2d6+2 points against undead. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]						
□□□□□	Monkey Fish	Transmutation	1 standard action	2 minutes [D]	Personal	ACG:p.188
[V, S] TARGET: you; EFFECT: Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.						
□□□□□	Nature's Paths	Divination	1 standard action	8 hours [D]	Touch	HotW:p.31
[V, S, M/DF] TARGET: One creature; EFFECT: The target instinctively knows the shortest, easiest, and fastest way through the wilderness. For the purpose of determining overland speed, the target treats any trackless terrain as though there were a trail or road, and any terrain with a road or trail as though there were a highway. Up to 2 creatures traveling with the target can also benefit from the effect. The spell functions only outdoors and does not function in magically altered terrain. [SR:Yes (harmless); DC:14, Will negates (harmless)]						
□□□□□	Nauseating Dart	Conjuration (Creation) [Poison]	1 standard action	instantaneous	Close (30 ft.)	ACG:p.189
[S, DF] TARGET: one poisonous stinger; EFFECT: You spit a poisonous stinger around the size of a quill at a creature within range, as though you had fired a dart from a blowgun. You must succeed at a ranged attack to hit your target. The stinger deals 1d2 points of piercing damage and poisons the target, causing it to become nauseated for 1 round unless it succeeds at a Fortitude save. [SR:no; DC:14, Fortitude partial (see text)]						
□□□□□	Negate Aroma	Transmutation	1 standard action	2 hours [D]	Close (30 ft.)	APG:p.234
[V, S, M/DF] TARGET: 2 creatures or objects touched; EFFECT: With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of negate aroma cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities [such as those possessed by troglodytes]. Negate aroma does not prevent the target from acquiring outside smells or odors. Dowsing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away. [SR:Yes; DC:14, Fortitude negates]						
□□□□□	Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	2 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11+ mph], such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind [21+ mph] disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater. [SR:No]						
□□□□□	Pass without Trace	Transmutation	1 standard action	2 hours [D]	Touch	CR:p.318
[V, S, DF] TARGET: 2 creatures touched; EFFECT: The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means. [SR:Yes (harmless); DC:14, Will negates (harmless)]						
□□□□□	Produce Flame	Evocation [Fire]	1 standard action	2 minutes [D]	0 ft.	CR:p.326
[V, S] TARGET: Flame in your palm; EFFECT: Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level [maximum +5]. Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack [with no range penalty] and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater. [SR:Yes]						
□□□□□	Ray of Sickening	Necromancy	1 standard action	2 minutes	Close (30 ft.)	UM:p.234
[V, S, M] TARGET: Ray; EFFECT: This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save. [SR:Yes; DC:14, Fortitude partial; see text]						
□□□□□	Read Weather	Divination	1 minute	Instantaneous	Personal	ISG:p.238
[V, S, F] TARGET: You; EFFECT: This spell allows you to forecast the weather at your location for the next 48 hours, providing you with advance warning of storms, tornadoes, and so on. This forecast reveals only the weather that would arise naturally, and does not take into account any magical occurrences that might change the weather. This spell allows you to precisely forecast the weather at your current location for the next 48 hours, providing you with advance warning of storms, blizzards, tornadoes, and other such meteorological phenomena. It applies only to the weather that would arise normally and naturally, and does not take into account any magical occurrences that might change the weather of an area.						

* =Domain/Specialty Spell

Druid Spells

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Remove Sickness	Conjuration (Healing)	1 standard action	20 minutes; see text	Close (30 ft.)	UM:p.234
<p>[V, S] TARGET: One creature; EFFECT: You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Restore Corpse	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
<p>[V, S] TARGET: Corpse touched; EFFECT: You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating. [SR:No]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shield Companion	Abjuration	1 standard action	2 hours [D]	Close (30 ft.)	AnAr:p.23
<p>[V, S, F] TARGET: your animal companion, familiar, or fiendish servant; EFFECT: [SR:Yes (harmless); DC:14, Will negates (harmless)]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shillelagh	Transmutation	1 standard action	2 minutes	Touch	CR:p.342
<p>[V, S, DF] TARGET: One touched nonmagical oak club or quarterstaff; EFFECT: Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger [a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6], +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell. [SR:Yes (object); DC:14, Will negates (object)]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Speak with Animals	Divination	1 standard action	2 minutes	Personal	CR:p.346
<p>[V, S] TARGET: You; EFFECT: You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stone Fist	Transmutation, EarthSchool [Earth]	1 standard action	2 minutes [D]	Personal	APG:p.247
<p>[V, S, M] TARGET: You; EFFECT: This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage [1d4 if you are Small]. In addition, your unarmed strikes ignore the hardness of any material with a hardness less than 8. Stone to flesh immediately dispels stone fist. Should you be the target of transmute rock to mud, this spell immediately ends and you take 4d6 points of damage.</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Summon Minor Ally	Conjuration (Summoning)	1 round	2 rounds [D]	Close (30 ft.)	UM:p.241
<p>[V, S, DF] TARGET: 1d3 summoned creatures; EFFECT: This spell functions as summon nature's ally I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. [SR:No]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Summon Nature's Ally I	Conjuration (Summoning)	1 round	2 rounds [D]	Close (30 ft.)	CR:p.354
<p>[V, S, DF] TARGET: One summoned creature; EFFECT: This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant]. The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components [such as wish]. The spell conjures one of the creatures from the 1st Level list on Table 10-6. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment. [Chart not included] [SR:No]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tears to Wine	Transmutation	1 standard action	20 minutes	10 ft.	ArcA:p.22
<p>[V, S, M] TARGET: 1 cu. ft. of liquid [see text]; EFFECT: Legend claims runelords used this spell to literally benefit from drinking the tears of their captured foes. This spell turns nonmagical liquids-including spoiled, rotten, diseased, poisonous, or otherwise contaminated drinks, tears, seawater, and similar fluids-into mead or wine of average quality. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar liquids of significance are spoiled by tears to wine, but the spell has no effect on creatures of any type or on magic potions. Creatures that drink the mead or wine created by this spell become sharp-witted and clear-minded, gaining a +2 enhancement bonus on all Intelligence- and Wisdom-based skill checks. This increases to a +5 bonus at caster level 9th, and to +10 [the maximum] at caster level 15th. [SR:yes (object); DC:14, Will negates (object)]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Thorn Javelin	Conjuration (Creation) [Poison]	1 standard action	2 minutes [D]	0 Ft.	ACG:p.196
<p>[V, S] TARGET: javelin-like thorn; EFFECT: A wooden thorn the size of a javelin [appropriate for your size] appears in your open hand. You can wield this thorn as a javelin, and you are proficient in its use. Any creature struck by the javelin must succeed at a Fortitude save or be sickened for 1 round. If you throw the javelin, another one appears in your hand. Any javelin that leaves your grasp disappears at the end of your turn. Each javelin attack you make reduces the spell's remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after that attack resolves. [SR:no; DC:14, none]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Thunderstomp	Evocation [Earth]	1 standard action	instantaneous	Close (30 ft.)	ACG:p.196
<p>[V, S] TARGET: one creature; EFFECT: You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. Attempt the combat maneuver check to trip the target, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your spellcasting ability score modifier [Intelligence for magi and wizards; Wisdom for druids and rangers; Charisma for bloodragers and sorcerers]. This does not provoke an attack of opportunity. This spell has no effect if you cannot reach the ground or floor, or if your target is not in contact with the ground or floor. [SR:yes; DC:14, none]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Touch of Bloodletting	Necromancy	1 standard action	2 rounds	Touch	ISG:p.243
<p>[V, S] TARGET: living creature touched; EFFECT: This spell causes any existing wounds that the target possesses to bleed profusely. If the creature's current total hit points are less than its maximum, this spell causes the creature to take 1 point of bleed damage each round and become exhausted for the duration of the spell. A successful DC 15 Heal check or any spell that cures hit point damage negates the effects of this spell. [SR:Yes; DC:14, Will negates]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Touch of the Sea	Transmutation, WaterSchool	1 standard action	2 minutes	Touch	APG:p.250
<p>[V, S, M] TARGET: creature touched; EFFECT: You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form [although magic items with a continuous effect continue to function]. This spell does not grant the target any ability to breathe water. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tracking Mark	Evocation	1 standard action	20 minutes [D]	Long (480 ft.)	ISG:p.243
<p>[S, OF] TARGET: One creature; EFFECT: You gain a supernatural ability to detect tracks and other clues left behind by the target. You treat the DCs of all Survival checks made to track the target as if they were 5 lower than normal, and you gain a +5 bonus on Perception checks made to notice the target if it is using Stealth or recognize it if it is using Disguise. [SR:Yes; DC:14, Will negates]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wave Shield	Abjuration [Water]	1 immediate action	1 round or until discharged	Personal	ACG:p.199
<p>[V] TARGET: you; EFFECT: You create a rushing torrent of water in the rough outline of a shield. The water protects you from one physical or fire attack, granting you DR/- and fire resistance equal to half your caster level [minimum 1] on that attack. Once the spell has reduced the damage of one attack against you, it is discharged.</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Weaken Powder	Transmutation	1 standard action	instantaneous	Close (30 ft.)	UC:p.249
<p>[V, S, M/DF] TARGET: 1 loaded firearm; EFFECT: Ammunition in the target firearm generates less of an explosive charge when fired. With such ammunition, the firearm's range increment is halved and the firer takes a -2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition [a DC 16 Spellcraft check to identify the spell being cast or similar effect], the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition. [SR:Yes (object); DC:14, Will negates (object)]</p>										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Whispering Lore	Divination	1 full-round action	20 minutes	Personal	ARG:p.29
<p>[V, S] TARGET: You; 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. [SR:No]</p>										

* =Domain/Specialty Spell

Prepared Spell List: Prepared Spells

Druid

Level 0	Level 1
<input type="checkbox"/> Create Water	<input type="checkbox"/> Aspect of the Falcon
<input type="checkbox"/> Guidance (DC:13)	<input type="checkbox"/> Thunderstomp (DC:14)
<input type="checkbox"/> Light	<input type="checkbox"/> Whispering Lore
<input type="checkbox"/> Stabilize (DC:13)	

Elendlara Tirisiel "Ormellona" Meliamne

Elf

RACE

143

AGE

Femelle

GENDER

Low-Light Vision

VISION

Neutral Good

ALIGNMENT

Droite

DOMINANT HAND

6' 4"

HEIGHT

126 lbs.

WEIGHT

light brown

EYE COLOUR

fair

SKIN COLOUR

blonde (change with season), long

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Kyonin

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Other trait

Arcane dabbler from Elves of Golarion, Cantrip 1st arcane 1/day Prestidigitation

Biography:

Elf Homeland: Forest

Elf Parents: Both parents are alive

Siblings: 2, 1 younger, 1 older

Middle-Class Birth

Parents Artisan

Major Childhood Event: Competition Champion?

Druid Background: Fey Meeting - Treant?

Influential Associates: The Craftperson

(11) Malign Associate 4CP

(1) Commoner

(4) Religion 2CP

Secret Regret?

(3) A few Significant Relationships

Drawback (17) Justice



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Campaign	Adventure	Party	Date	Xp	Gm
PFS	The Consortium Compact	?	2016-10-19	1	Éric