

# Quinray Raven

CHARACTER NAME

Druid 6

CLASS

6 15833 / 23000

Character Level EXP / NEXT LEVEL

| ABILITY NAME               | ABILITY SCORE | EQUIPPED SCORE | ABILITY MODIFIER | ABILITY DAMAGE | PENALTY |
|----------------------------|---------------|----------------|------------------|----------------|---------|
| <b>STR</b><br>Strength     | 14            |                | +2               |                |         |
| <b>DEX</b><br>Dexterity    | 13            |                | +1               |                |         |
| <b>CON</b><br>Constitution | 17            |                | +3               |                |         |
| <b>INT</b><br>Intelligence | 8             |                | -1               |                |         |
| <b>WIS</b><br>Wisdom       | 19            |                | +4               |                |         |
| <b>CHA</b><br>Charisma     | 18            |                | +4               |                |         |

# Rich

PLAYER NAME

Half-Elf

RACE

24

AGE

Medium

SIZE

Male

GENDER

DEITY

5' 11"

HEIGHT

EYES

None

REGION

155 lbs.

WEIGHT

HAIR

Neutral

ALIGNMENT

Low-light

VISION

POINTS

| HP                       | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED                |
|--------------------------|-------------------|----------------|------------------|----------------------|
| 53                       |                   |                |                  | Walk 20 ft.          |
| <b>AC</b><br>armor class | 16                | 15             | 11               | 10                   |
|                          | TOTAL             | FLAT           | TOUCH            | BASE                 |
|                          |                   |                |                  | ARMOR BONUS          |
|                          |                   |                |                  | SHIELD BONUS         |
|                          |                   |                |                  | STAT                 |
|                          |                   |                |                  | SIZE                 |
|                          |                   |                |                  | NATURAL ARMOR        |
|                          |                   |                |                  | DEFLECTION           |
|                          |                   |                |                  | DODGE                |
|                          |                   |                |                  | MISC                 |
|                          |                   |                |                  | MISC CHANCE          |
|                          |                   |                |                  | ARCANE SPELL FAILURE |
|                          |                   |                |                  | ARMOR CHECK PENALTY  |
|                          |                   |                |                  | SPELL RESIST         |

|                               |        |   |              |   |               |
|-------------------------------|--------|---|--------------|---|---------------|
| <b>INITIATIVE</b><br>modifier | +1     | = | +1           | + | +0            |
|                               | TOTAL  |   | DEX MODIFIER |   | MISC MODIFIER |
| <b>BASE ATTACK</b><br>bonus   | +4     |   |              |   |               |
| <b>ENCUMBRANCE</b>            | Medium |   |              |   |               |

| SAVING THROWS                      | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | Conditional Modifiers   |
|------------------------------------|-------|-----------|---------|-------|------|------|------|---|
| <b>FORTITUDE</b><br>(constitution) | +10   | =         | +5      | +3    | +1   | +1   | +0   | +2 vs. enchantment spells and effects +4 vs. spell-like and supernatural abilities of Fey and spells and effects that utilize and target plants |
| <b>REFLEX</b><br>(dexterity)       | +4    | =         | +2      | +1    | +1   | +0   | +0   |   |
| <b>WILL</b><br>(wisdom)            | +10   | =         | +5      | +4    | +1   | +0   | +0   |   |

|                               | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|-------------------------------|-------|-------------------|------|------|------|------|------|
| <b>MELEE</b><br>attack bonus  | +6    | =                 | +4   | +2   | +0   | +0   | +0   |
| <b>RANGED</b><br>attack bonus | +5    | =                 | +4   | +1   | +0   | +0   | +0   |
| <b>CMB</b><br>attack bonus    | +6    | =                 | +4   | +2   | +0   | +0   | +0   |

|                | GRAPPLE | TRIP | DISARM | SUNDER | BULL RUSH | OVERRUN |
|----------------|---------|------|--------|--------|-----------|---------|
| <b>Offense</b> | +6      | +6   | +6     | +6     | +6        | +6      |
| <b>Defense</b> | 17      | 17   | 17     | 17     | 17        | 17      |

| *Scimitar                 |            | HAND          | TYPE      | SIZE       | CRITICAL | REACH |
|---------------------------|------------|---------------|-----------|------------|----------|-------|
|                           |            | Primary       | S         | M          | 18-20/x2 | 5 ft. |
| <b>To Hit</b>             | <b>Dam</b> | <b>To Hit</b> |           | <b>Dam</b> |          |       |
| 1H-P                      | +6         | 1d6+2         | 2W-P-(OH) | +0         | 1d6+2    |       |
| 1H-O                      | +2         | 1d6+1         | 2W-P-(OL) | +2         | 1d6+2    |       |
| 2H                        | +6         | 1d6+3         | 2W-OH     | -4         | 1d6+1    |       |
| <b>Special Properties</b> |            |               |           |            |          |       |

| Dagger                    |            | HAND          | TYPE      | SIZE       | CRITICAL | REACH |
|---------------------------|------------|---------------|-----------|------------|----------|-------|
|                           |            | Carried       | PS        | M          | 19-20/x2 | 5 ft. |
| <b>To Hit</b>             | <b>Dam</b> | <b>To Hit</b> |           | <b>Dam</b> |          |       |
| 1H-P                      | +6         | 1d4+2         | 2W-P-(OH) | +0         | 1d4+2    |       |
| 1H-O                      | +2         | 1d4+1         | 2W-P-(OL) | +2         | 1d4+2    |       |
| 2H                        | +6         | 1d4+2         | 2W-OH     | -2         | 1d4+1    |       |
|                           | 10 ft.     | 20 ft.        | 30 ft.    | 40 ft.     | 50 ft.   |       |
| TH                        | +5         | +3            | +1        | -1         | -3       |       |
| Dam                       | 1d4+2      | 1d4+2         | 1d4+2     | 1d4+2      | 1d4+2    |       |
| <b>Special Properties</b> |            |               |           |            |          |       |

| Quarterstaff              |  | HAND          | TYPE | SIZE | CRITICAL | REACH |
|---------------------------|--|---------------|------|------|----------|-------|
|                           |  | Carried       | B/B  | M    | 20/x2    | 5 ft. |
| <b>TOTAL ATTACK BONUS</b> |  | <b>DAMAGE</b> |      |      |          |       |
| +6                        |  | 1d6+3         |      |      |          |       |
| <b>Special Properties</b> |  |               |      |      |          |       |

\*: 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                 | Medium | +4 | +4     | -3    | 20            |
| *Shield, Light Wooden | Light  | +1 |        | -1    | 5             |

## DRUID WILD SHAPE

Uses per day

Duration = 6 Hours

| TOTAL SKILLPOINTS: 18                  |             | SKILLS         |                  | MAX RANKS: 6/6 |               |
|--|-------------|----------------|------------------|----------------|---------------|
| SKILL NAME                             | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS          | MISC MODIFIER |
| ✓ Acrobatics                           | DEX         | -3             | =                | 1              | + -4          |
| ✓ Acrobatics (Jump)                    | DEX         | -7             | =                | 1              | + -8          |
| ✓ Appraise                             | INT         | -1             | =                | -1             |               |
| ✓ Bluff                                | CHA         | 4              | =                | 4              |               |
| ✓ Climb                                | STR         | 2              | =                | 2              | + 1 + -1      |
| ✓ Craft (Alchemy)                      | INT         | 7              | =                | -1             | + 5 + 3       |
| ✓ Craft (Untrained)                    | INT         | -1             | =                | -1             |               |
| ✓ Diplomacy                            | CHA         | 4              | =                | 4              |               |
| ✓ Disguise                             | CHA         | 4              | =                | 4              |               |
| ✓ Escape Artist                        | DEX         | -3             | =                | 1              | + -4          |
| ✓ Fly                                  | DEX         | -3             | =                | 1              | + -4          |
| ✓ Handle Animal                        | CHA         | 11             | =                | 4              | + 2 + 5       |
| ✓ Heal                                 | WIS         | 4              | =                | 4              |               |
| ✓ Intimidate                           | CHA         | 4              | =                | 4              |               |
| ✓ Knowledge (Geography)                | INT         | 3              | =                | -1             | + 1 + 3       |
| ✓ Knowledge (Nature)                   | INT         | 6              | =                | -1             | + 2 + 5       |
| ✓ Perception                           | WIS         | 17             | =                | 4              | + 3 + 10      |
| ✓ Perform (Untrained)                  | CHA         | 4              | =                | 4              |               |
| ✓ Ride                                 | DEX         | 3              | =                | 1              | + 1 + 1       |
| ✓ Sense Motive                         | WIS         | 4              | =                | 4              |               |
| ✓ Stealth                              | DEX         | -3             | =                | 1              | + -4          |
| ✓ Survival                             | WIS         | 18             | =                | 4              | + 5 + 9       |
| ✓ Survival (Follow or identify tracks) | WIS         | 23             | =                | 4              | + [5] + 14    |
| ✓ Swim                                 | STR         | 2              | =                | 2              | + 1 + -1      |
|  |             |                | =                | +              | +             |
|  |             |                | =                | +              | +             |

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

| EQUIPMENT   |              |     |            |             |
|---|--------------|-----|------------|-------------|
| ITEM  | LOCATION     | QTY | WT         | COST        |
| <b>Backpack</b><br>33 lbs., 5 Candle, 1 Potion of Jump, 10 Fishhook, 1 Fishing Net (25 Sq. Ft.), 1 Lantern (Hooded), 2 Oil (1 Pint Flask), 1 Quarterstaff, 2 Rations (Trail/Per Day), 1 Rope (Hemp/50 ft.), 1 Shovel or Spade           | Equipped     | 1   | 2.0        | 2.0         |
| <b>Cloak of Resistance +1</b>   | Equipped     | 1   | 1.0        | 1000.0      |
| <b>Hide</b>   | Equipped     | 1   | 25.0       | 15.0        |
| <b>Explorer's Outfit</b>  | Equipped     | 1   | 8.0        | 0.0         |
| <b>Pouch (Belt)</b><br>1.08 lbs., 1 Potion of Cure Serious Wounds, 1 Thunderstone, 1 Coin (Copper Piece), 3 Coin (Silver Piece), 2 Trade Gem (10), 2 Trade Gem (1000), 1 Trade Gem (500), 1 Flint and Steel, 1 Potion of Enlarge Person | Equipped     | 1   | 0.5        | 1.0         |
| <b>Scimitar</b>   | Equipped     | 1   | 4.0        | 15.0        |
| <b>Shield, Light Wooden</b>   | Equipped     | 1   | 5.0        | 3.0         |
| <b>Waterskin (Filled)</b>   | Equipped     | 1   | 4.0        | 1.0         |
| <b>Dagger</b>   | Carried      | 2   | 1.0 (2.0)  | 2.0 (4.0)   |
| <b>Candle</b><br>Increases light level (5') for 1 hr. Duration: 1 hr., Increases light level by one step: 5 ft.<br>□□□□   | Backpack     | 5   | 0.0 (0.0)  | 0.01 (0.05) |
| <b>Fishhook</b>   | Backpack     | 10  | 0.0 (0.0)  | 0.1 (1.0)   |
| <b>Fishing Net (25 Sq. Ft.)</b>   | Backpack     | 1   | 5.0        | 4.0         |
| <b>Flint and Steel</b>  | Pouch (Belt) | 1   | 0.0        | 1.0         |
| <b>Lantern (Hooded)</b><br>Bright illumination (30'), shadowy illumination (60'), 6 hr./pint. Bright illumination: 30 ft., Duration: 6 hr./pint, Shadowy illumination: 60 ft.   | Backpack     | 1   | 2.0        | 7.0         |
| <b>Lens of Detection</b>  | Equipped     | 1   | 1.0        | 3500.0      |
| <b>Oil (1 Pint Flask)</b><br>□□   | Backpack     | 2   | 1.0 (2.0)  | 0.1 (0.2)   |
| <b>Potion of Cure Serious Wounds</b><br>Cures 3d8+5 points of damage<br>□   | Pouch (Belt) | 1   | 0.0        | 750.0       |
| <b>Potion of Enlarge Person</b><br>Target's size category increases to next larger category for 1 minute<br>□   | Pouch (Belt) | 1   | 0.0        | 50.0        |
| <b>Potion of Jump</b><br>+10 enhancement bonus on Acrobatics checks made to jump for 1 minute<br>□  | Backpack     | 1   | 0.0        | 50.0        |
| <b>Quarterstaff</b>   | Backpack     | 1   | 4.0        | 0.0         |
| <b>Rations (Trail/Per Day)</b><br>□□  | Backpack     | 2   | 1.0 (2.0)  | 0.5 (1.0)   |
| <b>Rope (Hemp/50 ft.)</b>   | Backpack     | 1   | 10.0       | 1.0         |
| <b>Shovel or Spade</b>  | Backpack     | 1   | 8.0        | 2.0         |
| <b>Thunderstone</b><br>□  | Pouch (Belt) | 1   | 1.0        | 30.0        |
| TOTAL WEIGHT CARRIED/VALUE  |              |     | 78.58 lbs. | 5438.25 gp  |

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

| MONEY                       |                |
|-----------------------------|----------------|
| Coin (Silver Piece): 3      | [Pouch (Belt)] |
| Coin (Copper Piece): 1      | [Pouch (Belt)] |
| 2 x Trade Gem (1000) (1000) | [Pouch (Belt)] |
| 1 x Trade Gem (500) (500)   | [Pouch (Belt)] |
| 2 x Trade Gem (10) (10)     | [Pouch (Belt)] |
| Total = 2520.31 gp          |                |

| LANGUAGES              |  |
|------------------------|--|
| Common, Druidic, Elven |  |

| Traits  |                |
|---|----------------|
| <b>Poverty-Stricken</b>   | [PFAPG, p.330] |
| Your childhood was tough, and your parents had to make every copper piece count. Hunger was your constant companion, and you often had to live off the land or sleep in the wild. |                |
| <b>Resilient</b>  | [PFAPG, p.328] |
| Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources.   |                |

| Special Attacks   |              |
|---|--------------|
| <b>Spontaneous Casting</b>  | [PFCR, p.49] |
| You can channel stored spell energy into summoning spells that you haven't prepared ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower |              |

| Special Qualities  |                 |
|--|-----------------|
| <b>Adaptability (Ex)</b>   | [PFCR, p.24]    |
| Half-elves receive Skill Focus as a bonus feat at 1st level.   |                 |
| <b>Animal Companion (Ex)</b>   | [PFCR, p.51]    |
| <b>Elf Blood (Ex)</b>  | [PFCR, p.24]    |
| Half-elves count as both elves and humans for any effect related to race.  |                 |
| <b>Elven Immunities (Ex)</b>   | [PFCR, p.24]    |
| Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.  |                 |
| <b>Keen Senses (Ex)</b>  | [PFCR, p.24]    |
| Half-elves receive a +2 bonus on Perception skill checks.  |                 |
| <b>Multitalented (Ex)</b>  | [PFCR, p.24]    |
| Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.  |                 |
| <b>Nature Sense (Ex)</b>   | [PFCR, p.50]    |
| You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.   |                 |
| <b>Orisons</b>   | [PFCR, p.49]    |
| You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.  |                 |
| <b>Resist Nature's Lure (Ex)</b>   | [PFCR, p.51]    |
| You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as Blight, Entangle, Spike Growth, and Warp Wood.  |                 |
| <b>Trackless Step (Ex)</b>   | [PFCR, p.51]    |
| You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.   |                 |
| <b>Wild Empathy (Ex)</b>   | [PFCR, p.50/64] |
| You can improve the attitude of an animal.   |                 |
| <b>Wild Shape (Su)</b>   | [PFCR, p.51]    |
| You can change shape 2 times / day for up to 6 hours. You can change into any Tiny, Small, Medium or Large animal, or a Small elemental. When changing into an animal, this functions as Beast Shape II. When changing into an elemental, this functions as Elemental Body I |                 |
| <b>Woodland Stride (Ex)</b>  | [PFCR]          |
| You may move through any sort of magical undergrowth at your normal speed and without taking damage or suffering any other impairment.   |                 |

| Feats  |               |
|--|---------------|
| <b>Animal Affinity</b>   | [PFCR, p.118] |
| You are skilled at working with animals and mounts.                        |               |
| <b>Brew Potion</b>   | [PFCR, p.119] |
| You can create magic potions.  |               |
| <b>Natural Spell</b>   | [PFCR, p.131] |
| You can cast spells even while in a form that cannot normally cast spells. |               |
| <b>Skill Focus (Survival)</b>  | [PFCR, p.134] |
| You are particularly adept at your chosen skill.                           |               |
| <b>Armor Proficiency, Light</b>  | [PFCR, p.118] |
| You are skilled at wearing light armor.                                    |               |
| <b>Armor Proficiency, Medium</b>   | [PFCR, p.118] |
| You are skilled at wearing medium armor.                                   |               |
| <b>Shield Proficiency</b>  | [PFCR, p.133] |
| You are trained in how to properly use a shield.                           |               |

| PROFICIENCIES  |  |
|--|--|
| Club, Dagger, Dart, Quarterstaff, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike |  |

| TEMPLATES |  |
|-----------|--|
|-----------|--|

|   |
|---|
| <b>Animal Companion: Jaws (Dinosaur (Velociraptor))</b> |
|---|

|                           |       |      |       |       |       |
|---------------------------|-------|------|-------|-------|-------|
| HP:                       | 23    | AC:  | 21    | INIT: | +8    |
| FORT:                     | +8    | REF: | +9    | WILL: | +3    |
| *Talons (Natural/Primary) | +7/+7 | DAM: | 1d6+2 | CRIT: | 20/x2 |
| *Bite (Natural/Secondary) | +7    | DAM: | 1d4+1 | CRIT: | 20/x2 |
| Special:                  |       |      |       |       |       |

# Druid Spells

| LEVEL         | 0   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------------|-----|---|---|---|---|---|---|---|---|---|
| PER DAY       | 4   | 4 | 4 | 3 | — | — | — | — | — | — |
| Concentration | +10 |   |   |   |   |   |   |   |   |   |

## LEVEL 0

| Name  | Save Information  | Time              | Duration                           | Range          | Comp.     | Source  |
|---|---|-------------------|------------------------------------|----------------|-----------|---|
| □□□□ Create Water<br><i>School:</i> Conjuration (Creation) [Water]<br><i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.   | SR: No  | 1 standard action | Instantaneous                      | Close (40 ft.) | V, S      | PFCR: p.262<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Detect Magic<br><i>School:</i> Divination<br><i>Effect:</i> You detect magical auras.  | SR: No  | 1 standard action | Concentration, up to 6 minutes [D] | 60 ft.         | V, S      | PFCR: p.267<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Detect Poison<br><i>School:</i> Divination<br><i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.  | SR: No  | 1 standard action | Instantaneous                      | Close (40 ft.) | V, S      | PFCR: p.268<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Flare<br><i>School:</i> Evocation [Light]<br><i>Effect:</i> This cantrip creates a burst of light.   | DC: 14, Fortitude negates<br>SR: Yes                                  | 1 standard action | Instantaneous                      | Close (40 ft.) | V         | PFCR: p.284<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Guidance<br><i>School:</i> Divination<br><i>Effect:</i> This spell imbues the subject with a touch of divine guidance.   | DC: 14, Will negates (harmless)<br>SR: Yes                            | 1 standard action | 1 minute or until discharged       | Touch          | V, S      | PFCR: p.292<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Know Direction<br><i>School:</i> Divination<br><i>Effect:</i> When you cast this spell, you instantly know the direction of north from your current position.  | SR:   | 1 standard action | Instantaneous                      | Personal       | V, S      | PFCR: p.304<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Light<br><i>School:</i> Evocation [Light]<br><i>Effect:</i> This spell causes a touched object to glow like a torch.   | SR: No  | 1 standard action | 60 minutes                         | Touch          | V, MDF    | PFCR: p.304<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Mending<br><i>School:</i> Transmutation<br><i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.  | DC: 14, Will negates (harmless, object)<br>SR: Yes (harmless, object) | 10 minutes        | Instantaneous                      | 10 ft.         | V, S      | PFCR: p.312<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Purify Food and Drink<br><i>School:</i> Transmutation<br><i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. | DC: 14, Will negates (object)<br>SR: Yes (object)                     | 1 standard action | Instantaneous                      | 10 ft.         | V, S      | PFCR: p.328<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Read Magic<br><i>School:</i> Divination<br><i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.                         | SR:   | 1 standard action | 60 minutes                         | Personal       | V, S, F   | PFCR: p.330<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Resistance<br><i>School:</i> Abjuration<br><i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.  | DC: 14, Will negates (harmless)<br>SR: Yes (harmless)                 | 1 standard action | 1 minute                           | Touch          | V, S, MDF | PFCR: p.334<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Spark<br><i>School:</i> Evocation [Fire]<br><i>Effect:</i> Ignites flammable objects.  | DC: 14, Fortitude negates (object)<br>SR: Yes (object)                | 1 standard action | Instantaneous                      | Close (40 ft.) | V or S    | PFAPG: p.246<br>Caster Level: 6<br>Concentration: +10 |
| □□□□ Stabilize<br><i>School:</i> Conjuration (Healing)<br><i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.   | DC: 14, Will negates (harmless)<br>SR: Yes (harmless)                 | 1 standard action | Instantaneous                      | Close (40 ft.) | V, S      | PFCR: p.348<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Virtue<br><i>School:</i> Transmutation<br><i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.  | SR: Yes (harmless)  | 1 standard action | 1 min.                             | Touch          | V, S, DF  | PFCR: p.365<br>Caster Level: 6<br>Concentration: +10  |

## LEVEL 1

| Name  | Save Information   | Time              | Duration                            | Range           | Comp.                              | Source  |
|---|--|-------------------|-------------------------------------|-----------------|------------------------------------|---|
| □□□□ Alter Winds<br><i>School:</i> Transmutation [Air]<br><i>Effect:</i> Increase/decrease strength of natural winds.   | DC: 15, Will negates<br>SR: Yes  | 1 minute          | 6 hours                             | Touch           | V, S                               | PFAPG: p.201<br>Caster Level: 6<br>Concentration: +10 |
| □□□□ Ant Haul<br><i>School:</i> Transmutation<br><i>Effect:</i> Triples carrying capacity of a creature.  | DC: 15, Fortitude negates (harmless)<br>SR: Yes (harmless)             | 1 standard action | 12 hours                            | Touch           | V, S, MDF (a small pulley)         | PFAPG: p.202<br>Caster Level: 6<br>Concentration: +10 |
| □□□□ Aspect of the Falcon<br><i>School:</i> Transmutation (Polymorph)<br><i>Effect:</i> Gives bonuses on Perception checks and ranged attacks.  | SR:  | 1 standard action | 6 minutes                           | Personal        | V, S, DF                           | PFAPG: p.203<br>Caster Level: 6<br>Concentration: +10 |
| □□□□ Bristle<br><i>School:</i> Transmutation<br><i>Effect:</i> Trade natural armor bonus for a bonus on attacks with natural weapons.   | DC: 15, Fortitude negates (harmless)<br>SR: Yes                        | 1 standard action | 6 minutes                           | Touch           | V, S, DF                           | PFAPG: p.207<br>Caster Level: 6<br>Concentration: +10 |
| □□□□ Call Animal<br><i>School:</i> Enchantment (Compulsion) [Mind-Affecting]<br><i>Effect:</i> Makes an animal come to you.   | SR: None   | 1 standard action | 6 hours [D]                         | see description | V, S, DF                           | PFAPG: p.209<br>Caster Level: 6<br>Concentration: +10 |
| □□□□ Calm Animals<br><i>School:</i> Enchantment (Compulsion) [Mind-Affecting]<br><i>Effect:</i> This spell soothes and quiets animals, rendering them docile and harmless.                        | DC: 15, Will negates<br>SR: Yes  | 1 standard action | 6 minutes                           | Close (40 ft.)  | V, S                               | PFCR: p.252<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Charm Animal<br><i>School:</i> Enchantment (Charm) [Mind-Affecting]<br><i>Effect:</i> This spell functions like charm person, except that it affects a creature of the animal type.          | DC: 15, Will negates<br>SR: Yes  | 1 standard action | 6 hours                             | Close (40 ft.)  | V, S                               | PFCR: p.254<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Cloak of Shade<br><i>School:</i> Abjuration<br><i>Effect:</i> Reduces effects of sun exposure and heat.  | DC: 15, Will negates (harmless)<br>SR: Yes (harmless)                  | 1 standard action | 6 hours [D]                         | Touch           | V, S, M (a leaf from a shade tree) | PFAPG: p.211<br>Caster Level: 6<br>Concentration: +10 |
| □□□□ Cure Light Wounds<br><i>School:</i> Conjuration (Healing)<br><i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.     | DC: 15, Will half (harmless); see text<br>SR: Yes (harmless); see text | 1 standard action | Instantaneous                       | Touch           | V, S                               | PFCR: p.263<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Detect Aberration<br><i>School:</i> Divination<br><i>Effect:</i> Reveals presence of aberrations.  | SR: No   | 1 standard action | concentration, up to 60 minutes [D] | Long (640 ft.)  | V, S                               | PFAPG: p.215<br>Caster Level: 6<br>Concentration: +10 |
| □□□□ Detect Animals or Plants<br><i>School:</i> Divination<br><i>Effect:</i> You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. | SR: No   | 1 standard action | Concentration, up to 60 minutes [D] | Long (640 ft.)  | V, S                               | PFCR: p.266<br>Caster Level: 6<br>Concentration: +10  |
| □□□□ Detect Snares and Pits<br><i>School:</i> Divination  | SR: No   | 1 standard action | Concentration, up to 60 minutes [D] | 60 ft.          | V, S                               | PFCR: p.268<br>Caster Level: 6<br>Concentration: +10  |

\* =Domain/Specialty Spell

# Druid Spells

|   |                               |  |   |                                |                        |                              |              |
|---|-------------------------------|--|---|--------------------------------|------------------------|------------------------------|--------------|
| <i>Effect:</i> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.                                |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Endure Elements</b>        | <b>DC: 15, Will negates (harmless)</b>         | 1 standard action   | 24 hours                       | Touch                  | V, S                         | PFCR: p.277  |
| <i>School:</i> Abjuration   |                               | <i>SR:</i> Yes (harmless)                      | <i>Target:</i> Creature touched                                     |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.   |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Entangle</b>               | <b>DC: 15, Reflex partial; see text</b>        | 1 standard action   | 6 minutes [D]                  | Long (640 ft.)         | V, S, DF                     | PFCR: p.278  |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> No                                  | <i>Target:</i> Plants in a 40-ft.-radius spread                     |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area.                  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Expeditious Excavation</b> | <b>DC: 15, see text</b>                        | 1 standard action   | Instantaneous                  | Close (40 ft.)         | V, S, M (tiny shovel)        | PFAPG: p.220 |
| <i>School:</i> Transmutation [Earth]  |                               | <i>SR:</i> No                                  | <i>Target:</i> dirt in a 5-ft. cube                                 |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Moves 5-ft. cubes of earth.  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Faerie Fire</b>            |  | 1 standard action   | 6 minutes [D]                  | Long (640 ft.)         | V, S, DF                     | PFCR: p.280  |
| <i>School:</i> Evocation [Light]  |                               | <i>SR:</i> Yes                                 | <i>Target:</i> Creatures and objects within a 5-ft.-radius burst    |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> A pale glow surrounds and outlines the subjects who shed light as candles.   |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Feather Step</b>           | <b>DC: 15, Fortitude negates (harmless)</b>    | 1 standard action   | 60 minutes                     | Close (40 ft.)         | V, S                         | PFAPG: p.221 |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> Yes                                 | <i>Target:</i> one creature   |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Ignore movement penalty in difficult terrain.  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Flare Burst</b>            | <b>DC: 15, Fortitude negates</b>               | 1 standard action   | Instantaneous                  | Close (40 ft.)         | V                            | PFAPG: p.223 |
| <i>School:</i> Evocation (Light)  |                               | <i>SR:</i> Yes                                 | <i>Target:</i> 10-ft.-radius burst of light                         |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point.                                |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Goodberry</b>              |  | 1 standard action   | 6 days                         | Touch                  | V, S, DF                     | PFCR: p.291  |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> Yes                                 | <i>Target:</i> 2d4 fresh berries touched                            |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Casting goodberry makes 2d4 freshly picked berries magical.  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Hide from Animals</b>      | <b>DC: 15, Will negates (harmless)</b>         | 1 standard action   | 60 minutes [D]                 | Touch                  | S, DF                        | PFCR: p.296  |
| <i>School:</i> Abjuration   |                               | <i>SR:</i> Yes                                 | <i>Target:</i> 6 creatures touched                                  |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Animals cannot sense the warded creatures.   |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Hydraulic Push</b>         |  | 1 standard action   | Instantaneous                  | Close (40 ft.)         | V, S                         | PFAPG: p.228 |
| <i>School:</i> Evocation [Water]  |                               | <i>SR:</i> Yes                                 | <i>Target:</i> one creature or object                               |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Wave of water bull rushes an enemy.  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Jump</b>                   | <b>DC: 15, Will negates (harmless)</b>         | 1 standard action   | 6 minutes [D]                  | Touch                  | V, S, M                      | PFCR: p.303  |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> Yes                                 | <i>Target:</i> Creature touched                                     |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Keen Senses</b>            | <b>DC: 15, Will negates (harmless)</b>         | 1 standard action   | 6 minutes [D]                  | Touch                  | V, M/DF (a hawk's feather)   | PFAPG: p.230 |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> Yes (harmless)                      | <i>Target:</i> creature touched                                     |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Subject gains +2 Perception, low-light vision.   |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Longstrider</b>            |  | 1 standard action   | 6 hours [D]                    | Personal               | V, S, M                      | PFCR: p.305  |
| <i>School:</i> Transmutation  |                               | <i>SR:</i>                                     | <i>Target:</i> You  |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> This spell gives you a +10 foot enhancement bonus to your base speed.  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Magic Fang</b>             | <b>DC: 15, Will negates (harmless)</b>         | 1 standard action   | 6 minutes                      | Touch                  | V, S, DF                     | PFCR: p.308  |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> Yes (harmless)                      | <i>Target:</i> Living creature touched                              |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls.                        |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Magic Stone</b>            | <b>DC: 15, Will negates (harmless, object)</b> | 1 standard action   | 30 minutes or until discharged | Touch                  | V, S, DF                     | PFCR: p.310  |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> Yes (harmless, object)              | <i>Target:</i> Up to three pebbles touched                          |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Negate Aroma</b>           | <b>DC: 15, Fortitude negates</b>               | 1 standard action   | 6 hours [D]                    | Close (40 ft.)         | V, S, M/DF (a pinch of alum) | PFAPG: p.234 |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> Yes                                 | <i>Target:</i> 6 creatures or objects touched                       |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Subject cannot be tracked by scent.  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Obscuring Mist</b>         |  | 1 standard action   | 6 minutes [D]                  | 20 ft.                 | V, S                         | PFCR: p.317  |
| <i>School:</i> Conjuraction (Creation)  |                               | <i>SR:</i> No                                  | <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Pass without Trace</b>     | <b>DC: 15, Will negates (harmless)</b>         | 1 standard action   | 6 hours [D]                    | Touch                  | V, S, DF                     | PFCR: p.318  |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> Yes (harmless)                      | <i>Target:</i> 6 creatures touched                                  |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> The subject or subjects of this spell do not leave footprints or a scent trail while moving.   |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Produce Flame</b>          |  | 1 standard action   | 6 minutes [D]                  | 0 ft.                  | V, S                         | PFCR: p.326  |
| <i>School:</i> Evocation [Fire]   |                               | <i>SR:</i> Yes                                 | <i>Target:</i> Flame in your palm                                   |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Flames as bright as a torch appear in your open hand.  |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Shillelagh</b>             | <b>DC: 15, Will negates (object)</b>           | 1 standard action   | 6 minutes                      | Touch                  | V, S, DF                     | PFCR: p.342  |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> Yes (object)                        | <i>Target:</i> One touched nonmagical oak club or quarterstaff      |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls.                              |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Speak with Animals</b>     |  | 1 standard action   | 6 minutes                      | Personal               | V, S                         | PFCR: p.346  |
| <i>School:</i> Divination   |                               | <i>SR:</i>                                     | <i>Target:</i> You  |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.                      |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Stone Fist</b>             |  | 1 standard action   | 6 minutes [D]                  | Personal               | V, S, M (a chip of granite)  | PFAPG: p.247 |
| <i>School:</i> Transmutation [Earth]  |                               | <i>SR:</i>                                     | <i>Target:</i> You  |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Your unarmed strikes are lethal.   |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Summon Nature's Ally I</b> |  | 1 round   | 6 rounds [D]                   | Close (40 ft.)         | V, S, DF                     | PFCR: p.354  |
| <i>School:</i> Conjuraction (Summoning)   |                               | <i>SR:</i> No                                  | <i>Target:</i> One summoned creature                                |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant]. |                               |  |   |                                |                        |                              |              |
| □□□□□   | <b>Touch of the Sea</b>       | <b>DC: 15, Fortitude negates (harmless)</b>    | 1 standard action   | 6 minutes                      | Touch                  | V, S, M (a fish scale)       | PFAPG: p.250 |
| <i>School:</i> Transmutation  |                               | <i>SR:</i> Yes (harmless)                      | <i>Target:</i> creature touched                                     |                                | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10    |              |
| <i>Effect:</i> Swim speed becomes 30 ft.  |                               |  |   |                                |                        |                              |              |

## LEVEL 2

| Name   | Save Information          | Time                             | Duration  | Range         | Comp.                  | Source                    |              |
|--|---------------------------|----------------------------------|---|---------------|------------------------|---------------------------|--------------|
| □□□□□  | <b>Accelerate Poison</b>  | <b>DC: 16, Fortitude negates</b> | 1 standard action   | Instantaneous | Touch                  | V, S, M (a thorn)         | PFAPG: p.201 |
| <i>School:</i> Transmutation   |                           | <i>SR:</i> Yes                   | <i>Target:</i> creature touched                                   |               | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10 |              |
| <i>Effect:</i> Hastens targeted poison's onset   |                           |                                  |   |               |                        |                           |              |
| □□□□□  | <b>Animal Messenger</b>   | <b>DC: 16, None; see text</b>    | 1 minute  | 1 day/level   | Close (40 ft.)         | V, S, M                   | PFCR: p.241  |
| <i>School:</i> Enchantment (Compulsion) [Mind-Affecting]   |                           | <i>SR:</i> Yes                   | <i>Target:</i> One Tiny animal                                    |               | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10 |              |
| <i>Effect:</i> You compel a Tiny animal to go to a spot you designate.   |                           |                                  |   |               |                        |                           |              |
| □□□□□  | <b>Animal Trance</b>      | <b>DC: 16, Will negates</b>      | 1 standard action   | Concentration | Close (40 ft.)         | V, S                      | PFCR: p.241  |
| <i>School:</i> Enchantment (Compulsion) [Mind-Affecting, Sonic]  |                           | <i>SR:</i> Yes                   | <i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 |               | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10 |              |
| <i>Effect:</i> Your swaying motions and music [or singing, or chanting] compel animals and magical beasts to do nothing but watch you. |                           |                                  |   |               |                        |                           |              |
| □□□□□  | <b>Aspect of the Bear</b> |                                  | 1 standard action   | 6 minutes     | Personal               | V, S, DF                  | PFAPG: p.203 |
| <i>School:</i> Transmutation (Polymorph)   |                           | <i>SR:</i>                       | <i>Target:</i> You  |               | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10 |              |
| <i>Effect:</i> +2 AC and combat maneuver rolls.  |                           |                                  |   |               |                        |                           |              |
| □□□□□  | <b>Barkskin</b>           |                                  | 1 standard action   | 60 minutes    | Touch                  | V, S, DF                  | PFCR: p.246  |
| <i>School:</i> Transmutation   |                           | <i>SR:</i> Yes (harmless)        | <i>Target:</i> Living creature touched                            |               | <i>Caster Level:</i> 6 | <i>Concentration:</i> +10 |              |
| <i>Effect:</i> Barkskin toughens a creature's skin granting a +3 enhancement bonus to the creature's existing natural armor bonus.     |                           |                                  |   |               |                        |                           |              |

\* =Domain/Specialty Spell

# Druid Spells

|  |   |  |   |   |
|--|---|--|---|---|
| <p>□□□□ Bear's Endurance</p> <p>School: Transmutation</p> <p>Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.</p>   | <p>DC: 16, Will negates (harmless)</p> <p>SR: Yes</p>                 | <p>1 standard action</p> <p>6 minutes</p> <p>Touch</p> <p>Target: Creature touched</p>   | <p>V, S, M/DF</p> <p>Caster Level: 6</p>  | <p>PFCR: p.246</p> <p>Concentration: +10</p>  |
| <p>□□□□ Bull's Strength</p> <p>School: Transmutation</p> <p>Effect: The subject becomes stronger granting a +4 enhancement bonus to Strength.</p>  | <p>DC: 16, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>      | <p>1 standard action</p> <p>6 minutes</p> <p>Touch</p> <p>Target: Creature touched</p>   | <p>V, S, M/DF</p> <p>Caster Level: 6</p>  | <p>PFCR: p.251</p> <p>Concentration: +10</p>  |
| <p>□□□□ Burning Gaze</p> <p>School: Evocation [Fire]</p> <p>Effect: Inflict 1d6 fire damage to creature.</p>   | <p>DC: 16, Fortitude negates (see text)</p> <p>SR: Yes</p>            | <p>1 standard action</p> <p>6 rounds</p> <p>Personal</p> <p>Target: You</p>  | <p>V, S, M/DF (eye of a mundane salamander)</p> <p>Caster Level: 6</p>                          | <p>PFAPG: p.208</p> <p>Concentration: +10</p> |
| <p>□□□□ Campfire Wall</p> <p>School: Evocation [Fire, Light]</p> <p>Effect: Creates a shelter around a campfire.</p>   | <p>SR: Yes</p>  | <p>1 standard action</p> <p>12 hours; see below [D]</p> <p>Close (40 ft.)</p> <p>Target: 20-ft.-radius sphere centered on fire source</p>  | <p>V, S, M/DF (ash made from burnt thorns)</p> <p>Caster Level: 6</p>                           | <p>PFAPG: p.210</p> <p>Concentration: +10</p> |
| <p>□□□□ Cat's Grace</p> <p>School: Transmutation</p> <p>Effect: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.</p>  | <p>DC: 16, Will negates (harmless)</p> <p>SR: Yes</p>                 | <p>1 standard action</p> <p>6 minutes</p> <p>Touch</p> <p>Target: Creature touched</p>   | <p>V, S, M</p> <p>Caster Level: 6</p>   | <p>PFCR: p.252</p> <p>Concentration: +10</p>  |
| <p>□□□□ Chill Metal</p> <p>School: Transmutation [Cold]</p> <p>Effect: Chill metal makes metal extremely cold.</p>   | <p>DC: 16, Will negates (object)</p> <p>SR: Yes (object)</p>          | <p>1 standard action</p> <p>7 rounds</p> <p>Close (40 ft.)</p> <p>Target: Metal equipment of 3 creatures, no two of which can be more than 30 ft. apart; or 150 lbs. of metal, none of which can be more than 30 ft. away from any of the rest</p> | <p>V, S, DF</p> <p>Caster Level: 6</p>  | <p>PFCR: p.254</p> <p>Concentration: +10</p>  |
| <p>□□□□ Delay Poison</p> <p>School: Conjunction (Healing)</p> <p>Effect: The subject becomes temporarily immune to poison.</p>   | <p>DC: 16, Fortitude negates (harmless)</p> <p>SR: Yes (harmless)</p> | <p>1 standard action</p> <p>6 hours</p> <p>Touch</p> <p>Target: Creature touched</p>   | <p>V, S, DF</p> <p>Caster Level: 6</p>  | <p>PFCR: p.265</p> <p>Concentration: +10</p>  |
| <p>□□□□ Eagle Eye</p> <p>School: Divination</p> <p>Effect: Creates a magical sensor high above you.</p>  | <p>SR: No</p>   | <p>1 minute</p> <p>6 minutes [D]</p> <p>Long (640 ft.)</p> <p>Target: magical sensor</p>   | <p>V, S, DF</p> <p>Caster Level: 6</p>  | <p>PFAPG: p.217</p> <p>Concentration: +10</p> |
| <p>□□□□ Elemental Speech</p> <p>School: Divination [Air, Earth, Fire, Water]</p> <p>Effect: Enables you to speak to elementals and some creatures.</p>   | <p>SR:</p>  | <p>1 standard action</p> <p>6 minutes</p> <p>Personal</p> <p>Target: You</p>   | <p>V, S, M (iron filings)</p> <p>Caster Level: 6</p>  | <p>PFAPG: p.218</p> <p>Concentration: +10</p> |
| <p>□□□□ Feast of Ashes</p> <p>School: Transmutation</p> <p>Effect: A target starves with an insatiable hunger.</p>   | <p>DC: 16, Fortitude negates</p> <p>SR: Yes</p>                       | <p>1 standard action</p> <p>12 days [D]</p> <p>Close (40 ft.)</p> <p>Target: one creature</p>  | <p>V, S, M (a pinch of ash)</p> <p>Caster Level: 6</p>  | <p>PFAPG: p.220</p> <p>Concentration: +10</p> |
| <p>□□□□ Fire Trap</p> <p>School: Abjuration [Fire]</p> <p>Effect: Fire trap creates a fiery explosion when an intruder opens the item that the trap protects.</p>  | <p>DC: 16, Reflex half; see text</p> <p>SR: Yes</p>                   | <p>10 minutes</p> <p>Permanent until discharged [D]</p> <p>Touch</p> <p>Target: Object touched</p>   | <p>V, S, M</p> <p>Caster Level: 6</p>   | <p>PFCR: p.282</p> <p>Concentration: +10</p>  |
| <p>□□□□ Flame Blade</p> <p>School: Evocation [Fire]</p> <p>Effect: A 3-foot-long, blazing beam of red-hot fire springs forth from your hand.</p>   | <p>SR: Yes</p>  | <p>1 standard action</p> <p>6 minutes [D]</p> <p>0 ft.</p> <p>Target: Sword-like beam</p>  | <p>V, S, DF</p> <p>Caster Level: 6</p>  | <p>PFCR: p.283</p> <p>Concentration: +10</p>  |
| <p>□□□□ Flaming Sphere</p> <p>School: Evocation [Fire]</p> <p>Effect: A burning globe of fire rolls in whichever direction you point and burns those it strikes.</p>   | <p>DC: 16, Reflex negates</p> <p>SR: Yes</p>                          | <p>1 standard action</p> <p>6 rounds</p> <p>Medium (160 ft.)</p> <p>Target: 5-ft.-diameter sphere</p>  | <p>V, S, M/DF</p> <p>Caster Level: 6</p>  | <p>PFCR: p.283</p> <p>Concentration: +10</p>  |
| <p>□□□□ Fog Cloud</p> <p>School: Conjunction (Creation)</p> <p>Effect: A bank of fog billows out from the point you designate.</p>   | <p>SR: No</p>   | <p>1 standard action</p> <p>60 minutes</p> <p>Medium [100 ft. + 10 ft. level]</p> <p>Target: Fog spreads in 20-ft. radius, 20 ft. high</p>   | <p>V, S</p> <p>Caster Level: 6</p>  | <p>PFCR: p.284</p> <p>Concentration: +10</p>  |
| <p>□□□□ Glide</p> <p>School: Transmutation</p> <p>Effect: You take no falling damage, move 60 ft./round while falling.</p>   | <p>SR:</p>  | <p>1 standard action</p> <p>until landing or 6 minutes [D]</p> <p>Personal</p> <p>Target: You</p>  | <p>V, S, M/DF (a leaf)</p> <p>Caster Level: 6</p>   | <p>PFAPG: p.225</p> <p>Concentration: +10</p> |
| <p>□□□□ Gust of Wind</p> <p>School: Evocation [Air]</p> <p>Effect: This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path.</p>  | <p>DC: 16, Fortitude negates</p> <p>SR: Yes</p>                       | <p>1 standard action</p> <p>1 round</p> <p>60 ft.</p> <p>Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range</p>  | <p>V, S</p> <p>Caster Level: 6</p>  | <p>PFCR: p.293</p> <p>Concentration: +10</p>  |
| <p>□□□□ Heat Metal</p> <p>School: Transmutation [Fire]</p> <p>Effect: Heat metal causes metal objects to become red-hot.</p>   | <p>DC: 16, Will negates (object)</p> <p>SR: Yes (object)</p>          | <p>1 standard action</p> <p>7 rounds</p> <p>Close (40 ft.)</p> <p>Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 150 lbs. of metal, all of which must be within a 30-ft. circle</p>     | <p>V, S, DF</p> <p>Caster Level: 6</p>  | <p>PFCR: p.294</p> <p>Concentration: +10</p>  |
| <p>□□□□ Hold Animal</p> <p>School: Enchantment (Compulsion) [Mind-Affecting]</p> <p>Effect: This spell functions like hold person, except that it affects an animal instead of a humanoid.</p>   | <p>DC: 16, Will negates; see text</p> <p>SR: Yes</p>                  | <p>6 rounds [D]; see text</p> <p>Target: One animal</p>  | <p>V, S</p> <p>Caster Level: 6</p>  | <p>PFCR: p.296</p> <p>Concentration: +10</p>  |
| <p>□□□□ Lockjaw</p> <p>School: Transmutation</p> <p>Effect: Gives creature grab ability with a natural attack.</p>   | <p>DC: 16, Fortitude negates (harmless)</p> <p>SR: Yes (harmless)</p> | <p>1 standard action</p> <p>6 rounds</p> <p>Touch</p> <p>Target: creature touched</p>  | <p>V, S, M (sticky tree gum)</p> <p>Caster Level: 6</p>   | <p>PFAPG: p.232</p> <p>Concentration: +10</p> |
| <p>□□□□ Natural Rhythm</p> <p>School: Transmutation</p> <p>Effect: +1 on damage rolls with each hit 5.</p>   | <p>DC: 16, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>      | <p>1 standard action</p> <p>6 rounds</p> <p>Touch</p> <p>Target: creature touched</p>  | <p>V, S, M (a handful of pebbles dropped one by one onto the ground)</p> <p>Caster Level: 6</p> | <p>PFAPG: p.233</p> <p>Concentration: +10</p> |
| <p>□□□□ Owl's Wisdom</p> <p>School: Transmutation</p> <p>Effect: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.</p>   | <p>DC: 16, Will negates (harmless)</p> <p>SR: Yes</p>                 | <p>1 standard action</p> <p>6 minutes</p> <p>Touch</p> <p>Target: Creature touched</p>   | <p>V, S, M/DF</p> <p>Caster Level: 6</p>  | <p>PFCR: p.318</p> <p>Concentration: +10</p>  |
| <p>□□□□ Pox Pustules</p> <p>School: Necromancy</p> <p>Effect: Subject is sickened and has -4 Dex.</p>  | <p>DC: 16, Fortitude negates</p> <p>SR: Yes</p>                       | <p>1 standard action</p> <p>6 minutes</p> <p>Close (40 ft.)</p> <p>Target: one creature</p>  | <p>V, S, M (leaves from a toxic plant)</p> <p>Caster Level: 6</p>                               | <p>PFAPG: p.236</p> <p>Concentration: +10</p> |
| <p>□□□□ Reduce Animal</p> <p>School: Transmutation</p> <p>Effect: This spell functions like reduce person, except that it affects a single willing animal.</p>   | <p>SR: No</p>   | <p>1 standard action</p> <p>6 hours [D]</p> <p>Touch</p> <p>Target: One willing animal of Small, Medium, Large, or Huge size</p>   | <p>V, S</p> <p>Caster Level: 6</p>  | <p>PFCR: p.330</p> <p>Concentration: +10</p>  |
| <p>□□□□ Resist Energy</p> <p>School: Abjuration</p> <p>Effect: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.</p>  | <p>DC: 16, Fortitude negates (harmless)</p> <p>SR: Yes (harmless)</p> | <p>1 standard action</p> <p>60 minutes</p> <p>Touch</p> <p>Target: Creature touched</p>  | <p>V, S, DF</p> <p>Caster Level: 6</p>  | <p>PFCR: p.334</p> <p>Concentration: +10</p>  |
| <p>□□□□ Restoration (Lesser)</p> <p>School: Conjunction (Healing)</p> <p>Effect: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores.</p> | <p>DC: 16, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>      | <p>3 rounds</p> <p>Instantaneous</p> <p>Touch</p> <p>Target: Creature touched</p>  | <p>V, S</p> <p>Caster Level: 6</p>  | <p>PFCR: p.334</p> <p>Concentration: +10</p>  |
| <p>□□□□ Scent Trail</p> <p>School: Transmutation</p> <p>Effect: Trail: Leave trail for allies to follow.</p>   | <p>DC: 16, Fortitude negates (harmless)</p> <p>SR: Yes (harmless)</p> | <p>1 standard action</p> <p>6 hours</p> <p>Close (40 ft.)</p> <p>Target: 6 creatures, no two of which can be more than 30 ft. apart</p>  | <p>V, S, M (a queen ant)</p> <p>Caster Level: 6</p>   | <p>PFAPG: p.241</p> <p>Concentration: +10</p> |
| <p>□□□□ Share Language</p> <p>School: Divination</p> <p>Effect: Subject understands chosen language.</p>   | <p>DC: 16, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>      | <p>1 standard action</p> <p>24 hours</p> <p>Touch</p> <p>Target: creature touched</p>  | <p>V, S, M (a page from a dictionary)</p> <p>Caster Level: 6</p>                                | <p>PFAPG: p.243</p> <p>Concentration: +10</p> |
| <p>□□□□ Slipstream</p> <p>School: Conjunction (Creation) [Water]</p>   | <p>DC: 16, Reflex negates (harmless)</p> <p>SR: No</p>                | <p>1 standard action</p> <p>60 minutes [D]</p> <p>Touch</p> <p>Target: creature touched</p>  | <p>V, S, M/DF (a few drops of oil and water)</p> <p>Caster Level: 6</p>                         | <p>PFAPG: p.244</p> <p>Concentration: +10</p> |

\* =Domain/Specialty Spell

# Druid Spells

Effect: Wave boosts creature's speed.

|  |                                 |                   |                          |                  |           |              |
|--|---------------------------------|-------------------|--------------------------|------------------|-----------|--------------|
| <p>☐☐☐☐☐ Soften Earth and Stone</p> <p>School: Transmutation [Earth]<br/>Effect: When this spell is cast, all natural, undressed earth or stone in the spell's area is softened.</p>   | SR: No                          | 1 standard action | Instantaneous            | Close (40 ft.)   | V, S, DF  | PFCR: p.345  |
| <p>☐☐☐☐☐ Spider Climb</p> <p>School: Transmutation<br/>Effect: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.</p>   | DC: 16, Will negates (harmless) | 1 standard action | 60 minutes               | Touch            | V, S, M   | PFCR: p.347  |
| <p>☐☐☐☐☐ Stone Call</p> <p>School: Conjuration (Creation) [Earth]<br/>Effect: 2d6 damage to all creatures in area.</p>   | SR: No                          | 1 standard action | 6 rounds                 | Medium (160 ft.) | V, S, DF  | PFAPG: p.247 |
| <p>☐☐☐☐☐ Summon Nature's Ally II</p> <p>School: Conjuration (Summoning)<br/>Effect: This spell functions as summon nature's ally I, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.</p> | SR: No                          | 1 round           | 6 rounds [D]             | Close (40 ft.)   | V, S, DF  | PFCR: p.354  |
| <p>☐☐☐☐☐ Summon Swarm</p> <p>School: Conjuration (Summoning)<br/>Effect: You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area.</p>  | SR: No                          | 1 round           | Concentration + 2 rounds | Close (40 ft.)   | V, S, MDF | PFCR: p.354  |
| <p>☐☐☐☐☐ Tree Shape</p> <p>School: Transmutation<br/>Effect: This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.</p>                                 | SR:                             | 1 standard action | 6 hours [D]              | Personal         | V, S, DF  | PFCR: p.362  |
| <p>☐☐☐☐☐ Warp Wood</p> <p>School: Transmutation<br/>Effect: You cause wood to bend and warp, permanently destroying its straightness, form, and strength.</p>  | DC: 16, Will negates (object)   | 1 standard action | Instantaneous            | Close (40 ft.)   | V, S      | PFCR: p.368  |
| <p>☐☐☐☐☐ Wood Shape</p> <p>School: Transmutation<br/>Effect: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.</p>   | DC: 16, Will negates (object)   | 1 standard action | Instantaneous            | Touch            | V, S, DF  | PFCR: p.370  |

## LEVEL 3

| Name   | Save Information                                    | Time              | Duration                 | Range            | Comp.   | Source       |
|--|---|-------------------|--------------------------|------------------|---|--------------|
| <p>☐☐☐☐☐ Aqueous Orb</p> <p>School: Conjuration (Creation) [Water]<br/>Effect: Creates rolling sphere of water.</p>  | DC: 17, Reflex negates                              | 1 standard action | 6 rounds                 | Medium (160 ft.) | V, S, M (a drop of water and a glass bead)                | PFAPG: p.202 |
| <p>☐☐☐☐☐ Call Lightning</p> <p>School: Evocation [Electricity]<br/>Effect: Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage.</p> | DC: 17, Reflex half                                 | 1 round           | 6 minutes                | Medium (160 ft.) | V, S  | PFCR: p.251  |
| <p>☐☐☐☐☐ Cloak of Winds</p> <p>School: Abjuration [Air]<br/>Effect: Creates screen of strong wind around you.</p>  | DC: 17, Fortitude negates (harmless)                | 1 standard action | 6 minutes                | Close (40 ft.)   | V, S  | PFAPG: p.211 |
| <p>☐☐☐☐☐ Command Plants</p> <p>School: Transmutation<br/>Effect: This spell allows you some degree of control over one or more plant creatures.</p>  | DC: 17, Will negates                                | 1 standard action | 6 days                   | Close (40 ft.)   | V   | PFCR: p.257  |
| <p>☐☐☐☐☐ Contagion</p> <p>School: Necromancy [Evil]<br/>Effect: The subject contracts a disease.</p>   | DC: 17, Fortitude negates                           | 1 standard action | Instantaneous            | Touch            | V, S  | PFCR: p.259  |
| <p>☐☐☐☐☐ Create Treasure Map</p> <p>School: Divination<br/>Effect: Creates treasure map out of a creature's corpse.</p>  | SR: Yes   | 1 hour            | Instantaneous            | Touch            | V, S, M (powdered metal and rare inks worth 100 gp)       | PFAPG: p.214 |
| <p>☐☐☐☐☐ Cup of Dust</p> <p>School: Transmutation<br/>Effect: Causes a creature to become dehydrated.</p>  | DC: 17, Fortitude negates                           | 1 standard action | 6 days [D]               | Close (40 ft.)   | V, S, M (a pinch of dust)                                 | PFAPG: p.214 |
| <p>☐☐☐☐☐ Cure Moderate Wounds</p> <p>School: Conjuration (Healing)<br/>Effect: When laying your hand upon a living creature, you channel positive energy that cures 2d8+6 points of damage.</p>  | DC: 17, Will half (harmless) or Will half; see text | 1 standard action | Instantaneous            | Touch            | V, S  | PFCR: p.263  |
| <p>☐☐☐☐☐ Daylight</p> <p>School: Evocation [Light]<br/>Effect: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.</p>  | SR: Yes (harmless) or yes; see text                 | 1 standard action | 60 minutes [D]           | Touch            | V, S  | PFCR: p.264  |
| <p>☐☐☐☐☐ Diminish Plants</p> <p>School: Transmutation<br/>Effect: This spell has two versions: Prune Growth and Stunt Growth.</p>  | SR: No  | 1 standard action | Instantaneous            | See text         | V, S, DF  | PFCR: p.270  |
| <p>☐☐☐☐☐ Dispel Magic</p> <p>School: Abjuration<br/>Effect: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.</p>        | SR: No  | 1 standard action | Instantaneous            | Medium (160 ft.) | V, S  | PFCR: p.272  |
| <p>☐☐☐☐☐ Dominate Animal</p> <p>School: Enchantment (Compulsion) [Mind-Affecting]<br/>Effect: This spell allows you to enchant the targeted animal and direct it with simple commands such as "Attack," "Run," and "Fetch".</p>  | DC: 17, Will negates                                | 1 round           | 6 rounds                 | Close (40 ft.)   | V, S  | PFCR: p.273  |
| <p>☐☐☐☐☐ Feather Step, Mass</p> <p>School: Transmutation<br/>Effect: As feather step, except this spell affects multiple creatures.</p>  | DC: 17, Fortitude negates (harmless)                | 1 standard action | 60 minutes               | Close (40 ft.)   | V, S  | PFAPG: p.221 |
| <p>☐☐☐☐☐ Hide Campsite</p> <p>School: Illusion (Glamer)<br/>Effect: Hides all traces of your campsite.</p>   | DC: 17, Will disbelief (if interacted with)         | 10 minutes        | 12 hours [D]             | Close (40 ft.)   | V, S, M (a sprig of mistletoe, and a vial of quicksilver) | PFAPG: p.227 |
| <p>☐☐☐☐☐ Hydraulic Torrent</p> <p>School: Evocation [Water]<br/>Effect: Creates torrent of water that bull rushes any creature in its path.</p>  | SR: No  | 1 standard action | Instantaneous            | 60 ft.           | V, S  | PFAPG: p.229 |
| <p>☐☐☐☐☐ Lily Pad Stride</p> <p>School: Transmutation<br/>Effect: Walk across water on moving lily pads.</p>   | SR: Yes   | 1 standard action | 60 minutes [D]; see text | Long (640 ft.)   | V, S, M (a frog's leg)                                    | PFAPG: p.232 |
| <p>☐☐☐☐☐ Magic Fang (Greater)</p> <p>School: Transmutation<br/>Effect: This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1.</p>   | DC: 17, Will negates (harmless)                     | 1 standard action | 6 hours                  | Close (40 ft.)   | V, S, DF  | PFCR: p.309  |
| <p>☐☐☐☐☐ Meld into Stone</p> <p>School: Transmutation [Earth]<br/>Effect: Meld into stone enables you to meld your body and possessions into a single block of stone.</p>  | SR: Yes (harmless)                                  | 1 standard action | 60 minutes               | Personal         | V, S, DF  | PFCR: p.312  |
| <p>☐☐☐☐☐ Nature's Exile</p> <p>School: Transmutation<br/>Effect: Gives subject -10 on Survival checks.</p>   | DC: 17, Will negates                                | 1 standard action | permanent                | Touch            | V, S, DF  | PFAPG: p.233 |

\* =Domain/Speciality Spell

## Druid Spells

|   |  |   |   |  |  |
|---|--|---|---|--|--|
| <p>☐☐☐☐☐ <b>Neutralize Poison</b><br/> <i>School:</i> Conjunction (Healing)<br/> <i>Effect:</i> You detoxify any sort of venom in the creature or object touched.</p>   | <p><b>DC: 17, Will negates (harmless, object)</b><br/> <i>SR:</i> Yes (harmless, object)</p> | <p>1 standard action<br/> <i>Target:</i> Creature or object of up to 6 cu. ft. touched</p>                  | <p>Instantaneous or 60 minutes; see text<br/>           Touch</p> | <p>V, S, M/DF<br/> <i>Caster Level:</i> 6</p>                  | <p>PFCR: p.316<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Plant Growth</b><br/> <i>School:</i> Transmutation<br/> <i>Effect:</i> Plant growth has different effects depending on the version chosen.</p>  | <p><i>SR:</i> No</p>   | <p>1 standard action<br/> <i>Target:</i> Or Area see text</p>   | <p>Instantaneous<br/>           See text</p>                      | <p>V, S, DF<br/> <i>Caster Level:</i> 6</p>                    | <p>PFCR: p.322<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Poison</b><br/> <i>School:</i> Necromancy<br/> <i>Effect:</i> Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack.</p>   | <p><b>DC: 17, Fortitude negates; see text</b><br/> <i>SR:</i> Yes</p>                        | <p>1 standard action<br/> <i>Target:</i> Living creature touched</p>  | <p>Instantaneous; see text<br/>           Touch</p>               | <p>V, S, DF<br/> <i>Caster Level:</i> 6</p>                    | <p>PFCR: p.323<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Protection from Energy</b><br/> <i>School:</i> Abjuration<br/> <i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it.</p>  | <p><b>DC: 17, Fortitude negates (harmless)</b><br/> <i>SR:</i> Yes (harmless)</p>            | <p>1 standard action<br/> <i>Target:</i> Creature touched</p>   | <p>60 minutes or until discharged<br/>           Touch</p>        | <p>V, S, DF<br/> <i>Caster Level:</i> 6</p>                    | <p>PFCR: p.327<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Quench</b><br/> <i>School:</i> Transmutation<br/> <i>Effect:</i> Quench is often used to put out forest fires and other conflagrations.</p>   | <p><b>DC: 17, None or Will negates (object)</b><br/> <i>SR:</i> No or yes (object)</p>       | <p>1 standard action<br/> <i>Target:</i> 6 20-ft. cubes [S] or one fire-based magic item</p>                | <p>Instantaneous<br/>           Medium (160 ft.)</p>              | <p>V, S, DF<br/> <i>Caster Level:</i> 6</p>                    | <p>PFCR: p.329<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Remove Disease</b><br/> <i>School:</i> Conjunction (Healing)<br/> <i>Effect:</i> Remove disease can cure all diseases from which the subject is suffering.</p>  | <p><b>DC: 17, Fortitude negates (harmless)</b><br/> <i>SR:</i> Yes (harmless)</p>            | <p>1 standard action<br/> <i>Target:</i> Creature touched</p>   | <p>Instantaneous<br/>           Touch</p>                         | <p>V, S<br/> <i>Caster Level:</i> 6</p>                        | <p>PFCR: p.332<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Shifting Sand</b><br/> <i>School:</i> Transmutation [Earth]<br/> <i>Effect:</i> Creates difficult terrain and erases tracks; can carry creatures or objects along.</p>  | <p><b>DC: 17, Reflex negates; see text</b><br/> <i>SR:</i> No</p>                            | <p>1 standard action<br/> <i>Target:</i> 20-ft. spread</p>  | <p>6 rounds [D]<br/>           Medium (160 ft.)</p>               | <p>V, S, M (a handful of sand)<br/> <i>Caster Level:</i> 6</p> | <p>PFAPG: p.243<br/> <i>Concentration:</i> +10</p> |
| <p>☐☐☐☐☐ <b>Sleet Storm</b><br/> <i>School:</i> Conjunction (Creation) [Cold]<br/> <i>Effect:</i> Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy.</p>   | <p><i>SR:</i> No</p>   | <p>1 standard action<br/> <i>Target:</i> Cylinder 40</p>  | <p>6 rounds<br/>           Long (640 ft.)</p>                     | <p>V, S, M/DF<br/> <i>Caster Level:</i> 6</p>                  | <p>PFCR: p.344<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Snare</b><br/> <i>School:</i> Transmutation<br/> <i>Effect:</i> This spell enables you to make a snare that functions as a magic trap.</p>  | <p><i>SR:</i> No</p>   | <p>3 rounds<br/> <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 14ft. diameter</p> | <p>Until triggered or broken<br/>           Touch</p>             | <p>V, S, DF<br/> <i>Caster Level:</i> 6</p>                    | <p>PFCR: p.344<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Speak with Plants</b><br/> <i>School:</i> Divination<br/> <i>Effect:</i> You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them.</p>  | <p><i>SR:</i></p>  | <p>1 standard action<br/> <i>Target:</i> You</p>  | <p>6 minutes<br/>           Personal</p>                          | <p>V, S<br/> <i>Caster Level:</i> 6</p>                        | <p>PFCR: p.346<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Spike Growth</b><br/> <i>School:</i> Transmutation<br/> <i>Effect:</i> Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.</p>  | <p><b>DC: 17, Reflex partial</b><br/> <i>SR:</i> Yes</p>                                     | <p>1 standard action<br/> <i>Target:</i> 6 20-ft. squares</p>   | <p>6 hours [D]<br/>           Medium (160 ft.)</p>                | <p>V, S, DF<br/> <i>Caster Level:</i> 6</p>                    | <p>PFCR: p.347<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Stone Shape</b><br/> <i>School:</i> Transmutation [Earth]<br/> <i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.</p>   | <p><i>SR:</i> No</p>   | <p>1 standard action<br/> <i>Target:</i> Stone or stone object touched, up to 16 cu. ft.</p>                | <p>Instantaneous<br/>           Touch</p>                         | <p>V, S, M/DF<br/> <i>Caster Level:</i> 6</p>                  | <p>PFCR: p.349<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Summon Nature's Ally III</b><br/> <i>School:</i> Conjunction (Summoning [see text])<br/> <i>Effect:</i> This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.</p> | <p><i>SR:</i> No</p>   | <p>1 round<br/> <i>Target:</i> One summoned creature</p>  | <p>6 rounds [D]<br/>           Close (40 ft.)</p>                 | <p>V, S, DF<br/> <i>Caster Level:</i> 6</p>                    | <p>PFCR: p.354<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Water Breathing</b><br/> <i>School:</i> Transmutation<br/> <i>Effect:</i> The transmuted creatures can breathe water freely.</p>  | <p><b>DC: 17, Will negates (harmless)</b><br/> <i>SR:</i> Yes (harmless)</p>                 | <p>1 standard action<br/> <i>Target:</i> Living creatures touched</p>                                       | <p>12 hours; see text<br/>           Touch</p>                    | <p>V, S, M/DF<br/> <i>Caster Level:</i> 6</p>                  | <p>PFCR: p.368<br/> <i>Concentration:</i> +10</p>  |
| <p>☐☐☐☐☐ <b>Wind Wall</b><br/> <i>School:</i> Evocation [Air]<br/> <i>Effect:</i> An invisible vertical curtain of wind appears.</p>  | <p><b>DC: 17, None; see text</b><br/> <i>SR:</i> Yes</p>                                     | <p>1 standard action<br/> <i>Target:</i> Wall up to 60 ft. long and 30 ft. high [S]</p>                     | <p>6 rounds<br/>           Medium (160 ft.)</p>                   | <p>V, S, M/DF<br/> <i>Caster Level:</i> 6</p>                  | <p>PFCR: p.370<br/> <i>Concentration:</i> +10</p>  |

\* =Domain/Specialty Spell

## Notes:

### Character Sheet Notes:

#### Hidden:

#Character Sheet Plugin Properties

#Sun Nov 27 19:52:53 CST 2011

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cs.CombatPane1.subdualTb=