

Thokk Heartmender

Character Name
Shaman 5
CLASS

Talbert

Player Name
Half-Orc (Feral) / Humanoid
RACE

Rovagug

Deity
Medium / 5 ft.
SIZE / FACE

None

Region
6' 8" / 270 lbs.
HEIGHT / WEIGHT

Chaotic Neutral

Alignment
Low-Light Vision
VISION

5 (4)
Character Level (CR)
15000 / 23000
EXP/NEXT LEVEL

30
AGE
Male
GENDER

Black
EYES

Dark Black/Green,
Long Braid
HAIR

15
Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1		
DEX Dexterity	10	+0	10	+0		
CON Constitution	11	+0	11	+0		
INT Intelligence	13	+1	13	+1		
WIS Wisdom	18	+4	18	+4		
CHA Charisma	11	+0	11	+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+1	= +1	+ +0	+ +0	+ +0	+ +0	
REFLEX (dexterity)	+1	= +1	+ +0	+ +0	+ +0	+ +0	
WILL (wisdom)	+8	= +4	+ +4	+ +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	+4	=	+3	+ +1	+ +0	+ +0	+ 0	
RANGED attack bonus	+3	=	+3	+ +0	+ +0	+ +0	+ 0	
CMB attack bonus	+4	=	+3	+ +1	+ +0	+	+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+4	+4	+4	+4	+4	+4
CMD	15	15	15	15	15	15
	DIRTY TRICK	DRAW	REPOSITION	STEAL		
CMB	+4	+4	+4	+4		
CMD	15	15	15	15		

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	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				
+7	1d12+1				

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d4+1				

Javelin	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x2	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.
TH	+3	+1	-1	-3	-5
Dam	1d6+1	1d6+1	1d6+1	1d6+1	1d6+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
*Rhino Hide	Medium	+6	+4	-1	20
*Ring of Protection +1		+1		+0	0

HP hit points	31		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED					
	Walk 20 ft.																		
AC armor class	17	: 17	: 11	= 10	+ 6	+ 0	+ 0	+ 0	+ 0	+ 1	+ 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			20	-1	0											
	TOTAL	DEX MODIFIER	MISC MODIFIER			MISS CHANCE	Arcane Spell	ARMOR CHECK	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST						

TOTAL SKILLPOINTS: 25		SKILLS		MAX RANKS: 5/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	= 0	+ 3	+ -1
✓ Acrobatics (Jump)	DEX	-2	= 0	+ 3	+ -5
✓ Appraise	INT	5	= 1	+ 1	+ 3
✓ Bluff	CHA	0	= 0		
✓ Climb	STR	4	= 1	+ 2	+ 1
✓ Craft (Untrained)	INT	1	= 1		
✓ Diplomacy	CHA	0	= 0		
✓ Disguise	CHA	0	= 0		
✓ Escape Artist	DEX	0	= 0	+ 1	+ -1
✓ Fly	DEX	4	= 0	+ 2	+ 2
✓ Handle Animal	CHA	4	= 0	+ 1	+ 3
✓ Heal	WIS	8	= 4	+ 1	+ 3
✓ Intimidate	CHA	2	= 0		+ 2
Knowledge (Arcana)	INT	3	= 1	+ 2	
Knowledge (History)	INT	2	= 1	+ 1	
Knowledge (Local)	INT	2	= 1	+ 1	
Knowledge (Nature)	INT	5	= 1	+ 1	+ 3
Knowledge (Nobility)	INT	2	= 1	+ 1	
Knowledge (Religion)	INT	5	= 1	+ 1	+ 3
✓ Perception	WIS	6	= 4		+ 2
✓ Perform (Untrained)	CHA	0	= 0		
✓ Ride	DEX	-1	= 0		+ -1
✓ Sense Motive	WIS	7	= 4	+ 1	+ 2
✓ Spellcraft	INT	5	= 1	+ 1	+ 3
✓ Stealth	DEX	2	= 0	+ 3	+ -1
✓ Survival	WIS	8	= 4	+ 1	+ 3
✓ Swim	STR	1	= 1	+ 1	+ -1
Use Magic Device	CHA	1	= 0	+ 1	
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

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 3d6 points of positive energy damage to undead creatures or to heal living creatures of 3d6 points of damage. Creatures that take damage from channeled energy receive a DC 12 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
Ring of Protection +1		Equipped	1	0 / 2,000
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 1,000 gp, Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring, Slot: ring				
Bite		Equipped	1	0 / 0
Rhino Hide		Equipped	1	25 / 5,165
Aura: moderate transmutation, Caster Level: 9th, Construction Cost: 2,665 gp, Construction Requirements: Craft Magic Arms and Armor, bull's strength, Slot: armor				
Javelin		Carried	5	2 (10) / 1 (5)
TOTAL WEIGHT CARRIED/VALUE		47 lbs.	7,190gp	
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 = 880 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 Attacks	
Wave Strike (Su)	[Paizo Inc. - Advanced Class Guide, p.46]
As a standard action, the shaman can perform a melee touch attack that drenches a creature and pushes it away. The opponent takes 1d6+2 points of nonlethal damage and is pushed 5 feet directly away from the shaman. This movement does not provoke attacks of opportunity. A shaman can use this ability 3 times per day.	

Special Qualities	
Channel (Su)	[Paizo Inc. - Advanced Class Guide, p.42]
You can unleash a wave of positive energy. You must choose to deal 3d6 points of positive energy damage to undead creatures or to heal living creatures of 3d6 points of damage. Creatures that take damage from channeled energy receive a DC 12 Will save to halve the damage. You can use this ability 1 times per day.	
Chant (Su)	[Paizo Inc. - Advanced Class Guide, p.36]
A shaman can chant as a move action. Any creature that is within 30 feet that is under the effects of the shaman's charm, evil eye, fortune, fury, or misfortune hex has that effect's duration extended by 1 round. A shaman cannot select both this hex and the witch's cackle hex.	
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.	
Fortune (Su)	[Paizo Inc. - Advanced Class Guide, p.36]
The shaman grants a creature within 30 feet a bit of good luck for 1 rounds. The target can call upon this good luck once per round, allowing it to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. The target creature must to decide to use this ability before the first roll is made. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.	
Fury (Su)	[Paizo Inc. - Advanced Class Guide, p.36]

A shaman incites a creature within 30 feet into a primal fury. The target receives a +2 morale bonus on attack rolls and a +2 resistance bonus on saving throws against fear for 4 rounds. Once a creature has benefited from the fury hex, it cannot benefit from it again for 24 hours.

Hex	[Paizo Inc. - Advanced Class Guide, p.35]
A shaman learns a number of magical tricks, called hexes, which grant her powers or weaken foes. Using a hex is a standard action that doesn't provoke an attack of opportunity unless otherwise noted. The saving throw DC to resist a hex is 16.	
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.	
Wandering Spirit (Su)	[Paizo Inc. - Advanced Class Guide, p.37]
A shaman can form a temporary bond with a spirit other than the one selected using her spirit class feature. She must make this selection each day when preparing her spells. While this feature is active, she gains the spirit ability granted by the spirit. She also adds the spells granted by that spirit to her list of spells that she can cast using spirit magic. She does not add the hexes from her wandering spirit to her list of hexes that she can choose from with the hex class feature.	
Waves (Wandering Spirit)	[Paizo Inc. - Advanced Class Guide, p.45]
Spirit Magic Spells: hydraulic push (1st), slipstream (2nd), water breathing (3rd), wall of ice (4th), geyser (5th), fluid form (6th), vortex (7th), seamantle (8th), tsunami (9th)	
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	
Channel Smite	[Paizo Inc. - Core Rulebook, p.119]
You can channel your divine energy through your weapon.	

Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

Extra Hex [Paizo Inc. - Advanced Player's Guide, p.160]

You have learned the secrets of a new hex.
You gain one additional hex. You must meet all of the prerequisites for this hex.
Special - You can gain Extra Hex multiple times.

Guided Hand [Paizo Inc. - Ultimate Combat, p.103]

Your deity blesses any strike you make with that deity's favored weapon.
With your deity's favored weapon, you can use your Wisdom modifier instead of your Strength or Dexterity modifier on attack rolls.

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, Shortspear, 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	4	4+1	3+1	2+1	—	—	—	—	—	—
Concentration	+9									

LEVEL 0 / Per Day:4 / Caster Level:5

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 (35 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:14, Will negates]					
■■■■■Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.262
[V, S] TARGET: Up to 10 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 (150 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 (35 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:14, Will negates]					
■■■■■Detect Magic	Divination	1 standard action	Concentration, up to 5 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 (35 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:14, 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	50 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 [MetalsSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 5 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
■■■■■Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 5 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:14, Will negates (object)]					
■■■■■Read Magic	Divination	1 standard action	50 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:14, Will negates (harmless)]					
■■■■■Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 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:14, Will negates (harmless)]					
■■■■■Touch of Fatigue	Necromancy	1 standard action	5 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:14, 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:4+1 / Caster Level:5

Name	School	Time	Duration	Range	Source
■■■■■Bane	Enchantment (Compulsion) [Fear, Mind-Aff]	1 standard action	5 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:15, Will negates]					
■■■■■Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 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 5d4 points of fire damage to any creature in the effect area. [SR:Yes; DC:15, Reflex half]					
■■■■■Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes	Close (35 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:15, Will negates]					
■■■■■Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (35 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. [SR:Yes; DC:15, Will partial]					
■■■■■Charm Animal	Enchantment (Charm) [Mind-Affecting]	1 standard action	5 hours	Close (35 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:15, Will negates]					
■■■■■Charm Person	Enchantment (Charm) [Mind-Affecting, Will]	1 standard action	5 hours	Close (35 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:15, Will negates]					
■■■■■Chill Touch	Necromancy	1 standard action	Instantaneous	Touch	CR:p.255
[V, S] TARGET: Up to 5 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:15, Fortitude partial or Will negates; see text]					
■■■■■Comprehend Languages	Divination	1 standard action	50 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+5 points of damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
■■■■■Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	5 hours [D]	Touch	APG:p.214
[V, S, F] TARGET: Animates one lantern; EFFECT: Animates a lantern that follows you. [SR:No]					
■■■■■Detect Animals or Plants	Divination	1 standard action	Concentration, up to 50 minutes [D]	Long (600 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 50 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 50 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 50 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 50 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 5 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 5 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 5 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 5 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:15, Will negates (see text)]					
■■■■■Doom	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	5 minutes	Medium (150 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:15, Will negates]					
* =Domain/Specialty 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:15, Will negates (harmless)]					
■■■■■ Entangle	Transmutation [WoodSchool]	1 standard action	5 minutes [D]	Long (600 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:15, Reflex partial; see text]					
■■■■■ Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Up to 5 creatures touched; EFFECT: Target takes 1d6+5 nonlethal cold damage and is fatigued. [SR:Yes]					
■■■■■ Gentle Breeze	Evocation (Air)	1 standard action	1 hour [D]	Close (35 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:15, Will negates (harmless)]					
■■■■■ Goodberry	Transmutation	1 standard action	5 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	50 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	5 rounds	Close (35 ft.)	ACG:p.184
[V, S, M] TARGET: one creature; EFFECT: Reuse a hex on a specific target. [SR:yes; DC:15, Will negates]					
■■■■■ Hex Ward	Abjuration	1 standard action	5 hours	Touch	UM:p.223
[V, S] TARGET: Creature touched; EFFECT: Target gains +4 on saves against witch hexes. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Hide from Animals	Abjuration	1 standard action	50 minutes [D]	Touch	CR:p.296
[S, DF] TARGET: 5 creatures touched; EFFECT: Animals cannot sense the warded creatures. [SR:Yes; DC:15, Will negates (harmless)]					
■■■■■ Hydraulic Push	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (35 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+5 points of damage. [SR:Yes; DC:15, 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:15, Will negates (harmless, object)]					
■■■■■ Magic Weapon	Transmutation [MetalSchool]	1 standard action	5 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:15, Will negates (harmless, object)]					
■■■■■ Monkey Fish	Transmutation	1 standard action	5 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	5 hours	Touch	UI: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	5 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	5 hours [D]	Touch	CR:p.318
[V, S, DF] TARGET: 5 creatures touched; EFFECT: The subject or subjects of this spell do not leave footprints or a scent trail while moving. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Produce Flame	Evocation [Fire]	1 standard action	5 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	5 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:15, Will negates (harmless)]					
■■■■■ Protection from Evil	Abjuration [Good]	1 standard action	5 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:15, Will negates (harmless)]					
■■■■■ Protection from Good	Abjuration [Evil]	1 standard action	5 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:15, Will negates (harmless)]					
■■■■■ Protection from Law	Abjuration [Chaotic]	1 standard action	5 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:15, Will negates (harmless)]					
■■■■■ Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (35 ft.)	CR:p.332
[V, S] TARGET: 2 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:15, 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:15, none]					
■■■■■ Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	5 minutes	Medium (150 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:15, Will negates]					
■■■■■ Summon Nature's Ally I	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 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	5 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:15, none]					
■■■■■ Underbrush Decoy	Transmutation	1 swift action	1 round	Close (35 ft.)	UI: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:15, 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.					

LEVEL 2 / Per Day:3+1 / Caster Level:5

Name	School	Time	Duration	Range	Source
■■■■■ Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 5 temporary hit points. [SR:Yes (harmless)]					
■■■■■ Alter Self	Transmutation (Polymorph)	1 standard action	5 minutes [D]	Personal	CR:p.240
[V, S, M] TARGET: You; EFFECT: You can assume the form of any Small or Medium creature of the humanoid type.					
■■■■■ Animal Messenger	Enchantment (Compulsion) [Mind-Affecting]	1 minute	5 days	Close (35 ft.)	CR:p.241
[V, S, M] TARGET: One Tiny animal; EFFECT: You compel a Tiny animal to go to a spot you designate. [SR:Yes; DC:16, None; see text]					
■■■■■ Animal Purpose Training	Enchantment (Compulsion) [Mind-Affecting]	1 minute	5 hours	Close (35 ft.)	ACG:p.173
[V, S, M] TARGET: one indifferent or friendly animal; EFFECT: Animal gains a new general purpose. [SR:yes; DC:16, none]					
■■■■■ Animate Dead, Lesser	Necromancy [Evil]	1 standard action	Instantaneous	Touch	UM:p.205
[V, S, M] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No]					
■■■■■ Augury	Divination	1 minute	Instantaneous	Personal	CR:p.245
[V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.					
■■■■■ Barkskin	Transmutation	1 standard action	50 minutes	Touch	CR:p.246
[V, S, DF] TARGET: Living creature touched; EFFECT: Barkskin toughens a creature's skin granting a +2 enhancement bonus to the creature's existing natural armor bonus. [SR:Yes (harmless)]					
■■■■■ Bear's Endurance	Transmutation	1 standard action	5 minutes	Touch	CR:p.246
[V, S, M/DF] TARGET: Creature touched; EFFECT: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:16, Will negates (harmless)]					
■■■■■ Beastspeak	Divination	1 standard action	50 minutes	Personal	ACG:p.175
[S, DF] TARGET: you; EFFECT: Speak normally while in animal form.					
■■■■■ Bull's Strength	Transmutation	1 standard action	5 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Buoyancy	Transmutation	1 immediate action	up to 5 rounds [see text]	Close (35 ft.)	ACG:p.177
[V] TARGET: 5 Medium or smaller objects or creatures no two of which can be more than 20 ft. apart; EFFECT: Targets easily float on water. [SR:yes (object); DC:16, Will negates (harmless) or Will negates (object)]					
■■■■■ Burning Gaze	Evocation, FireSchool [Fire]	1 standard action	5 rounds	Personal	APG:p.208
[V, S, M/DF] TARGET: You; EFFECT: Inflict 1d6 fire damage to creature. [SR:Yes; DC:16, Fortitude negates (see text)]					
■■■■■ Calm Emotions	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration, up to 5 rounds [D]	Medium (150 ft.)	CR:p.252
[V, S, DF] TARGET: Creatures in a 20-ft.-radius spread; EFFECT: This spell calms agitated creatures. [SR:Yes; DC:16, Will negates]					
* =Domain/Specialty Spell					

Shaman Spells

■■■■■ Cure Moderate 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 2d8+5 points of damage. [SR:Yes (harmless) or yes; see text; DC: 16, Will half (harmless) or Will half; see text]					
■■■■■ Darkness	Evocation [Darkness]	1 standard action	5 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
■■■■■ Delay Poison	Conjuration (Healing)	1 standard action	5 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC: 16, Fortitude negates (harmless)]					
■■■■■ Detect Magic (Greater)	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	UI:p.212
[V, S] TARGET: Cone-shaped emanation; EFFECT: As detect magic, but learn more information. [SR:No]					
■■■■■ Eagle's Splendor	Transmutation	1 standard action	5 minutes	Touch	CR:p.275
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC: 16, Will negates (harmless)]					
■■■■■ Eagle Eye	Divination	1 minute	5 minutes [D]	Long (600 ft.)	APG:p.217
[V, S, DF] TARGET: magical sensor; EFFECT: Creates a magical sensor high above you. [SR:No]					
■■■■■ Enthrall	Enchantment (Charm) [Language-Depende	1 round	1 hour or less	Medium (150 ft.)	CR:p.278
[V, S] TARGET: Any number of creatures; EFFECT: If you have the attention of a group of creatures, you can use this spell to hold them enthralled. [SR:Yes; DC: 16, Will negates; see text]					
■■■■■ False Life	Necromancy	1 standard action	5 hours or until discharged; see text	Personal	CR:p.280
[V, S, M] TARGET: You; EFFECT: You harness the power of unlife to grant yourself a limited ability to avoid death.					
■■■■■ Flame Blade	Evocation [Fire]	1 standard action	5 minutes [D]	0 ft.	CR:p.283
[V, S, DF] TARGET: Sword-like beam; EFFECT: A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. [SR:Yes]					
■■■■■ Focused Scrutiny	Divination	1 standard action	50 minutes [D]	Personal	ACG:p.182
[V, S] TARGET: you; EFFECT: Gain skill bonuses when interacting with the target.					
■■■■■ Fog Cloud	Conjuration, WaterSchool (Creation)	1 standard action	50 minutes	Medium (150 ft.)	CR:p.284
[V, S] TARGET: Fog spreads in 20-ft. radius; EFFECT: A bank of fog billows out from the point you designate. [SR:No]					
■■■■■ Gentle Repose	Necromancy	1 standard action	5 days	Touch	CR:p.289
[V, S, M/DF] TARGET: Corpse touched; EFFECT: You preserve the remains of a dead creature so that they do not decay. [SR:Yes (object); DC: 16, Will negates (object)]					
■■■■■ Ghostbane Dirge	Transmutation	1 standard action	5 rounds	Close (35 ft.)	APG:p.225
[V, S, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC: 16, Will negates]					
■■■■■ Glide	Transmutation, AirSchool	1 standard action	until landing or 5 minutes [D]	Personal	APG:p.225
[V, S, M/DF] TARGET: You; EFFECT: You take no falling damage, move 60 ft./round while falling.					
■■■■■ Guiding Star	Divination	1 minute	5 days [D]	Personal	APG:p.226
[V, S, M] TARGET: You; EFFECT: Know approximate distance from where you cast this spell.					
■■■■■ Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 rounds [D]; see text	Medium (150 ft.)	CR:p.296
[V, S, F/DF] TARGET: One humanoid creature; EFFECT: The subject becomes paralyzed and freezes in place. [SR:Yes; DC: 16, Will negates; see text]					
■■■■■ Inflict Moderate 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 2d8+5 points of damage. [SR:Yes; DC: 16, Will half]					
■■■■■ Languid Venom	Necromancy [Poison]	1 standard action	Permanent until discharged [D]	Touch	UI:p.218
[V,S,M] TARGET: One dose of poison or one venomous creature; EFFECT: Delay a poison's onset and hide its presence. [SR:Yes; DC: 16, Fortitude negates]					
■■■■■ Levitate	Transmutation, AirSchool	1 standard action	5 minutes [D]	Personal or Close	CR:p.304
[V, S, F] TARGET: You or one willing creature or one object [total weight up to 500 lbs.]; EFFECT: Levitate allows you to move yourself, another creature, or an object up and down as you wish. [SR:No]					
■■■■■ Life Pact	Necromancy	1 standard action	5 minutes	Close (35 ft.)	ACG:p.186
[V, S, DF/M] TARGET: 5 willing living creatures, no two of which can be more than 30 ft. apart; EFFECT: Affected creatures automatically donate hp to stabilize fallen ally. [SR:Yes; DC: 16, Will negates (harmless)]					
■■■■■ Owl's Wisdom	Transmutation	1 standard action	5 minutes	Touch	CR:p.318
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC: 16, Will negates (harmless)]					
■■■■■ Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 ft.)	CR:p.332
[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC: 16, Will negates (harmless)]					
■■■■■ Resist Energy	Abjuration, AirSchool, EarthSchool, FireSch	1 standard action	50 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC: 16, Fortitude negates (harmless)]					
■■■■■ **Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; 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. [SR:Yes (harmless); DC: 16, Will negates (harmless)]					
■■■■■ Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; 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. [SR:Yes (harmless); DC: 16, Will negates (harmless)]					
■■■■■ Scare	Necromancy [Fear, Mind-Affecting, Emoti	1 standard action	5 rounds or 1 round; see text for cause fe	Medium (150 ft.)	CR:p.336
[V, S, M] TARGET: 1 living creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened. [SR:Yes; DC: 16, Will partial]					
■■■■■ Shield Companion	Abjuration	1 standard action	5 hours [D]	Close (35 ft.)	ACG:p.191
[V, S] TARGET: your companion creature; EFFECT: As shield other, but affecting your companion creature. [SR:yes (harmless); DC: 16, Will negates (harmless)]					
■■■■■ Sickening Entanglement	Transmutation [Poison]	1 standard action	5 minutes [D]	Long (600 ft.)	ACG:p.192
[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: As entangle, but plants have sickening sap. [SR:no; DC: 16, Reflex partial and Fortitude negates (see text), Reflex partial; see text]					
■■■■■ Spiritual Weapon	Evocation [Force]	1 standard action	5 rounds [D]	Medium (150 ft.)	CR:p.348
[V, S, DF] TARGET: Magic weapon of force; EFFECT: A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+1 force damage per hit. [SR:Yes]					
■■■■■ Summon Nature's Ally II	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; 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. [SR:No]					
■■■■■ Summon Swarm	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (35 ft.)	CR:p.354
[V, S, M/DF] TARGET: One swarm of bats, rats, or spiders; EFFECT: You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [SR:No]					
■■■■■ Tree Shape	Transmutation [WoodSchool]	1 standard action	5 hours [D]	Personal	CR:p.362
[V, S, DF] TARGET: You; 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.					
■■■■■ Warp Wood	Transmutation	1 standard action	Instantaneous	Close (35 ft.)	CR:p.368
[V, S] TARGET: 5 Small wooden objects, all within a 20-ft. radius; EFFECT: You cause wood to bend and warp, permanently destroying its straightness, form, and strength. [SR:Yes (object); DC: 16, Will negates (object)]					
■■■■■ Web Shelter	Conjuration (Creation)	1 minute	5 hours [D]	Close (35 ft.)	UM:p.249
[V, S, DF] TARGET: 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere; EFFECT: Create a comfortable shelter made of webbing. [SR:No]					
■■■■■ Wood Shape	Transmutation	1 standard action	Instantaneous	Touch	CR:p.370
[V, S, DF] TARGET: One touched piece of wood no larger than 15 cu. ft.; EFFECT: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. [SR:Yes (object); DC: 16, Will negates (object)]					

LEVEL 3 / Per Day:2+1 / Caster Level:5

Name	School	Time	Duration	Range	Source
■■■■■ Anchored Step	Transmutation	1 standard action	50 minutes [D]	Personal	ACG:p.173
[V, S, M] TARGET: you; EFFECT: Vines beneath your feet stabilize you but slow you down.					
■■■■■ Animate Dead	Necromancy [Evil]	1 standard action	Instantaneous	Touch	CR:p.241
[V, S, M] TARGET: One or more corpses touched; EFFECT: Turns corpses into undead skeletons or zombies that obey your spoken commands. [SR:No]					
■■■■■ Aura Sight	Divination	1 standard action	5 minutes [D]	Personal	ACG:p.174
[V, S] TARGET: you; EFFECT: Alignment auras become visible to you.					
■■■■■ Bestow Curse	Necromancy [Curse]	1 standard action	Permanent	Touch	CR:p.247
[V, S] TARGET: Creature touched; EFFECT: You place a curse on the subject. [SR:Yes; DC: 17, Will negates]					
■■■■■ Blindness/Deafness	Necromancy [Curse]	1 standard action	Permanent [D]	Medium (150 ft.)	CR:p.250
[V] TARGET: One living creature; EFFECT: You call upon the powers of unlife to render the subject blinded or deafened, as you choose. [SR:Yes; DC: 17, Fortitude negates]					
* =Domain/Speciality Spell					

Shaman Spells

Call Lightning	Evocation [Electricity]	1 round	5 minutes	Medium (150 ft.)	CR:p.251
[V, S] TARGET: One or more 30-ft.-long vertical lines of lightning; 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. [SR:Yes; DC:17, Reflex half]					
Clairaudience/Clairvoyance	Divination (Scrying)	10 minutes	5 minutes [D]	Long (600 ft.)	CR:p.255
[V, S, F/DF] TARGET: Magical sensor; EFFECT: Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see almost as if you were there. [SR:No]					
Create Food and Water	Conjuration (Creation)	10 minutes	24 hours; see text	Close (35 ft.)	CR:p.261
[V, S] TARGET: Food and water to sustain 15 humans or 5 horses for 24 hours; EFFECT: The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. [SR:No]					
Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 ft.)	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 3d8+5 points of damage. [SR:Yes (harmless) or yes; see text; DC:17, Will half (harmless) or Will half; see text]					
Daylight	Evocation [Light]	1 standard action	50 minutes [D]	Touch	CR:p.264
[V, S] TARGET: Object touched; EFFECT: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. [SR:No]					
Deeper Darkness	Evocation [Darkness]	1 standard action	5 minutes [D]	Touch	CR:p.265
[V, M/DF] TARGET: Object touched; EFFECT: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. [SR:No]					
Deep Slumber	Enchantment (Compulsion) [Mind-Affecting]	1 round	5 minutes	Close (35 ft.)	CR:p.265
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: This spell functions like sleep, except that it affects 10 HD of targets. [SR:Yes; DC:17, Will negates]					
Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (150 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; 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. [SR:No]					
Dominate Animal	Enchantment (Compulsion) [Mind-Affecting]	1 round	5 rounds	Close (35 ft.)	CR:p.273
[V, S] TARGET: One animal; EFFECT: This spell allows you to enchant the targeted animal and direct it with simple commands such as "Attack," "Run," and "Fetch". [SR:Yes; DC:17, Will negates]					
Fly	Transmutation, AirSchool	1 standard action	5 minutes	Touch	CR:p.284
[V, S, F] TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Font of Spirit Magic	Conjuration [Creation]	1 standard action	concentration + 5 rounds	30 Ft.	ACG:p.182
[V, S, M] TARGET: 30-ft.-radius emanation centered on you; EFFECT: When allies cast your spirit's spells, they gain other bonuses. [SR:no; DC:17, Will negates (harmless)]					
Hex Glyph	Abjuration	10 minutes	Permanent until discharged [D]	Touch	ACG:p.184
[V, S, M] TARGET: Object touched or up to 25 sq. ft.; EFFECT: Inscription casts your hex on those who pass it. [SR:no (object) and yes (see text); DC:17, see text]					
Inflct Serious Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.301
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 3d8+5 points of damage. [SR:Yes; DC:17, Will half]					
Magic Circle against Chaos	Abjuration [Lawful]	1 standard action	50 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
Magic Circle against Evil	Abjuration [Good]	1 standard action	50 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
Magic Circle against Good	Abjuration [Evil]	1 standard action	50 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
Magic Circle against Law	Abjuration [Chaotic]	1 standard action	50 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from law spell, and lawful summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
Magic Vestment	Transmutation	1 standard action	5 hours	Touch	CR:p.310
[V, S, DF] TARGET: Armor or shield touched; EFFECT: You imbue a suit of armor or a shield with an enhancement bonus of +1. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
Mantle of Calm	Enchantment (Compulsion) [Emotion, Mind]	1 standard action	5 rounds [D]	Personal	ACG:p.186
[V, S, DF] TARGET: you; EFFECT: Neutralize the rage effects of those who have attacked you. [SR:no and yes (see text); DC:17, none and Will negates (see text)]					
Mindlocked Messenger	Enchantment (Compulsion) [Language-Dep]	10 minutes	permanent until discharged [see text]	Close (35 ft.)	ACG:p.187
[V, S] TARGET: one willing living creature; EFFECT: Target gains a message that can be given only to its intended recipient. [SR:yes (harmless); DC:17, Will negates (harmless)]					
Nauseating Trail	Conjuration (Creation) [Poison]	1 standard action	5 rounds	Medium (150 ft.)	ACG:p.189
[V, S, M] TARGET: one willing creature; EFFECT: Creature leaves a trail of stinking cloud squares. [SR:no; DC:17, none and Fortitude negates (see text)]					
*Neutralize Poison	Conjuration (Healing)	1 standard action	Instantaneous or 50 minutes; see text	Touch	CR:p.316
[V, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You detoxify any sort of venom in the creature or object touched. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
Pierce Disguise	Divination	1 standard action	5 minutes	Personal	ACG:p.190
[V, S] TARGET: you; EFFECT: See through low-level magical disguises.					
Pocketful of Vipers	Conjuration (Summoning)	1 round	5 hours or until discharged [D]	Touch	UI:p.222
[V,S,M] TARGET: Object touched; EFFECT: Ward a container with summoned vipers. [SR:No; DC:17, Fortitude negates (object)]					
Polymorph Familiar	Transmutation (Polymorph)	1 standard action	5 minutes [D]	Close (35 ft.)	ACG:p.190
[V, S] TARGET: your familiar; EFFECT: Give your familiar the shape of another animal. [SR:yes (harmless); DC:17, none]					
Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSch	1 standard action	50 minutes or until discharged	Touch	CR:p.327
[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants temporary immunity to the type of energy you specify when you cast it. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Remove Blindness/Deafness	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindness or deafness. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature or object touched; EFFECT: Remove curse can remove all curses on an object or a creature. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Sleet Storm	Conjuration, WaterSchool (Creation) [Cold]	1 standard action	5 rounds	Long (600 ft.)	CR:p.344
[V, S, M/DF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy. [SR:No]					
Speak with Dead	Necromancy [Language-Dependent]	10 minutes	5 minutes	10 ft.	CR:p.346
[V, S, DF] TARGET: One dead creature; EFFECT: You grant the semblance of life to a corpse, allowing it to answer questions. [SR:No; DC:17, Will negates; see text]					
Speak with Haunt	Necromancy [Language-Dependent]	10 minutes	5 minutes	10 Ft. [see text]	ACG:p.193
[V, S, DF] TARGET: one haunt; EFFECT: Haunt answers one question/2 levels. [SR:no; DC:17, Will negates (see text)]					
Stench of Prey	Transmutation	1 standard action	5 minutes	Medium (150 ft.)	ACG:p.194
[V, S, DF] TARGET: one creature [see text]; EFFECT: Predatory animals must successfully save or attack the target. [SR:yes; DC:17, Fortitude negates (see text)]					
Stinking Cloud	Conjuration, EarthSchool (Creation) [Poisor]	1 standard action	5 rounds	Medium (150 ft.)	CR:p.349
[V, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. [SR:No; DC:17, Fortitude negates; see text]					
Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
[V, S, M/DF] TARGET: Stone or stone object touched, up to 15 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. [SR:No]					
Stricken Heart	Necromancy [Death]	1 standard action	instantaneous	Touch	ACG:p.194
[V, S] TARGET: creature touched; EFFECT: Touch attack deals 2d6 damage and staggers target. [SR:yes; DC:17, none]					
Summon Nature's Ally III	Conjuration (Summoning [see text])	1 round	5 rounds [D]	Close (35 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; EFFECT: 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. [SR:No]					
Thorny Entanglement	Transmutation	1 standard action	5 minutes [D]	Long (600 ft.)	ACG:p.196
[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: As entangle, plus plants make ranged attacks. [SR:no; DC:17, Reflex partial (see text)]					
Water Breathing	Transmutation, WaterSchool	1 standard action	10 hours; see text	Touch	CR:p.368
[V, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creatures can breathe water freely. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Water Walk	Transmutation [Water]	1 standard action	50 minutes [D]	Touch	CR:p.368
[V, S, DF] TARGET: S touched creatures; EFFECT: The transmuted creatures can tread on any liquid as if it were firm ground. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Wind Wall	Evocation, AirSchool [Air, WoodSchool]	1 standard action	5 rounds	Medium (150 ft.)	CR:p.370
[V, S, M/DF] TARGET: Wall up to 50 ft. long and 25 ft. high [S]; EFFECT: An invisible vertical curtain of wind appears. [SR:Yes; DC:17, None; see text]					
* =Domain/Specialty Spell					

Shaman Spells

* =Domain/Speciality Spell

Thokk Heartmender

RACE	Half-Orc (Feral)
AGE	30
GENDER	Male
VISION	Low-Light Vision
ALIGNMENT	Chaotic Neutral
DOMINANT HAND	Right
HEIGHT	6' 8"
WEIGHT	270 lbs.
EYE COLOUR	Black
SKIN COLOUR	Dark Green
HAIR / HAIR STYLE	Dark Black/Green, Long Braid
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Rovagug
DEITY	Humanoid
Race Type	

Race Sub Type

Description:
Biography: