

# Quinray Raven

NAME  
 Drd5 13539  
 CLASS EXPERIENCE  
 5 15000  
 Character Level NEXT LEVEL

# Rich

PLAYERNAME  
 Half-Elf Medium  
 RACE SIZE  
 24 Male  
 AGE GENDER

DEITY  
 5' 11" 155 lbs.  
 HEIGHT WEIGHT  
 EYES HAIR

# Neutral

ALIGNMENT  
 Low-light  
 VISION  
 0  
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	13	+1	13	+1	13	+1
<b>CON</b> Constitution	17	+3	17	+3	17	+3
<b>INT</b> Intelligence	8	-1	8	-1	8	-1
<b>WIS</b> Wisdom	19	+4	19	+4	19	+4
<b>CHA</b> Charisma	18	+4	18	+4	18	+4

HP hit points: 46

AC armor class: 16

INITIATIVE modifier: +1

BASE ATTACK bonus: +3

ENCUMBRANCE: Medium

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: [ ]

SPEED: Walk 20 ft.

FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION MISC MISS CHANCE ARCANESPELL FAILURE ARMOR CHECK PENALTY SPELL RESIST

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+9	+4	+3	+1	+1	+0	
<b>REFLEX</b> (dexterity)	+3	+1	+1	+1	+0	+0	
<b>WILL</b> (wisdom)	+9	+4	+4	+1	+0	+0	

Conditional modifiers  
 +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+3	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+4	+3	+1	+0	+0	+0	
<b>CMB</b> attack bonus	+5	+3	+2	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
<b>Offense</b>	+5	+5	+5	+5	+5	+5
<b>Defense</b>	16	16	16	16	16	16

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

*Scimitar		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	18-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+5	1d6+2	2W-P-(OH)	-1	1d6+2	
1H-O	+1	1d6+1	2W-P-(OL)	+1	1d6+2	
2H	+5	1d6+3	2W-OH	-5	1d6+1	

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+5	1d4+2	2W-P-(OH)	-1	1d4+2	
1H-O	+1	1d4+1	2W-P-(OL)	+1	1d4+2	
2H	+5	1d4+2	2W-OH	-3	1d4+1	
TH	10 ft. +4	20 ft. +2	30 ft. +0	40 ft. -2	50 ft. -4	
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE					
+5	1d6+3					

\*: 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	-1	5

**DRUID WILD SHAPE**

Uses per day

Duration = 5 Hours

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5
✓ Acrobatics	DEX	-3	= 1	+ +	-4	
✓ Acrobatics (Jump)	DEX	-7	= -1	+ +	-8	
✓ Appraise	INT	-1	= -1	+ +		
✓ Bluff	CHA	4	= 4	+ +		
✓ Climb	STR	2	= 2	+ 1.0	+ -1	
✓ Craft (Alchemy)	INT	6	= -1	+ 4.0	+ 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	+ 2.0	+ 5	
✓ Heal	WIS	4	= 4	+ +		
✓ Intimidate	CHA	4	= 4	+ +		
✓ Knowledge (Geography)	INT	3	= -1	+ 1.0	+ 3	
✓ Knowledge (Nature)	INT	6	= -1	+ 2.0	+ 5	
✓ Perception	WIS	12	= 4	+ 3.0	+ 5	
✓ Perform (Untrained)	CHA	4	= 4	+ +		
✓ Ride	DEX	3	= 1	+ 1.0	+ 1	
✓ Sense Motive	WIS	4	= 4	+ +		
✓ Stealth	DEX	-3	= 1	+ +	-4	
✓ Survival	WIS	17	= 4	+ 4.0	+ 9	
✓ Swim	STR	-2	= 2	+ +	-4	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Backpack</b> 33 lbs., 5 Candle, 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, 1 Potion of Jump	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> 1.08 lbs., 2 Trade Gem (1000), 1 Trade Gem (500), 1 Potion of Cure Serious Wounds, 1 Thunderstone, 1 Flint and Steel, 1 Potion of Enlarge Person, 1 Coin (Copper Piece), 1 Coin (Silver Piece), 2 Coin (Gold Piece), 1 Trade Gem (10), 3 Trade Gem (100), 1 Trade Gem (50)	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> Increases light level (5') for 1 hr. □□□□	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> Bright illumination (30'), shadowy illumination (60'), 6 hr./pint	Backpack	1	2.0	7.0	
<b>Oil (1 Pint Flask)</b> □□	Backpack	2	1.0 (2.0)	0.1 (0.2)	
<b>Potion of Cure Serious Wounds</b> Cures 3d8+5 points of damage □	Pouch (Belt)	1	0.0	750.0	
<b>Potion of Enlarge Person</b> Target's size category increases to next larger category for 1 minute □	Pouch (Belt)	1	0.0	250.0	
<b>Potion of Jump</b> +10 enhancement bonus on Acrobatics checks made to jump for 1 minute □	Backpack	1	0.0	50.0	
<b>Quarterstaff</b>	Backpack	1	4.0	0.0	
<b>Rations (Trail/Per Day)</b> □□	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> □	Pouch (Belt)	1	1.0	30.0	
<b>TOTAL WEIGHT CARRIED/VALUE</b>			77.58 lbs.	2138.25 gp	

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

MONEY	
Coin (Gold Piece): 2[Pouch (Belt)]	
Coin (Silver Piece): 1[Pouch (Belt)]	
Coin (Copper Piece): 1[Pouch (Belt)]	
2 x Trade Gem (1000) (1000) [Pouch (Belt)]	
1 x Trade Gem (500) (500) [Pouch (Belt)]	
3 x Trade Gem (100) (100) [Pouch (Belt)]	
1 x Trade Gem (50) (50) [Pouch (Belt)]	
1 x Trade Gem (10) (10) [Pouch (Belt)]	
Total = 2862.11 gp	

Traits	
<b>Poverty-Stricken</b> [PFCT, p.6] 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> [PFCT, p.4] 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. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+9 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.	
<b>Wild Shape (Su)</b> [PFCR, p.51] You can change shape 1 time / day for up to 5 hours. You can change into any Small or Medium animal. When changing into an animal, this functions as Beast Shape I	
<b>Woodland Stride (Ex)</b> [PFCR] You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.	

## Feats

### **Animal Affinity** [PFCR, p.118]

You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

### **Brew Potion** [PFCR, p.119]

You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

### **Natural Spell** [PFCR, p.131]

You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.

### **Skill Focus (Survival)** [PFCR, p.134]

You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

### **Armor Proficiency, Light** [PFCR, p.118]

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### **Armor Proficiency, Medium** [PFCR, p.118]

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### **Shield Proficiency** [PFCR, p.133]

When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

## PROFICIENCIES

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

## LANGUAGES

Common, Druidic, Elven

## TEMPLATES

### **Animal Companion: Jaws (Dinosaur (Velociraptor))**

HP:	23	AC:	18	INIT:	+8
FORT:	+7	REF:	+8	WILL:	+2
*Talons (Natural/Primary)	+5/+5	DAM:	1d6+1	CRIT:	20/x2
*Bite (Natural/Secondary)	+5	DAM:	1d4	CRIT:	20/x2
Special:					

# Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	4	3	2	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Conjuration (Creation) [Water]	PFCR: p.262
<i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.					Target: Up to 10 gallons of water		Caster Level: 5		
□□□□ Detect Magic		None	1 standard	Concentration, up to 5 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					Target: Cone-shaped emanation		Caster Level: 5		
□□□□ Detect Poison		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					Target: Or Area one creature, one object, or a 5-ft. cube		Caster Level: 5		
□□□□ Flare	14	Fortitude negates	1 standard	Instantaneous action	Close (35 ft.)	V	Yes	Evocation [Light]	PFCR: p.284
<i>Effect:</i> This cantrip creates a burst of light.					Target: Burst of light		Caster Level: 5		
□□□□ Guidance	14	Will negates (harmless)	1 standard	1 minute or until discharged action	Touch	V, S	Yes	Divination	PFCR: p.292
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance.					Target: Creature touched		Caster Level: 5		
□□□□ Know Direction			1 standard	Instantaneous action	Personal	V, S		Divination	PFCR: p.304
<i>Effect:</i> When you cast this spell, you instantly know the direction of north from your current position.					Target: You		Caster Level: 5		
□□□□ Light		None	1 standard	50 minutes action	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.					Target: Object touched		Caster Level: 5		
□□□□ Mending	14	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.					Target: One object of up to 5 lb.		Caster Level: 5		
□□□□ Purify Food and Drink	14	Will negates (object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (object)	Transmutation	PFCR: p.328
<i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.					Target: 5 cu. ft. of contaminated food and water		Caster Level: 5		
□□□□ Read Magic			1 standard	50 minutes action	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					Target: You		Caster Level: 5		
□□□□ Resistance	14	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					Target: Creature touched		Caster Level: 5		
□□□□ Stabilize	14	Will negates (harmless)	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.348
<i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.					Target: One living creature		Caster Level: 5		
□□□□ Virtue		None	1 standard	1 min. action	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.365
<i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.					Target: Creature touched		Caster Level: 5		

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Calm Animals	15	Will negates	1 standard	5 minutes action	Close (35 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.252
<i>Effect:</i> This spell soothes and quiets animals, rendering them docile and harmless.					Target: Animals within 30 ft. of each other		Caster Level: 5		
□□□□ Charm Animal	15	Will negates	1 standard	5 hours action	Close (35 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	PFCR: p.254
<i>Effect:</i> This spell functions like charm person, except that it affects a creature of the animal type.					Target: One animal		Caster Level: 5		
□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.					Target: Creature touched		Caster Level: 5		
□□□□ Detect Animals or Plants		None	1 standard	Concentration, up to 50 minutes [D] action	Long (600 ft.)	V, S	No	Divination	PFCR: p.266
<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.					Target: Cone-shaped emanation		Caster Level: 5		
□□□□ Detect Snares and Pits		None	1 standard	Concentration, up to 50 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.					Target: Cone-shaped emanation		Caster Level: 5		
□□□□ Endure Elements	15	Will negates (harmless)	1 standard	24 hours action	Touch	V, S	Yes (harmless)	Abjuration	PFCR: p.277
<i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.					Target: Creature touched		Caster Level: 5		
□□□□ Entangle	15	Reflex partial: see text	1 standard	5 minutes [D] action	Long (600 ft.)	V, S, DF	No	Transmutation	PFCR: p.278
<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.					Target: Plants in a 40-ft.-radius spread		Caster Level: 5		
□□□□ Faerie Fire		None	1 standard	5 minutes [D] action	Long (600 ft.)	V, S, DF	Yes	Evocation [Light]	PFCR: p.280
<i>Effect:</i> A pale glow surrounds and outlines the subjects who shed light as candles.					Target: Creatures and objects within a 5-ft.-radius burst		Caster Level: 5		
□□□□ Goodberry		None	1 standard	5 days action	Touch	V, S, DF	Yes	Transmutation	PFCR: p.291
<i>Effect:</i> Casting goodberry makes 2d4 freshly picked berries magical.					Target: 2d4 fresh berries touched		Caster Level: 5		
□□□□ Hide from Animals	15	Will negates (harmless)	1 standard	50 minutes [D] action	Touch	S, DF	Yes	Abjuration	PFCR: p.296
<i>Effect:</i> Animals cannot sense the warded creatures.					Target: 5 creatures touched		Caster Level: 5		

\* =Domain/Speciality Spell

# Druid Spells

□□□□□	Jump	15	Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, M	Yes	Transmutation	PFCR: p.303
<i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.									
□□□□□	Longstrider			1 standard 5 hours [D] action	Personal	V, S, M		Transmutation	PFCR: p.305
<i>Effect:</i> This spell gives you a +10 foot enhancement bonus to your base speed.									
□□□□□	Magic Fang	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.308
<i>Effect:</i> Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls.									
□□□□□	Magic Stone	15	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<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.									
□□□□□	Obscuring Mist		None	1 standard 5 minutes [D] action	20 ft.	V, S	No	Conjuration (Creation)	PFCR: p.317
<i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.									
□□□□□	Pass without Trace	15	Will negates (harmless)	1 standard 5 hours [D] action	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.318
<i>Effect:</i> The subject or subjects of this spell do not leave footprints or a scent trail while moving.									
□□□□□	Produce Flame		None	1 standard 5 minutes [D] action	0 ft.	V, S	Yes	Evocation [Fire]	PFCR: p.326
<i>Effect:</i> Flames as bright as a torch appear in your open hand.									
□□□□□	Shillelagh	15	Will negates (object)	1 standard 5 minutes action	Touch	V, S, DF	Yes (object)	Transmutation	PFCR: p.342
<i>Effect:</i> Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls.									
□□□□□	Speak with Animals			1 standard 5 minutes action	Personal	V, S		Divination	PFCR: p.346
<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.									
□□□□□	Summon Nature's Ally I		None	1 round 5 rounds [D]	Close (35 ft.)	V, S, DF	No	Conjuration (Summoning)	PFCR: p.354
<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].									

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Animal Messenger	16	None; see text	1 minute	1 day/level	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	PFCR: p.241
<i>Effect:</i> You compel a Tiny animal to go to a spot you designate.										
□□□□□	Animal Trance	16	Will negates	1 standard	Concentration action	Close (35 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic] Caster Level: 5	PFCR: p.241
<i>Effect:</i> Your swaying motions and music [or singing, or chanting] compel animals and magical beasts to do nothing but watch you.										
□□□□□	Barkskin		None	1 standard 50 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.246	
<i>Effect:</i> Barkskin toughens a creature's skin granting a +2 enhancement bonus to the creature's existing natural armor bonus.										
□□□□□	Bear's Endurance	16	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.246	
<i>Effect:</i> The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.										
□□□□□	Bull's Strength	16	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFCR: p.251	
<i>Effect:</i> The subject becomes stronger granting a +4 enhancement bonus to Strength.										
□□□□□	Cat's Grace	16	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M	Yes	Transmutation	PFCR: p.252	
<i>Effect:</i> The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.										
□□□□□	Chill Metal	16	Will negates (object)	1 standard 7 rounds action	Close (35 ft.)	V, S, DF	Yes (object)	Transmutation [Cold] Caster Level: 5	PFCR: p.254	
<i>Effect:</i> Chill metal makes metal extremely cold.										
□□□□□	Delay Poison	16	Fortitude negates (harmless)	1 standard 5 hours action	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 5	PFCR: p.265	
<i>Effect:</i> The subject becomes temporarily immune to poison.										
□□□□□	Fire Trap	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire] Caster Level: 5	PFCR: p.282
<i>Effect:</i> Fire trap creates a fiery explosion when an intruder opens the item that the trap protects.										
□□□□□	Flame Blade		None	1 standard 5 minutes [D] action	0 ft.	V, S, DF	Yes	Evocation [Fire]	PFCR: p.283	
<i>Effect:</i> A 3-foot-long, blazing beam of red-hot fire springs forth from your hand.										
□□□□□	Flaming Sphere	16	Reflex negates	1 standard 5 rounds action	Medium (150 ft.)	V, S, M/DF	Yes	Evocation [Fire]	PFCR: p.283	
<i>Effect:</i> A burning globe of fire rolls in whichever direction you point and burns those it strikes.										
□□□□□	Fog Cloud		None	1 standard 50 minutes action	Medium [100 ft. + 10 ft. level]	V, S	No	Conjuration (Creation) Caster Level: 5	PFCR: p.284	
<i>Effect:</i> A bank of fog billows out from the point you designate.										
□□□□□	Gust of Wind	16	Fortitude negates	1 standard 1 round action	60 ft.	V, S	Yes	Evocation [Air]	PFCR: p.293	
<i>Effect:</i> This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path.										
□□□□□	Heat Metal	16	Will negates (object)	1 standard 7 rounds action	Close (35 ft.)	V, S, DF	Yes (object)	Transmutation [Fire] Caster Level: 5	PFCR: p.294	
<i>Effect:</i> Heat metal causes metal objects to become red-hot.										
□□□□□	Hold Animal	16	Will negates; see text	5 rounds [D]; see text		V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	PFCR: p.296	
<i>Effect:</i> This spell functions like hold person, except that it affects an animal instead of a humanoid.										

\* =Domain/Speciality Spell

## Druid Spells

□□□□□ Owl's Wisdom	16	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.318
<i>Effect:</i> The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.									
□□□□□ Reduce Animal	None		1 standard action	5 hours [D]	Touch	V, S	No	Transmutation	PFCR: p.330
<i>Effect:</i> This spell functions like reduce person, except that it affects a single willing animal.									
□□□□□ Resist Energy	16	Fortitude negates (harmless)	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.									
□□□□□ Restoration (Lesser)	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.334
<i>Effect:</i> 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.									
□□□□□ Soften Earth and Stone	None		1 standard action	Instantaneous	Close (35 ft.)	V, S, DF	No	Transmutation [Earth]	PFCR: p.345
<i>Effect:</i> When this spell is cast, all natural, undressed earth or stone in the spell's area is softened.									
□□□□□ Spider Climb	16	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	PFCR: p.347
<i>Effect:</i> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.									
□□□□□ Summon Nature's Ally II	None		1 round	5 rounds [D]	Close (35 ft.)	V, S, DF	No	Conjuration (Summoning)	PFCR: p.354
<i>Effect:</i> 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.									
□□□□□ Summon Swarm	None		1 round	Concentration + 2 rounds	Close (35 ft.)	V, S, M/DF	No	Conjuration (Summoning)	PFCR: p.354
<i>Effect:</i> You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area.									
□□□□□ Tree Shape			1 standard action	5 hours [D]	Personal	V, S, DF		Transmutation	PFCR: p.362
<i>Effect:</i> This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.									
□□□□□ Warp Wood	16	Will negates (object)	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes (object)	Transmutation	PFCR: p.368
<i>Effect:</i> You cause wood to bend and warp, permanently destroying its straightness, form, and strength.									
□□□□□ Wood Shape	16	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation	PFCR: p.370
<i>Effect:</i> Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.									

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Call Lightning	17	Reflex half	1 round	5 minutes	Medium (150 ft.)	V, S	Yes	Evocation [Electricity]	PFCR: p.251
<i>Effect:</i> 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.									
□□□□□ Command Plants	17	Will negates	1 standard action	5 days	Close (35 ft.)	V	Yes	Transmutation	PFCR: p.257
<i>Effect:</i> This spell allows you some degree of control over one or more plant creatures.									
□□□□□ Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	PFCR: p.259
<i>Effect:</i> The subject contracts a disease.									
□□□□□ Cure Moderate Wounds	17	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless) or yes; see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+5 points of damage.									
□□□□□ Daylight	None		1 standard action	50 minutes [D]	Touch	V, S	No	Evocation [Light]	PFCR: p.264
<i>Effect:</i> You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.									
□□□□□ Diminish Plants	None		1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	PFCR: p.270
<i>Effect:</i> This spell has two versions: Prune Growth and Stunt Growth.									
□□□□□ Dispel Magic	None		1 standard action	Instantaneous	Medium (150 ft.)	V, S	No	Abjuration	PFCR: p.272
<i>Effect:</i> 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.									
□□□□□ Dominate Animal	17	Will negates	1 round	5 rounds	Close (35 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.273
<i>Effect:</i> This spell allows you to enchant the targeted animal and direct it with simple commands such as "Attack," "Run," and "Fetch".									
□□□□□ Magic Fang (Greater)	17	Will negates (harmless)	1 standard action	5 hours	Close (35 ft.)	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.309
<i>Effect:</i> This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1.									
□□□□□ Meld into Stone			1 standard action	50 minutes	Personal	V, S, DF		Transmutation [Earth]	PFCR: p.312
<i>Effect:</i> Meld into stone enables you to meld your body and possessions into a single block of stone.									
□□□□□ Neutralize Poison	17	Will negates (harmless, object)	1 standard action	Instantaneous or 50 minutes; see text	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	PFCR: p.316
<i>Effect:</i> You detoxify any sort of venom in the creature or object touched.									
□□□□□ Plant Growth	None		1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	PFCR: p.322
<i>Effect:</i> Plant growth has different effects depending on the version chosen.									
□□□□□ Poison	17	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	PFCR: p.323
<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.									
□□□□□ Protection from Energy	17	Fortitude negates (harmless)	1 standard action	50 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	PFCR: p.327
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it.									

\* =Domain/Specialty Spell

# Druid Spells

□□□□□	Quench	17	None or Will negates (object)	1 standard action	Instantaneous	Medium (150 ft.)	V, S, DF	No or yes (object)	Transmutation	PFCR: p.329
<i>Effect:</i> Quench is often used to put out forest fires and other conflagrations.										
□□□□□	Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.332
<i>Effect:</i> Remove disease can cure all diseases from which the subject is suffering.										
□□□□□	Sleet Storm		None	1 standard action	5 rounds	Long (600 ft.)	V, S, M/DF	No	Conjuration (Creation) [Cold]	PFCR: p.344
<i>Effect:</i> Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy.										
□□□□□	Snare		None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	PFCR: p.344
<i>Effect:</i> This spell enables you to make a snare that functions as a magic trap.										
□□□□□	Speak with Plants			1 standard action	5 minutes	Personal	V, S		Divination	PFCR: p.346
<i>Effect:</i> You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them.										
□□□□□	Spike Growth	17	Reflex partial	1 standard action	5 hours [D]	Medium (150 ft.)	V, S, DF	Yes	Transmutation	PFCR: p.347
<i>Effect:</i> Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.										
□□□□□	Stone Shape		None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	PFCR: p.349
<i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.										
□□□□□	Summon Nature's Ally III		None	1 round	5 rounds [D]	Close (35 ft.)	V, S, DF	No	Conjuration (Summoning [see text])	PFCR: p.354
<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.										
□□□□□	Water Breathing	17	Will negates (harmless)	1 standard action	10 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFCR: p.368
<i>Effect:</i> The transmuted creatures can breathe water freely.										
□□□□□	Wind Wall	17	None; see text	1 standard action	5 rounds	Medium (150 ft.)	V, S, M/DF	Yes	Evocation [Air]	PFCR: p.370
<i>Effect:</i> An invisible vertical curtain of wind appears.										

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes:

### Hidden:

#Character Sheet Plugin Properties

#Sun Oct 02 16:49:00 CDT 2011

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=