

Thokk Heartmender

Character Name

Shaman 1

CLASS

Talbert

Player Name

Half-Orc (Feral) / Humanoid

RACE

Gozreh

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

6' 8" / 270 lbs.

HEIGHT / WEIGHT

Neutral Good

Alignment

Low-Light Vision

VISION

1 (1/2)

Character Level (CR)

0 / 2000

EXP/NEXT LEVEL

30

AGE

Male

GENDER

Black

EYES

Forest Green/
Black, Single Braid

HAIR

15

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD						
STR Strength	13	+1	13	+1			HP hit points	8				
DEX Dexterity	11	+0	11	+0			AC armor class	15				
CON Constitution	11	+0	11	+0			TOTAL					
INT Intelligence	12	+1	12	+1			INITIATIVE modifier	+				
WIS Wisdom	17	+3	17	+3			TOTAL					
CHA Charisma	11	+0	11	+0			Encumbrance					
SAVING THROWS					TOTAL	BASE SAVE	ABILITY	MAGIC				
FORTITUDE (constitution)					+0	=	+0	+0	+0	+0	+0	
REFLEX (dexterity)					+0	=	+0	+0	+0	+0	+0	
WILL (wisdom)					+5	=	+2	+3	+0	+0	+0	

Conditional Combat Modifiers:

Increase Grant of Aid bonus to an ally by 1.

TOTAL		BASE ATTACK BONUS		STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	=	+0	+1	+0	+0	0	
RANGED attack bonus	+0	=	+0	+0	+0	+0	0	
CMB attack bonus	+1	=	+0	+1	+0			
BULL RUSH								
CMB	+1		+1		+1		+1	+1
OVERRUN								
CMD	11		11		11		11	11
DIRTY TRICK								
CMB	+1		+1		+1			
DRAG								
CMD	11		11		11			
REPOSITION								
CMD	11		11		11			
STEAL								
CMD	11		11		11			

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

Special Properties:

*Greataxe	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+1	1d12+1				

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+1	1d4+1				

*: 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
*Scale Mail	Medium	+5	+3	-4	25

HP hit points		8		WOUNDS/CURRENT HP			SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED Walk 20 ft.																		
AC armor class		15	:	15	:	10	=	10	+	5	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0			
		TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC	
INITIATIVE modifier		+0		=	+0		+	+0				25		-4		0																	
		TOTAL		DEX MODIFIER		MISC MODIFIER				MISS CHANCE		Arcane Spell		ARMOR CHECK		SPELL RESIST		ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST									

SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED				
								Walk 20 ft.				
5	0	0	0	0	0	0	0	0	0	0	0	0
ARMOR	SHIELD	STAT	SIZE	NATURAL	DEFLEC-	DODGE	Morale	Insight	Sacred	Profane	MISC	
BONUS				ARMOR	TION							
	25	-4	0									
MISS	Arcane	ARMOR	SPELL	ACID	COLD	ELECT.	FIRE					
CHANCE	Spell	CHECK	RESIST	RESIST	RESIST	RESIST	RESIST					

TOTAL SKILLPOINTS: 5		SKILLS		MAX RANKS: 1/1		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	-4	= 0	+ -4	
✓	Acrobatics (Jump)	DEX	-8	= 0	+ -8	
✓	Appraise	INT	4	= 1	+ 3	
✓	Bluff	CHA	0	= 0		
✓	Climb	STR	0	= 1	+ 1	+ -2
✓	Craft (Untrained)	INT	1	= 1		
✓	Diplomacy	CHA	0	= 0		
✓	Disguise	CHA	0	= 0		
✓	Escape Artist	DEX	-4	= 0	+ -4	
✓	Fly	DEX	-4	= 0	+ -4	
✓	Heal	WIS	7	= 3	+ 1	+ 3
✓	Intimidate	CHA	2	= 0	+ 2	
	Knowledge (Nature)	INT	5	= 1	+ 1	+ 3
✓	Perception	WIS	5	= 3	+ 2	
✓	Perform (Untrained)	CHA	0	= 0		
✓	Ride	DEX	-4	= 0	+ -4	
✓	Sense Motive	WIS	6	= 3	+ 1	+ 2
	Spellcraft	INT	7	= 1	+ 1	+ 5
✓	Stealth	DEX	-4	= 0	+ -4	
✓	Survival	WIS	7	= 3	+ 1	+ 3
✓	Swim	STR	-3	= 1	+ -4	
			=	+	+	
			=	+	+	

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

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Conditional Skill Modifiers:

+2 trait bonus on Heal checks made to stabilize a dying creature
+2 trait bonus on Perception checks to avoid being surprised
and to detect invisible or incorporeal creatures.

Channel

Uses per day ☐

Channel (Su): You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channelled energy receive a DC 10 Will save to halve the damage. You can use this ability 1 times per day. [Paizo Inc. - Advanced Class Guide, p.42]

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Greataxe		Equipped	1	12 / 20	
Scale Mail		Equipped	1	30 / 50	
Bite		Equipped	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		42 lbs.	70gp		
WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750
MONEY					
Total= 0 gp [Unspent Funds = 35 gp]					
MAGIC					
Languages					
Common, Draconic, Orc					
Other Companions					
Traits					
Battlefield Disciple			[Paizo Publishing - Ultimate Campaign, p.51]		
You are skilled at supporting your allies in the heat of battle. You gain a +2 trait bonus on Heal checks made to stabilize a dying creature. In addition, when you successfully use the aid another action in combat to grant an ally a bonus on her next attack roll, the bonus you grant increases by 1.					
Spirit Sense			[Paizo Publishing - Ultimate Campaign]		
You are so attuned to the spiritual world that it is hard to get the jump on you. You gain a +2 trait bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.					
Special Qualities					
Channel (Su)			[Paizo Inc. - Advanced Class Guide, p.42]		
You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 10 Will save to halve the damage. You can use this ability 1 times per day.					
Familiar's Alertness ability active (Ex)			[Paizo Inc. - Core Rulebook]		
PC has a familiar that has the Alertness (Ex) ability and it is within arms' reach, the master gains the Alertness feat.					
Feral			[Paizo Inc. - Advanced Race Guide, p.]		
Half-orc children who are abandoned as infants or small children rarely survive in the wild, but a few manage to scrape out a meager existence as "wild children," tough enough to live but completely uncivilized. Feral half-orcs have the forest walker and toothy alternate racial traits.					
Forest Walker			[Paizo Inc. - Advanced Race Guide, p.52]		
More at home in the forests and jungles of the world, these half-orcs are well adapted to their surroundings. Half-orcs with this trait have low-light vision and gain a +2 racial bonus on Climb checks.					
Intimidating (Ex)			[Paizo Inc. - Core Rulebook, p.25]		
Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.					
Life (Spirit)			[Paizo Inc. - Advanced Class Guide, p.41]		
Spirit Magic Spells: detect undead (1st), lesser restoration (2nd), neutralize poison (3rd), restoration (4th), breath of life (5th), heal (6th), greater restoration (7th), mass heal (8th), true resurrection (9th)					
Orc Blood (Ex)			[Paizo Inc. - Core Rulebook, p.25]		
Half-orc count as both humans and orcs for any effect related to race.					
Orisons			[Paizo Inc. - Advanced Class Guide, p.35]		
Shamans can prepare a number of orisons, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.					
Spirit (Su)			[Paizo Inc. - Advanced Class Guide, p.35]		
A shaman forms a mystical bond with the spirits of the world. She forms a lasting bond with a single spirit, which grants a number of abilities and defines many of her other class features. If the shaman takes levels in another class that grants a mystery (such as the oracle), the spirit and mystery must match, even if that means one of them must change. Subject to GM discretion, the shaman can change her former mystery or spirit to make them conform.					
Spirit Animal (Ex)			[Paizo Inc. - Advanced Class Guide, p.35]		
A shaman forms a close bond with a spirit animal tied to her chosen spirit. This animal is her conduit to the spirit world, guiding her along the path to					

enlightenment. The animal also aids a shaman by granting her a special ability. A shaman must commune with her spirit animal each day to prepare her spells. While the spirit animal does not store the spells like a witch's familiar does, the spirit animal serves as her conduit to divine power. If a shaman's spirit animal is slain, she cannot prepare new spells or use her spirit magic class feature until the spirit animal is replaced.

Spirit Magic [Paizo Inc. - Advanced Class Guide, p.35]

A shaman can spontaneously cast a limited number of spells per day beyond those she prepared ahead of time. She has one spell slot per day of each shaman spell level she can cast, not including orisons. She can choose these spells from the list of spells granted by her spirits (see the spirit class feature and the wandering spirit class feature) at the time she casts them. She can enhance these spells using any metamagic feat that she knows, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell.

Toothy [Paizo Inc. - Advanced Player's Guide, p.19]

Some half-orcs' vestigial tusks are massive and sharp, granting a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage. This racial trait replaces the orc ferocity racial trait.

Weapon and Armor Proficiency [Paizo Inc. - Advanced Class Guide]

A shaman is proficient with all simple weapons, and with light and medium armor.

Weapon Familiarity (Ex) [Paizo Inc. - Core Rulebook, p.25]

Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Feats

Magical Aptitude [Paizo Inc. - Core Rulebook, p.130]

You are skilled at spellcasting and using magic items.
You get a +2 bonus on all Spellcraft checks and Use Magic Device checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Alertness (Granted) [Paizo Inc. - Core Rulebook, p.117]

You often notice things that others might miss.
You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Domains

Life (Spirit)

Proficiencies

Battle Aspergillum, Bayonet, Bite, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Falchion, Gauntlet, Spiked Gauntlet, Grapple, Greataxe, Javelin, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Quarterstaff, Rock, Shortspike, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow

Shaman Spells

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

LEVEL 0 / Per Day:3 / Caster Level:1

Name	School	Time	Duration	Range	Source
□□□□ Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark. [SR:No]					
□□□□ Bleed	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:13, Will negates]					
□□□□ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.262
[V, S] TARGET: Up to 2 gallons of water; EFFECT: This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
□□□□ Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (110 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR:No]					
□□□□ Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (25 ft.)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. [SR:Yes; DC:13, Will negates]					
□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
□□□□ Detect Poison	Divination	1 standard action	Instantaneous	Close (25 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
□□□□ Guidance	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:13, Will negates (harmless)]					
□□□□ Know Direction	Divination	1 standard action	Instantaneous	Personal	CR:p.304
[V, S] TARGET: You; EFFECT: When you cast this spell, you instantly know the direction of north from your current position.					
□□□□ Light	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
□□□□ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 1 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
□□□□ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 1 cu. ft. of contaminated food and water; EFFECT: This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:13, Will negates (object)]					
□□□□ Read Magic	Divination	1 standard action	10 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
□□□□ Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (25 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
□□□□ Touch of Fatigue	Necromancy	1 standard action	1 rounds	Touch	CR:p.360
[V, S, M] TARGET: Creature touched; EFFECT: You channel negative energy through your touch, fatiguing the target. [SR:Yes; DC:13, Fortitude negates]					
□□□□ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

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

Name	School	Time	Duration	Range	Source
□□□□ Bane	Enchantment (Compulsion) [Fear, Mind-Aff]	1 standard action	1 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; EFFECT: Bane fills your enemies with fear and doubt. [SR:Yes; DC:14, Will negates]					
□□□□ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: Bless fills your allies with courage. [SR:Yes (harmless)]					
□□□□ Burning Hands	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR:p.251
[V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from your fingertips dealing 1d4 points of fire damage to any creature in the effect area. [SR:Yes; DC:14, Reflex half]					
□□□□ Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	Close (25 ft.)	CR:p.252
[V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes and quiets animals, rendering them docile and harmless. [SR:Yes; DC:14, Will negates]					
□□□□ Cause Fear	Necromancy [Fear, Mind-Affecting, Emoti]	1 standard action	1d4 rounds or 1 round; see text	Close (25 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. [SR:Yes; DC:14, Will partial]					
□□□□ Charm Animal	Enchantment (Charm) [Mind-Affecting]	1 standard action	1 hours	Close (25 ft.)	CR:p.254
[V, S] TARGET: One animal; EFFECT: This spell functions like charm person, except that it affects a creature of the animal type. [SR:Yes; DC:14, Will negates]					
□□□□ Charm Person	Enchantment (Charm) [Mind-Affecting, Wor]	1 standard action	1 hours	Close (25 ft.)	CR:p.254
[V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally. [SR:Yes; DC:14, Will negates]					
□□□□ Chill Touch	Necromancy	1 standard action	Instantaneous	Touch	CR:p.255
[V, S] TARGET: Up to 1 creatures touched; EFFECT: A touch from your hand, which glows with blue energy, disrupts the life force of living creatures dealing 1d6 points of damage. [SR:Yes; DC:14, Fortitude partial or Will negates; see text]					
□□□□ Comprehend Languages	Divination	1 standard action	10 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
□□□□ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
□□□□ Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	1 hours [D]	Touch	APG:p.214
[V, S, F] TARGET: Animates one lantern that follows you. [SR:No]					
□□□□ Detect Animals or Plants	Divination	1 standard action	Concentration, up to 10 minutes [D]	Long (440 ft.)	CR:p.266
[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. [SR:No]					
□□□□ Detect Chaos	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of chaotic creatures. [SR:No]					
□□□□ Detect Evil	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No]					
□□□□ Detect Good	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of good. [SR:No]					
□□□□ Detect Law	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of lawful creatures. [SR:No]					
□□□□ Detect the Faithful	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	UI:p.212
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No]					
□□□□ **Detect Undead	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No]					
□□□□ Detect Undead	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No]					
□□□□ Discern Next of Kin	Divination [Mind-Affecting]	1 standard action	concentration, up to 1 minutes [D]	60 Ft.	ACG:p.179
[V, S, F] TARGET: one creature; EFFECT: Read the target's mind to learn about its family. [SR:yes; DC:14, Will negates (see text)]					
□□□□ Doom	Necromancy [Fear, Mind-Affecting, Emoti]	1 standard action	1 minutes	Medium (110 ft.)	CR:p.274
[V, S, DF] TARGET: One living creature; EFFECT: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:14, Will negates]					
* =Domain/Speciality Spell					

Shaman Spells

□□□□ Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□ Entangle	Transmutation [WoodSchool]	1 standard action	1 minutes [D]	Long (440 ft.)	CR:p.278
[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. [SR:No; DC:14, Reflex partial; see text]					
□□□□ Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Up to 1 creatures touched; EFFECT: Target takes 1d6+1 nonlethal cold damage and is fatigued. [SR:Yes]					
□□□□ Gentle Breeze	Evocation (Air)	1 standard action	1 hour [D]	Close (25 ft.)	ACG:p.183
[V, S] TARGET: one creature or object; EFFECT: Light wind protects one target from clouds, gases, heat, and vapors. [SR:yes (harmless); DC:14, Will negates (harmless)]					
□□□□ Goodberry	Transmutation	1 standard action	1 days	Touch	CR:p.291
[V, S, DF] TARGET: 2d4 fresh berries touched; EFFECT: Casting goodberry makes 2d4 freshly picked berries magical. [SR:Yes]					
□□□□ Heightened Awareness	Divination	1 standard action	10 minutes [D]	Personal	ACG:p.183
[V, M/DF] TARGET: you; EFFECT: Your recall and ability to process information improve.					
□□□□ Hex Vulnerability	Necromancy [Curse]	1 standard action	1 rounds	Close (25 ft.)	ACG:p.184
[V, S, M] TARGET: one creature; EFFECT: Reuse a hex on a specific target. [SR:yes; DC:14, Will negates]					
□□□□ Hex Ward	Abjuration	1 standard action	1 hours	Touch	UM:p.223
[V, S] TARGET: Creature touched; EFFECT: Target gains +4 on saves against witch hexes. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□ Hide from Animals	Abjuration	1 standard action	10 minutes [D]	Touch	CR:p.296
[S, DF] TARGET: 1 creatures touched; EFFECT: Animals cannot sense the warded creatures. [SR:Yes; DC:14, Will negates (harmless)]					
□□□□ Hydraulic Push	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.228
[V, S] TARGET: one creature or object; EFFECT: Wave of water bull rushes an enemy. [SR:Yes]					
□□□□ Inflict Light Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 1d8+1 points of damage. [SR:Yes; DC:14, Will half]					
□□□□ Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
□□□□ Magic Weapon	Transmutation [MetalSchool]	1 standard action	1 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
□□□□ Monkey Fish	Transmutation	1 standard action	1 minutes [D]	Personal	ACG:p.188
[V, S] TARGET: you; EFFECT: Gain a climb speed and a swim speed of 10 ft. for a time.					
□□□□ Obscure Poison	Abjuration	1 standard action	1 hours	Touch	UE:p.220
[S, M] TARGET: One dose of poison or one venomous creature; EFFECT: Make it harder to detect a poison or a venomous creature. [SR:No]					
□□□□ Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	1 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
□□□□ Pass without Trace	Transmutation	1 standard action	1 hours [D]	Touch	CR:p.318
[V, S, DF] TARGET: 1 creatures touched; EFFECT: The subject or subjects of this spell do not leave footprints or a scent trail while moving. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□ Produce Flame	Evocation [Fire]	1 standard action	1 minutes [D]	0 ft.	CR:p.326
[V, S] TARGET: Flame in your palm; EFFECT: Flames as bright as a torch appear in your open hand. [SR:Yes]					
□□□□ Protection from Chaos	Abjuration [Lawful]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
□□□□ Protection from Evil	Abjuration [Good]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
□□□□ Protection from Good	Abjuration [Evil]	1 standard action	1 minutes [D]	Touch	CR:p.328
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
□□□□ Protection from Law	Abjuration [Chaotic]	1 standard action	1 minutes [D]	Touch	CR:p.328
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
□□□□ Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (25 ft.)	CR:p.332
[V, S] TARGET: 1 creatures, no two of which can be more than 30 ft. apart; EFFECT: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□ Sense Spirit Magic	Divination	1 standard action	24 hours	Personal	ACG:p.191
[V, S] TARGET: you; EFFECT: Gain bonuses on identifying and resisting spells associated with your spirits. [SR:no; DC:14, none]					
□□□□ Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	1 minutes	Medium (110 ft.)	CR:p.344
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: A sleep spell causes a magical slumber to come upon 4 HD of creatures. [SR:Yes; DC:14, Will negates]					
□□□□ Summon Nature's Ally I	Conjuration (Summoning)	1 round	1 rounds [D]	Close (25 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; EFFECT: This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant]. [SR:No]					
□□□□ Thorn Javelin	Conjuration (Creation) [Poison]	1 standard action	1 minutes [D]	0 Ft.	ACG:p.196
[V, S] TARGET: javelin-like thorn; EFFECT: Wield a javelin that sickens opponents when it strikes. [SR:no; DC:14, none]					
□□□□ Underbrush Decoy	Transmutation	1 swift action	1 round	Close (25 ft.)	UE:p.228
[S] TARGET: One non-creature plant of size Tiny, Small, or Medium; EFFECT: Create a rustling distraction to hide. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□ Wave Shield	Abjuration [Water]	1 immediate action	1 round or until discharged	Personal	ACG:p.199
[V] TARGET: you; EFFECT: Water blunts one incoming attack or fire effect.					
* =Domain/Speciality Spell					

Thokk Heartmender

Half-Orc (Feral)

RACE

30

AGE

Male

GENDER

Low-Light Vision

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

6' 8"

HEIGHT

270 lbs.

WEIGHT

Black

EYE COLOUR

Green

SKIN COLOUR

Forest Green/Black, Single Braid

HAIR / HAIR STYLE

PHOBIAS

/

PERSONALITY TRAITS

INTERESTS

/

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Gozreh

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: