Thokk Heartmender	Talbert	Gozreh	None	Neutral Good
Character Name	Player Name	Deity	Region	Alignment
Shaman 1	Half-Orc (Feral) / Humanoid	Medium / 5 ft.	6' 8" / 270 lbs.	Low-Light Vision
CLASS	RACE	SIZE / FACE	HEIGHT / WEIGHT	VISION
			Forest Green/	
1 (1/2) 0 / 2000	30 Male	Black	Black, Single Braid	15
Character Level (CR) EXP/NEXT LEVEL	AGE GENDER	EYES	HAIR	Points
ABILITY NAME BASE BASE ABILITY ABILITY TEMP TEMP SCORE MOD SCORE MOD SCORE MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR 13 +1 13 +1	HP hit points			Walk 20 ft.
DEX 11 +0 11 +0	AC 15 15 10 = 10 +	5 + 0 + 0 + 0 +	0 + 0 + 0	+ 0 + 0 + 0
CON 11 +0 11 +0	TOTAL TEAT TOOCH	RMOR SHIELD STAT SIZE NAT BONUS BONUS	TURAL DEFLECTION DODGE Morale	Insight Sacred Profane MISC
Constitution	INITIATIVE	25 -4 0		
12	TOTAL DEX MODIFIER MODIFIER	MISS Arcane ARMOR SPELL CHANCE Spell CHECK RESIST Failure PENALTY	ACID COLD ELECT. FIRE RESIST RESIST RESIST RESIS	
WIS 17 +3 17 +3	Encumbrance Light	TOTAL SKILLPOINTS: 5	SKILLS	
CHA 11 +0 11 +0		SKILL NA		MODIFIER MODIFIER MODIFIER
Charisma Cha	GIC MISC EPIC TEMP	✓ Acrobatics	DEX	-4 = 0 + -4 -8 = 0 + -8
SAVE	0 + +0 + +0 +	✓ Acrobatics (Jump)✓ Appraise	DEX INT	-8 = 0 + -8 4 = 1 + 3
(constitution)	0 +0 +0	✓ Appraise ✓ Bluff	CHA	0 = 0
REFLEX +0 = +0 + +0 + +	0 + +0 + +0 +	/ Climb	STR	0 = 1 + 1 + -2
(dexterity)		✓ Craft (Untrained)	INT	1 = 1
WILL +5 = +2 + +3 + +	0 + 0 + 0 +	✓ Diplomacy	CHA	0 = 0
		√ Disguise	CHA	0 = 0
Conditional Com		✓ Escape Artist	DEX	-4 = 0 + -4
Increase Grant of Aid bonus to an ally by	1.	✓ Fly	DEX	-4 = 0 + -4
	CK BONUS STAT SIZE MISC EPIC TEMP	✓ Heal✓ Intimidate	WIS	7 = 3 + 1 + 3
MELEE	0 + +1 + +0 + +0 + 0 +	Knowledge (Nature)	CHA INT	2 = 0 + 2 5 = 1 + 1 + 3
RANGED +0 = +	0 ++0+0+0+0+0+	✓ Perception	WIS	5 = 3 + 2
attack bonus		✓ Perform (Untrained)	CHA	0 = 0
CMB +1 = +	0 + +1 + +0 + + +	✓ Ride	DEX	-4 = 0 + -4
attack bonus	BULL	✓ Sense Motive	WIS	6 = 3 + 1 + 2
GRAPPLE TRIP +1 +1	DISARM SUNDER RUSH OVERRUN +1 +1 +1 +1	Spellcraft	INT	7 = 1 + 1 + 5
		✓ Stealth	DEX	-4 = 0 + -4
CMD 11 11 DIRTY TRICK DRAG	11 11 11 11 11 11 11	✓ Survival	WIS	7 = 3 + 1 + 3
CMB +1 +1	+1 +1	✓ Swim	STR	-3 = 1 + -4
CMD 11 11	11 11			= + +
UNARMED TOTAL ATTACK BONUS	DAMAGE CRITICAL REACH	✓: can be used ur	ntrained. X: exclusive skills.	*: Skill Mastery.
(nonlethal only) +1	1d3+1 20/x2 5 ft.	Cond	ditional Skill Modifi	ers:
Special Properties:		+2 trait bonus on Heal	checks made to stab	ilize a dving creature
*Greataxe	HAND TYPE SIZE CRITICAL REACH	+2 trait bonus on Perce		, ,
	Both S M 20/x3 5 ft.	and to detect invisible		
TOTAL ATTACK BONUS +1	DAMAGE 1d12+1			
- 1			Channel	
*Bite	HAND TYPE SIZE CRITICAL REACH Primary P M 20/x2 5 ft.	Uses per day 🔲		
TOTAL ATTACK BONUS	DAMAGE	Channel (Su):You can unleash a way	ave of positive energy. You must	choose to deal 1d6 points of
+1	1d4+1	Creatures that take damage from c		

*: 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

EQUIP	MENT		
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.	70	gp

WEIGHT ALLOWANCE

 Light over head
 50
 Medium for ground
 100
 Heavy for ground
 150

 Lift off ground
 300
 Push / Drag for ground
 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, 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	3	2+1	_	_	_	_	_	_	_	_
Concentration	+4									

March Marc		I EVEL 0 / Par Day	"3 / Castor L	νοl·1		
June June Property Proper	Name	-			Range	Source
Comparison Com						CR:p.24
March Marc						
Description Contact Maker		· · · · · · · · · · · · · · · · · · ·			Close (25 ft.)	CR:p.249
March Part Sept and warmer March March Part March Part March March Part March					Close (25 ft.)	CR:p.262
March Marc		nolesome, drinkable water, just like clean rain	water. [SR:No]			•
Company				1 minute [D]	Medium (110 ft.)	CR:p.263
Margin M				1 round	Close (25 ft)	CP:n 26/
Martinest Content Product Product Content (1997) Martinest Content (199			-			Cit.p.20
Depart Polision Depart Pol						CR:p.26
VI MACE Course contacts, and explored as \$1.0, color (MECT TV) action that or creations objects on the hosp potentials (Selvi) Course control (Course control (Course) Course Course Course) Course Cour	· · · · · · · · · · · · · · · · · · ·				Cl (05.6.)	CD 000
					Close (25 ft.)	CR:p.26
No 3 Market Consumer Southerd, Fifther This post invites the southern where the southern					Touch	CR:p.29
Value Market Contract Name you can't this poly, you transingly how the direction of north from your current possible. Description De						
Comparing Comp				Instantaneous	Personal	CR:p.30
Model Complete banders Exercise Complete Comp				10 minutes	Touch	CR:n 30
Comparison of the Comparison			1 Standard action	10 minutes	iodeli	Cit.p.50
Disputing Food and Drink Transmustion of continued and setting (Fifte Disputing Setting Se			10 minutes	Instantaneous	10 ft.	CR:p.31
No. 17 August 1. tout. 8 of contaminated bed and water, PERCE, this spall makes spoiled, orate, diseased, poserous, or orbanics contaminated food and water pure and suitable for easing and orienting (SE-Tris (algorithm) CP). It was required to the contaminate of the contaminated food and water pure and suitable for easing and orienting (SE-Tris (algorithm) CP). It was required to the contaminated food and water pure and suitable for easing and orienting (SE-Tris (algorithm) CP). It was required to the contaminated food and water pure and suitable for easing and orienting (SE-Tris (algorithm)). It was required to the contaminated food and water pure and suitable for easing and orienting (SE-Tris (algorithm)). It was required to the contaminated food and water pure and suitable for easing and orienting (SE-Tris (algorithm)). It was required to the contaminated food and water pure and suitable for easing and orienting (SE-Tris (algorithm)). It was required to the contaminated food and water pure and suitable for easing and orienting (SE-Tris (algorithm)). It was required to the contaminated food and water pure and suitable for easing and orienting (SE-Tris (algorithm)). It was required to the contaminated food and water pure and suitable for easing and orienting (SE-Tris (algorithm)). It was required to the contaminated food and water pure and suitable for easing and contaminated food and water pure and suitable for easing and contaminated food and water pure and suitable for easing and contaminated food and water pure and suitable for easing and contaminated food and water pure and suitable for easing and contaminated food and water pure and suitable food a						60 55
The standard action of						
N.S. MORT New PRECENT out an desplote magical infortitoris on objects—books, scrolls, seapons, and the like—that would derivate be instructed patient. I manufer in Standard action in Transition in T	negates (object)]			· ·	3 31 13 1	
Special State Special Stat					Personal	CR:p.33
N. MORET: Consciunt souther, EFFECT: You inhow the subject with making inverse in from harm, granting it as 1-relectance borrows an expension. (Bitters (Bitters)) Cooperation (Cooperation (Cooperation)) Cooperation (Cooperation) Cooperation) Cooperation (Cooperation) Cooperation (Cooperation) Cooperation) Cooperation (Cooperation) Cooperation (Cooperation) Cooperation) Cooperation Cooperation (Cooperation) Cooperation) Cooperation Cooperat					Touch	CR:p.334
Copy Cap						
January Journal of Fatitude Necromany Necromany Necromany Necromany Necromany Necromany Instance of Section Necromany Necromany Necromany Instance of Section Necromany Necrom					Close (25 ft.)	CR:p.34
NAME TO Construct counted EFFECT. You channel negative energy through yout fault, designing the target, (Sixt'es, DC-13, fortitude respects) Name					Touch	CP:n 261
Sept Marker: Creature touched, #FFECT: With a touch, you influe a creature with a towy surge of life, granting the subject 1 temporary hip ports [SFECT harmans.]		· ·			Touch	CR.p.50
Name School Time Outside Name School Time Outside Name School School School Name School School Name School School Name School School Name					Touch	CR:p.36
Name School Time Computation (Freeze, Mind-Affit Standard action Timules 50 ft. GRp.28 N.S. of 17A6GFT; 50ft. radius burst, centered on you: FFFCF. Bane fills your nemies with fear and doubt. (SRrives, DC14, Will regates) N.S. of 17A6GFT; 50ft. radius burst, centered on you: FFFCF. Bane fills your nemies with fear and doubt. (SRrives, DC14, Will regates) N.S. of 17A6GFT; 50ft. radius within a 50ft. burst, centered on the caster, FFFCCF Bless fills your alles with course, BIXtree functions. N.S. of 17A6GFT; fills caster and all alles within a 50ft. burst, centered on the caster, FFFCCF Bless fills your alles with course, BIXtree functions. N.S. of 17A6GFT; fills caster and all alles within a 50ft. burst, centered on the caster, FFFCCF Bless fills your alles with course, BIXtree functions. N.S. of 17A6GFT; fills caster and all alles within a 50ft. burst, centered the same shoots from your fingertips dealing 154 points of fire damage to any creature in the effect area. [SRtives, DC14, Will regates] N.S. of 17A6GFT; fills caster and your same shoots from your fingertips dealing 154 points of fire damage to any creature in the effect area. [SRtives, DC14, Will regates] N.S. of 17A6GFT; fills caster and your same shoots from your fingertips dealing 154 points of fire damage to any creature in the effect area. [SRtives, DC14, Will regates] N.S. of 17A6GFT; fills caster and your same shoots from your fingertips dealing 154 points of fire damage to any creature in the effect area. [SRtives, DC14, Will regates] N.S. of 17A6GFT; fills charm makes a humanoid creature becomes fripherend (SRtives, DC14, Will regates) N.S. of 17A6GFT; fills charm makes a humanoid creature regard you as its trusted friend adulty. [Stives, DC14, Will regates] N.S. of 17A6GFT; fills charm makes a humanoid creature regard you as its trusted friend adulty. [Stives, DC14, Will regates] N.S. of 17A6GFT; fills charm makes a humanoid creature regard you as its trusted friend adulty. [Stives, DC14, Will regates] N.S. of 17A6GFT; fills cha	[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a	a creature with a tiny surge of life, granting th	ne subject 1 temporary hit poin	t. [SR: Yes (harmless)]		
Name School Time Computation (Freeze, Mind-Affit Standard action Timules 50 ft. GRp.28 N.S. of 17A6GFT; 50ft. radius burst, centered on you: FFFCF. Bane fills your nemies with fear and doubt. (SRrives, DC14, Will regates) N.S. of 17A6GFT; 50ft. radius burst, centered on you: FFFCF. Bane fills your nemies with fear and doubt. (SRrives, DC14, Will regates) N.S. of 17A6GFT; 50ft. radius within a 50ft. burst, centered on the caster, FFFCCF Bless fills your alles with course, BIXtree functions. N.S. of 17A6GFT; fills caster and all alles within a 50ft. burst, centered on the caster, FFFCCF Bless fills your alles with course, BIXtree functions. N.S. of 17A6GFT; fills caster and all alles within a 50ft. burst, centered on the caster, FFFCCF Bless fills your alles with course, BIXtree functions. N.S. of 17A6GFT; fills caster and all alles within a 50ft. burst, centered the same shoots from your fingertips dealing 154 points of fire damage to any creature in the effect area. [SRtives, DC14, Will regates] N.S. of 17A6GFT; fills caster and your same shoots from your fingertips dealing 154 points of fire damage to any creature in the effect area. [SRtives, DC14, Will regates] N.S. of 17A6GFT; fills caster and your same shoots from your fingertips dealing 154 points of fire damage to any creature in the effect area. [SRtives, DC14, Will regates] N.S. of 17A6GFT; fills caster and your same shoots from your fingertips dealing 154 points of fire damage to any creature in the effect area. [SRtives, DC14, Will regates] N.S. of 17A6GFT; fills charm makes a humanoid creature becomes fripherend (SRtives, DC14, Will regates) N.S. of 17A6GFT; fills charm makes a humanoid creature regard you as its trusted friend adulty. [Stives, DC14, Will regates] N.S. of 17A6GFT; fills charm makes a humanoid creature regard you as its trusted friend adulty. [Stives, DC14, Will regates] N.S. of 17A6GFT; fills charm makes a humanoid creature regard you as its trusted friend adulty. [Stives, DC14, Will regates] N.S. of 17A6GFT; fills cha		LEVEL 1 / Per Day:2	2+1 / Caster I	evel·1		
Part	Name	· · · · · · · · · · · · · · · · · · ·	•		Range	Source
S. S. PLANGET: The caser and all allies within a 50 ft. burst, centered on the access rEFFECT: Biss layur allies with course. [SkTeves Darrage.] SkTeves and all allies within a 50 ft. burst, centered on the access rEFFECT: Biss layur allies with course.] SkTeves Darrage. [SkTeves Darrage.] SkTeves Darrage.] SkTeves Darrage. SkTeves Darrage.] SkTeves Darrage.			r, Mind-Aff ₁ 1 standard action	1 minutes		CR:p.246
No. 51 TAMSETT. One carbon and all alles within a 50°ft, burst, entered on the caster, EFFECT. Bless fills your alles with course, [SRY-Vex Details, Institutions on Institu	IV S DEL TARGET: 50-ft -radius burst contared an year EFFECT: Dans 61					
No. STARGET: Conceshaped burst; SECTA. A cone of searing flame shoot for four your finespito sheding lide points of fine damage to any resture in the effect area. (SR:Yes; DC:14, Reflex) Sec (25 ft.) Cose (25 ft.				4	F0.4	CD::: 24
N.S. TARGET: Cone-shaped burst; EFFECT: Accord of searing flame holosts from your fingertips dealing 1ds points of fire damage to any creature in the effect area. [SR:Ves DC:14, Reflex half] Cose (25 ft.) Cose (25	DDDD <u>Bless</u>	Enchantment (Compulsion) [Mind	d-Affecting1 standard action		50 ft.	CR:p.24
NS_TARGET_Animals within 30 ft. of each other: FFFECT. This spell soothes and quiets animals, rendering them docile and harmless, ISRN'ess, DC:14, Will perates)	V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered	Enchantment (Compulsion) [Mind d on the caster; EFFECT: Bless fills your allies v	d-Affecting1 standard action with courage. [SR:Yes (harmles	ss)]		
Cause Fear Necromanoy [Fear, Mind-Affecting, Emotion 1 Affecting, Emotion 2 Affecting, Em	[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered Burning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame sho	Enchantment (Compulsion) [Mind d on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of	d-Affecting1 standard action with courage. [SR:Yes (harmles 1 standard action of fire damage to any creature i	is)] Instantaneous n the effect area. [SR:Yes; DC:14, Reflex	15 ft. half]	CR:p.25
Restrict one living network with 5 or fewer HD; EFFECT: The affected creature becomes frightened, (Sex*ves; DC:14, Will inspect)	[V, 5, DF] TARGET: The caster and all allies within a 50-ft. burst, centered and all allies within a 50-ft. burst, cent	Enchantment (Compulsion) [Mind d on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind	d-Affecting1 standard action with courage. [SR:Yes (harmles 1 standard action of fire damage to any creature i d-Affecting1 standard action	[ss]] Instantaneous n the effect area. [SR :Yes; DC :14, Reflex 1 minutes	15 ft. half]	CR:p.25
V, S TARGET: One animals FFFECT: This spell functions like charm person, except that it affects a creature of the animal type. SRCYes DC:14, Will negates	[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered and all allies within a 50-ft. A cone of searing flame should be a facility of the same and all allies within a 50-ft. A cone of searing flame should be a facility of the same and all allies within a 50-ft. A cone of searing flame should be a facility of the same and all allies within a 50-ft. A cone of searing flame should be a facility of the same and all allies within a 50-ft. A cone of searing flame should be a facility of the same and all allies within a 50-ft. burst, centered and all allies within a 50-ft. A cone of searing flame should be all allies within a 50-ft. A cone of searing flame should be all allies within a 50-ft. A cone of searing flame should be all allies within a 50-ft. A cone of searing flame should be all allies within a 50-ft. A cone of searing flame should be all allies within a 50-ft. A cone of searing flame should be all allies within a 50-ft. A cone of searing flame should be all allies within a 50-ft. A cone of searing flame should be all allies within a 50-ft. A cone of searing flame should be all allies within a 50-ft. A cone of searing flame should be all all allies within a 50-ft. A cone of searing flame should be all all all allies within a 50-ft. A cone of searing flame should be all all all allies within a 50-ft. A cone of searing flame should be all all all all all all allies within a 50-ft. A cone of searing flame should be all all all all all all all all all al	Enchantment (Compulsion) [Mind d on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doo	d-Affecting1 standard action with courage. [SR:Yes (harmles 1 standard action of fire damage to any creature i d-Affecting1 standard action cile and harmless. [SR:Yes; DC	instantaneous Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes 114, Will negates]	15 ft. naif] Close (25 ft.)	CR:p.25
Charm Person Enchantment (Charm) Wind-Affecting, Worl standard action 1 hours Close (25 ft.) CRp.25	[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered within a 50-ft. A cone of searing flame should be considered within a 50-ft. A cone of searing flame should be considered within a 50-ft. A cone of searing flame should be considered within a 50-ft. A cone of searing flame should be considered within a 50-ft. A cone of searing flame should be considered within a 50-ft. A cone of searing flame should be considered within a 50-ft. A cone of searing flame should be considered within a 50-ft. Burst, centered within	Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doc Necromancy [Fear, Mind-Affecting	d-Affecting1 standard action with courage. [SR:Yes (harmles 1 standard action of fire damage to any creature i d-Affecting1 standard action cile and harmless. [SR:Yes; DC ug, Emotior1 standard action	instantaneous Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes 114, Will negates]	15 ft. naif] Close (25 ft.)	CR:p.25
N. 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]	[V, 5, DT] TARGET: The caster and all allies within a 50-ft. burst, centered and all allies within a 50-ft. A cone of searing flame should be called a final and all allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. burst, centered and search and all allies within a 50-ft. burst, centered and search and all allies within a 50-ft. burst, centered and all allies within a 50-ft. burst, centered and search and all allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies within a 50-ft. A cone of searing flame should be called a final allies	Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them do Necromancy [Fear, Mind-Affectin tted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affe	d-Affecting1 standard action with courage, [SR;Yes (harmles 1 standard action of fire damage to any creature id-Affecting1 standard action cile and harmless, [SR;Yes; DC og, Emotior1 standard action occ14, Will partial] ecting 1 standard action	Instantaneous Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes 114, Will negates] 1d4 rounds or 1 round; see text 1 hours	15 ft. nalf] Close (25 ft.) Close (25 ft.)	CR:p.252 CR:p.252
Standard action Instantaneous Touch Rep.25	[V, S, D] TARGET: One animal; EFFECT: This spell functions like charm pers	Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies w Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doc Necromancy [Fear, Mind-Affecting the Compulsion] [Mind-Affecting the Mind-Affecting the Min	d-Affecting1 standard action with courage. [SR:Yes (harmles 1 standard action of fire damage to any creature i d-Affecting1 standard action cile and harmless. [SR:Yes; DC: g, Emotior1 standard action DC:14, Will partial] ecting] 1 standard action mal type. [SR:Yes; DC:14, Will r	iss] Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes 14, Will negates] 1d4 rounds or 1 round; see text 1 hours Integrates]	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.)	CR:p.252 CR:p.252 CR:p.252
Divination Standard action Standard action Ominutes Personal CRp.256	[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered and all allies within a 50-ft. A cone of searing flame should be a fixed and and all allies within a 50-ft. A cone of searing flame should be a fixed and all allies within a 50-ft. A cone of searing flame should be a fixed and all allies within a 50-ft. A cone of searing flame should be a fixed and all allies within a 50-ft. A cone of searing flame should be a fixed and all allies within a 50-ft. A cone of searing flame should be a fixed and all allies within a 50-ft. burst, centered and allies within a 50-ft. burst, centered and all allies within a 50-	Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doo Necromancy [Fear, Mind-Affecting the Computer of the Mind-Affecting the Mind-Affectin	d-Affecting1 standard action with courage. [SR:Yes (harmles 1 standard action of fire damage to any creature in d-Affecting1 standard action cile and harmless. [SR:Yes; DC:19, Emotior1 standard action DC:14, Will partial] exciting 1 standard action mal type. [SR:Yes; DC:14, Will recting, Worl standard action with the properties of the	iss]] Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes 14, Will negates] 1d4 rounds or 1 round; see text 1 hours legates] 1 hours	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.)	CR:p.252 CR:p.252 CR:p.252
Comprehend Languages Divination 1 standard action 10 minutes Personal CR.p.25	[V, S,] TARGET: One humanoid creature; EFFECT: This spell functions like charm person [V, S] TARGET: One humanoid creature; EFFECT: This spell so: V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell so: V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affect of the spell so: V, S] TARGET: One animal; EFFECT: This spell functions like charm person V, S] TARGET: One animal; EFFECT: This spell functions like charm person V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature; EFFECT: This charm make	Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them do Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal fills of the summer	d-Affecting1 standard action with courage. [SR:Yes (harmles 1 standard action of fire damage to any creature id d-Affecting1 standard action cile and harmless. [SR:Yes; DC 19]. Emotion1 standard action cile. [SR:Yes] DC 19]. Emotion1 standard action cile. [SR:Yes] I standard action mal type. [SR:Yes; DC:14, Will recting, Wol 3 standard action end and ally. [SR:Yes; DC:14, Viscential].	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes 114, Will negates] 1d4 rounds or 1 round; see text 1 hours segates] 1 hours //ill negates]	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.)	CR:p.252 CR:p.252 CR:p.252 CR:p.254
N.S. pt TARGET: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. V.S. pt TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage. (SRX'es (harmless); see text; DC:14, Will half (harmless); s	[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered problem of the prob	Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 144 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doo Necromancy [Fear, Mind-Affectin, tted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affeon, except that it affects a creature of the anim Enchantment (Charm) [Mind-Affeon and the computation of the	d-Affecting1 standard action with courage, [SR:Yes (harmles 1 standard action of fire damage to any creature i d-Affecting1 standard action cile and harmless, [SR:Yes; DC ng, Emotior1 standard action oct:14, Will partial] ecting] 1 standard action mal type, [SR:Yes; DC:14, Will r ecting, Worl standard action secting, Worl standard action 1 standard action 1 standard action 1 standard action 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes 114, Will negates] 1d4 rounds or 1 round; see text 1 hours segates] 1 hours fill negates] Instantaneous	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch	CR:p.252 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.254
V. S. TARGET: Creature touched; FFFECT: 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 t	[V, S,] TARGET: One alimal; EFFECT: This spell functions like charm person [V, S] TARGET: One humanoid creature; EFFECT: This spell functions like charm person [V, S] TARGET: One inwais within 30 ft. of each other; EFFECT: This spell sor [V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affect of the spell functions like charm person [V, S] TARGET: One animal; EFFECT: This spell functions like charm person [V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanish charm person [V, S] TARGET: One lumanoid creature; EFFECT: A touch from your hatext]	Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] obts from your fingertips dealing 144 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doo Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Die Enchantment (Charm) [Mind-Affecting ted creature becomes frightened. [SR:Yes; Die Enchantment (Charm) [Mind-Affecting ted creature of the anim Enchantment (Charm) [Mind-Affecting ted creature of the anim Enchantment (Charm) [Mind-Affecting ted creature regard you as its trusted friend Necromancy and, which glows with blue energy, disrupts the	d-Affecting1 standard action with courage. [SR:Yes (harmles 1 standard action of fire damage to any creature i d-Affecting1 standard action cile and harmless. [SR:Yes; DC: ng, Emotior1 standard action CC:14, Will partial] 1 standard action mal type. [SR:Yes; DC:14, Will r ecting, Worl standard action end and ally. [SR:Yes; DC:14, W 1 standard action he life force of living creatures	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex I minutes Ind rounds or 1 round; see text I hours legates] I hours fill negates] Instantaneous dealing 1d6 points of damage. [SR:Yes;	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg	CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.254
Dancing Lantern Transmutation, FireSchool [Fire, Light] 1 standard action 1 hours [D] Touch APG:p.21-	[V, S, pF] TARGET: The caster and all allies within a 50-ft. burst, centered and all allies within a 50-ft. A cone of searing flame should be all all all all all all all all all al	Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doc Necromancy [Fear, Mind-Affectin cted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affectin] (Enchantment (Charm) [Mind-Affectin] (Mind-Affecting) [Mind-Affecting) [Mind-Affecting) [Mind-Affecting] [Mind-Affecting	d-Affecting1 standard action with courage, [SR;Yes (harmles I standard action of fire damage to any creature id-Affecting1 standard action cile and harmless, [SR;Yes; DC. 19, Emotion1 standard action OC:14, Will partial] ecting 1 standard action mal type, [SR;Yes; DC:14, Will recting, Wofl standard action end and ally, [SR;Yes; DC:14, Will red and and ally, [SR;Yes; DC:14, Will red and and ally, [SR;Yes; DC:14, Will red and and and and action he life force of living creatures	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex I minutes Id, Will negates] Id4 rounds or 1 round; see text I hours Integrates] I hours Integrates] Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg	CR:p.252 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.254 CR:p.254
V, S, F] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of chaotic creatures. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of good. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of good. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of good. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the areas of adardul creatures. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the areas of adardul creatures. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the areas of adardul creatures. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the area that surrounds undead creatures. [SR:No] V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the area that surrounds undead creatures. [SR:No] Detect Undead	[V, S, pF] TARGET: The caster and all allies within a 50-ft. burst, centered with the content of	Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies w Evocation, FireSchool [Fire] ots from your fingertips dealing 144 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affecting the Compulsion of Mind-Affecting the Computer of the American of the Affection of the Computer of the Affection of the Computer of the Affection of t	d-Affecting1 standard action with courage. [SR:Yes (harmles 1 standard action of fire damage to any creature i d-Affecting1 standard action cile and harmless. [SR:Yes; DC 19, Emotior1 standard action 0C:14, Will partial] ecting] 1 standard action mal type. [SR:Yes; DC:14, Will r ecting, Worl standard action iend and ally. [SR:Yes; DC:14, Will 1 standard action he life force of living creatures 1 standard action ensible written messages. 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes In minutes Ind will negates] Ind rounds or 1 round; see text I hours Indegates] I hours Indegates] Instantaneous Instantaneous Instantaneous Instantaneous	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch Oc:14, Fortitude partial or Will neg Personal Touch	CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25:
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]	[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered problem of the state of the stat	Enchantment (Compulsion) [Mind of on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] obtained from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doo Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affeon, except that it affects a creature of the anim Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the anim Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the anim Necromancy and, which glows with blue energy, disrupts the Divination dis of creatures or read otherwise incomprehe Conjuration (Healing) a living creature, you channel positive energy	d-Affecting1 standard action with courage. [SR:Yes (harmles I standard action of fire damage to any creature id d-Affecting1 standard action cile and harmless. [SR:Yes; DC ig., Emotion1 standard action in the standard action in t	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex I minutes Ind rounds or 1 round; see text I hours legates] I hours fill negates] Instantaneous dealing 1d6 points of damage. [SR:Yes; Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text]	CR:p.252 CR:p.252 CR:p.252 CR:p.254 CR:p.254 CR:p.254 CR:p.254 CR:p.254 CR:p.255
Detect Chaos Divination 1 standard action Concentration, up to 10 minutes [D] 60 ft. CR:p.26i (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of chaotic creatures. [SR:No] Divination 1 standard action Concentration, up to 10 minutes [D] 60 ft. CR:p.26i (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No] Divination 1 standard action Concentration, up to 10 minutes [D] 60 ft. CR:p.26i (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of good. [SR:No] Divination 1 standard action Concentration, up to 10 minutes [D] 60 ft. CR:p.26i (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of lawful creatures. [SR:No] Divination 1 standard action Concentration, up to 10 minutes [D] 60 ft. CR:p.26i (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of lawful creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. UI:p.21i (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i (V, S, MP) TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i (V, S, MP) TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i (V, S, MP) TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination Necromancy [Feer R Mind-Affecting] Necromancy [Feer R Mind-Affecting] Necromancy [Feer R Mind-Affecting, E		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affectin ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affectin Enchantment (Charm) [Mind-Affectin Enchantment (Charm) [Mind-Affectin Mind-Affectin Sex (Charmano)] [Mind-Affectin Sex (Ch	d-Affecting1 standard action with courage, [SR;Yes (harmles 1 standard action of fire damage to any creature i d-Affecting1 standard action cile and harmless, [SR;Yes; DC ng, Emotion1 standard action (C:14, Will partial] ecting] 1 standard action mal type, [SR;Yes; DC:14, Will r ecting, Worl standard action end and ally, [SR;Yes; DC:14, W 1 standard action he life force of living creatures 1 standard action ensible written messages. 1 standard action y that cures 1d8+1 points of da Light] 1 standard action	Instantaneous 1 hours legates] 1 nours legates] Instantaneous dealing 1d6 points of damage. [SR:Yes; 10 minutes Instantaneous dealing 1d6 points of damage. [SR:Yes; 10 minutes Instantaneous Instantaneous legates] Instantaneous	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text]	CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: APG:p.26:
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of chaotic creatures. [SR:No]		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies w Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affectin cted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Charm) [Mind-Affeon, except that it affects a creature of the animal Enchantment (Ch	d-Affecting1 standard action with courage, [SR;Yes (harmles I standard action of fire damage to any creature id-Affecting1 standard action cile and harmless. [SR:Yes; DC:14, Will partial] ecting] 1 standard action mal type, [SR:Yes; DC:14, Will recting, Wof standard action end and ally. [SR:Yes; DC:14, Will recting wof standard action he life force of living creatures 1 standard action ensible written messages. 1 standard action y that cures 1d8+1 points of da Light] 1 standard action 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes In mutes Instantaneous Inst	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch	CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: APG:p.26:
Divination 1 standard action Concentration, up to 10 minutes [D] 60 ft. CR:p.26i [V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No] Detect Law Divination 1 standard action Concentration, up to 10 minutes [D] 60 ft. CR:p.26i [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.26i [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.21: [V,S,DF] TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No] W, 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.26i [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.26i [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that sur		Enchantment (Compulsion) [Mind of on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] obts from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature becomes frightened. [Sm:Yes; Dienchantment (Charm) [Mind-Affecting ted creature becomes frightened. [Sm:Yes; Dienchantment (Charm) [Mind-Affecting ted creature regard you as its trusted friend the second treature regard you as its trusted friend to the second treature regard you as its trusted friend to the second treature of the animal of creatures or read otherwise incomprehese or read otherwise incom	d-Affecting1 standard action with courage, [SR;Yes (harmles I standard action of fire damage to any creature id d-Affecting1 standard action cile and harmless, [SR;Yes; DC ig, Emotion1 standard action in the standard action in th	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex I minutes Ind rounds or 1 round; see text I hours legates] I hours fill negates] Instantaneous dealing 1d6 points of damage. [SR:Yes; Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Comment of the minutes Instantaneous Instantaneou	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC: 14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.)	CR:p.252 CR:p.252 CR:p.252 CR:p.254
Detect Good (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of good. [SR:No] Divination 1 standard action Concentration, up to 10 minutes [D] 60 ft. CR:p.26 (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of lawful creatures. [SR:No] Detect the Faithful (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. UI:p.21 (V, S, DF) TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26 (V, S, MPDF) TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Detect Undead (V, S, MPDF) TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26 (V, S, MPDF) TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26 (V, S, MPDF) TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26 (V, S, MPDF) TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination Necromancy [Fear, Mind-Affecting, Emotion] standard action 1 minutes Medium (110 ft.) CR:p.27-		Enchantment (Compulsion) [Mind of on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 144 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them do Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting, except that it affects a creature of the anim Enchantment (Charm) [Mind-Affecting, except that it affects a vietner of the anim Sendanting of the sending	d-Affecting1 standard action with courage, [SR;Yes (harmles I standard action of fire damage to any creature id d-Affecting1 standard action cile and harmless, [SR;Yes; DC ig, Emotion1 standard action in the standard action in th	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex I minutes Ind rounds or 1 round; see text I hours legates] I hours fill negates] Instantaneous dealing 1d6 points of damage. [SR:Yes; Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Comment of the minutes Instantaneous Instantaneou	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC: 14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.)	CR:p.25:
[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.26 [V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of lawful creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. UI:p.21: [V, S, DF] TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No] W(S,DF] TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No] W(S,DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26 [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination Divination Divination Divination Size of the surrounds undead creatures. [SR:No] Divination Divination Divination Divination Size of the surrounds undead creatures. [SR:No] Divination Divination Divination Divination Size of the surrounds undead creatures. [SR:No] Divination Divination Divination Divination Size of the surrounds undead creatures. [SR:No] Divination Divination Divination Size of the surrounds undead creatures. [SR:No] Divination Divination Divination Size of the surrounds undead creatures. [SR:No] Divination Divination Divination Size of the surrounds undead creatures. [SR:No] Divination Divination Size of the surrounds undead creatures. [SR:No] Size of the surro		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affectin ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affectin Enchantment (Charm) [Mind-Affectin Enchantment (Charm) [Mind-Affectin Mind-Affectin Sex (Charmano)] (Mind-Affectin Sex (Mind-Affe	d-Affecting1 standard action with courage, [SR;Yes; (harmies 1 standard action of fire damage to any creature i d-Affecting1 standard action cile and harmless, [SR;Yes; DC ng, Emotior1 standard action nc:14, Will partial] ecting] 1 standard action mail type, [SR;Yes; DC:14, Will r ecting, Worl standard action end and ally, [SR;Yes; DC:14, Will r 1 standard action he life force of living creatures 1 standard action ensible written messages. 1 standard action y that cures 1d8+1 points of da Light] 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes It4, Will negates] Id4 rounds or 1 round; see text I hours Instantaneous Instantaneous Idealing 1d6 points of damage. [SR:Yes; Instantaneous Inst	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.) 60 ft.	CR:p.25: CR:p.26: CR:p.26:
Detect Law [V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of lawful creatures. [SR:No] Detect the Faithful [V,S,DF] TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No] Divination 1 standard action 1 standard action Concentration, up to 1 minutes [D] 60 ft. UI:p.21: [V,S,DF] TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26: [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26: [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination		Enchantment (Compulsion) [Mind of on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] obts from your fingertips dealing 104 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature regard you as its trusted friest Necromancy and, which glows with blue energy, disrupts the Divination do creatures or read otherwise incomprehe Conjuration (Healing) a living creature, you channel positive energy Transmutation, FireSchool [Fire, Let follows you. [SR:No] Divination auras of chaotic creatures. [SR:No] Divination presence of evil. [SR:No]	d-Affecting1 standard action with courage, [SR;Yes (harmles I standard action of fire damage to any creature id d-Affecting1 standard action cile and harmless, [SR;Yes; DC og, Emotion1 standard action of fire damage to any creature id action idea and harmless, [SR;Yes; DC og, Emotion1 standard action of the courage of t	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex I minutes Ind your point of the more seed to the seed to	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.) 60 ft.	CR:p.25: CR:p.26: CR:p.26: CR:p.26: CR:p.26:
[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.21: [V, S, DF] TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26i [V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination [Mind-Affecting] 1 standard action concentration, up to 1 minutes [D] 60 ft. ACG:p.17i [V, S, F] TARGET: cone creature; EFFECT: Read the target's mind to learn about its family. [SR:yes; DC:14, Will negates (see text)] Necromancy [Fear, Mind-Affecting, Emotion! standard action 1 minutes Medium (110 ft.) CR:p.27i CR:p.27i		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 144 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting, except that it affects a creature of the anim Enchantment (Charm) [Mind-Afferting, except that it affects a creature of the anim Necromancy and, which glows with blue energy, disrupts the Divination dos of creatures or read otherwise incomprehe Conjuration (Healing) a living creature, you channel positive energy Transmutation, FireSchool [Fire, Let follows you. [SR:No] Divination cular kind of animal or plant in a cone emanat Divination auras of chaotic creatures. [SR:No] Divination presence of evil. [SR:No] Divination	d-Affecting1 standard action with courage, [SR;Yes (harmles I standard action of fire damage to any creature id d-Affecting1 standard action cile and harmless, [SR;Yes; DC og, Emotion1 standard action of fire damage to any creature id action idea and harmless, [SR;Yes; DC og, Emotion1 standard action of the courage of t	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex I minutes Ind your point of the more seed to the seed to	15 ft. haif] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.) 60 ft.	CR:p.25: CR:p.26: CR:p.26: CR:p.26: CR:p.26:
[V,S,DF] TARGET: Cone-shaped emanation; EFFECT: Find others of the same faith. [SR:No] \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them do Necromancy [Fear, Mind-Affectin ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affectin Enchantment (Charm) [Mind-Affectin Sex (Charm) [Mind-Affe	d-Affecting1 standard action with courage. [SR;Yes (harmles I standard action of fire damage to any creature id-Affecting1 standard action cile and harmless. [SR;Yes; DC ng, Emotior1 standard action oc:14, Will partial] ecting 1 standard action mal type. [SR;Yes; DC:14, Will recting, Worl standard action end and ally. [SR;Yes; DC:14, Will recting, Worl standard action he life force of living creatures 1 standard action ensible written messages. 1 standard action y that cures 1d8+1 points of da Light] 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes It4, Will negates] Id4 rounds or 1 round; see text I hours Instantaneous Instantaneous Idealing 1d6 points of damage. [SR:Yes; Instantaneous Inst	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.) 60 ft. 60 ft.	CR:p.25: CR:p.26: CR:p.26: CR:p.26: CR:p.26:
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 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 3 standard action 4 standard action 4 standard action 4 standard action 4 standard action 5 standard action		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] obts from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting tenes of the animal of creature regard you as its trusted friendly with the search of the animal of creatures or read otherwise incomprehened to the search of the animal of creatures or read otherwise incomprehened to the search of the se	d-Affecting1 standard action with courage, [SR;Yes (harmles I standard action of fire damage to any creature id d-Affecting1 standard action cile and harmless, [SR;Yes; DC ig, Emotion1 standard action in the late of the courage of	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex I minutes It4, Will negates] Id4 rounds or 1 round; see text I hours legates] I hours lil negates] Instantaneous dealing 1d6 points of damage. [SR:Yes; I minutes Instantaneous mage. [SR:Yes (harmless); see text; DC: I hours [D] Concentration, up to 10 minutes [D]	15 ft. haif] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.) 60 ft. 60 ft. 60 ft.	CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.26: CR:p.26: CR:p.26: CR:p.26: CR:p.26: CR:p.26:
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination 1 standard action Concentration, up to 1 minutes [D] 60 ft. CR:p.26 (V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No] Divination [Mind-Affecting] 1 standard action concentration, up to 1 minutes [D] 60 ft. ACG:p.17 (V, S, F] TARGET: cone creature; EFFECT: Read the target's mind to learn about its family. [SR:yes; DC:14, will negates (see text)] Necromancy [Fear, Mind-Affecting, Emotion] standard action 1 minutes Medium (110 ft.) CR:p.27		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 144 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them do Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature becomes trightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature of the animal of creature regard you as its trusted fries (Mind-Affecting ted creatures of the animal of creature regard you as its trusted fries (Mind-Affecting ted creatures) and which glows with blue energy, disrupts the Divination (Healing) a living creature of a determine the comparation (Healing) a living creature, you channel positive energy Transmutation, FireSchool [Fire, Lettollows you. [SR:No] Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat Divination (Lilar kind of animal or plant in a cone emanat	d-Affecting1 standard action with courage, [SR;Yes (harmles I standard action of fire damage to any creature id d-Affecting1 standard action cile and harmless, [SR;Yes; DC ig, Emotion1 standard action in the late of the courage of	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex I minutes It4, Will negates] Id4 rounds or 1 round; see text I hours legates] I hours lil negates] Instantaneous dealing 1d6 points of damage. [SR:Yes; I minutes Instantaneous mage. [SR:Yes (harmless); see text; DC: I hours [D] Concentration, up to 10 minutes [D]	15 ft. haif] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.) 60 ft. 60 ft. 60 ft.	CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.26 CR:p.26 CR:p.26 CR:p.26 CR:p.26
Divination 1 standard action (V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: Read the target's mind to learn about its family. [SR:yes; DC:14, Will negates (see text)] Necromancy [Fear, Mind-Affecting, Emotior1 standard action Necromancy [Fear, Mind-Affecting, Emotior1		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them do Necromancy [Fear, Mind-Affectin ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affectin Enchantment (Charm) [Mind-Affectin Charm] [Mind-Affect	d-Affecting1 standard action with courage. [SR;Yes (harmles 1 standard action of fire damage to any creature id-Affecting1 standard action cile and harmless. [SR;Yes; DC 19, Emotior1 standard action oct:14, Will partial] ecting 1 standard action mal type. [SR;Yes; DC:14, Will recting, Worl standard action end and ally. [SR;Yes; DC:14, Will recting, Worl standard action he life force of living creatures 1 standard action ensible written messages. 1 standard action y that cures 1d8+1 points of da Light 1 standard action 1	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes It4, Will negates] Id4 rounds or 1 round; see text I hours Instantaneous Instantaneous Idealing 1d6 points of damage. [SR:Yes; Instantaneous Inst	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.) 60 ft. 60 ft. 60 ft.	CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.26
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures, [SR:No] Divination [Mind-Affecting] 1 standard action concentration, up to 1 minutes [D] 60 Ft. ACG:p.17 [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)] Necromancy [Fear, Mind-Affecting, Emotior1 standard action described by the content of the concentration of the concentration of the concentration, up to 1 minutes [D] 60 Ft. ACG:p.17 ACG:p.17 ACG:p.17 ACG:p.17 ACG:p.17 I minutes Medium (110 ft.) CR:p.27		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affectin ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affectin Enchantment (Charm) [Mind-Affectin Enchantment (Charm) [Mind-Affectin Mind-Affectin Enchantment (Charm) [Mind-Affectin Mind-Affectin Enchantment (Charm) [Mind-Affectin Mind-Affectin Mind-Affe	d-Affecting1 standard action with courage. [SR:Yes (harmles I standard action of fire damage to any creature id-Affecting1 standard action cile and harmless. [SR:Yes; DC. 19, Emotion1 standard action of fire damage to any creature id-Affecting1 standard action of fire damage id-Affecting1 standard action of fire damage id-Affecting2 in standard action mail type. [SR:Yes; DC:14, Will recting, Worl standard action end and ally. [SR:Yes; DC:14, Will standard action id-Affecting2 in standard action of fire damage id-Affecting2 in standard action of the fire force of living creatures in standard action of the fire force of living creatures in standard action of the fire force of fire force of living creatures in standard action in	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes It4, Will negates] Id4 rounds or 1 round; see text I hours Instantaneous Instantaneous Idealing 1d6 points of damage. [SR:Yes; Instantaneous Inst	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.) 60 ft. 60 ft. 60 ft.	CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.26
[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)] Necromancy [Fear, Mind-Affecting, Emotior1 standard action 1 minutes Medium (110 ft.) CR:p.27		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] obts from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affecting ted creature regard you as its trusted friend ted to the search of the animal of creature regard you as its trusted friend ted to the search of the animal of creatures or read otherwise incomprehe Conjuration (Healing) a living creature, you channel positive energy Transmutation, FireSchool [Fire, Let follows you. [SR:No] Divination auras of chaotic creatures. [SR:No] Divination presence of evil. [SR:No] Divination presence of good. [SR:No] Divination auras of lawful creatures.	d-Affecting1 standard action with courage, [SR:Yes (harmies of Tree damage to any creature id d-Affecting1 standard action of fire damage to any creature id d-Affecting1 standard action cile and harmless, [SR:Yes; DC og, Emotior] standard action with the courage of the courag	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes It4, Will negates] Id4 rounds or 1 round; see text I hours Itegates] I hours Itegates] Instantaneous In	15 ft. haif] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will half (harmless); see text] Touch Long (440 ft.) 60 ft. 60 ft. 60 ft. 60 ft.	CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.26 CR:p.26 CR:p.26 CR:p.26 CR:p.26 CR:p.26 CR:p.26
Doom Necromancy [Fear, Mind-Affecting, Emotior1 standard action 1 minutes Medium (110 ft.) CR:p.27		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them do Necromancy [Fear, Mind-Affectin ted creature becomes frightened. [SR:Yes; Dienchantment (Charm) [Mind-Affectin Enchantment (Charm) [Mind-Affectin Charm) [Mind-Affectin Charm] [Mind-Affect	d-Affecting1 standard action with courage. [SR;Yes; (harmies 1 standard action of fire damage to any creature i d-Affecting1 standard action cile and harmless. [SR;Yes; DC og. Emotior1 standard action cile and harmless. [SR;Yes; DC:14, Will partial] ecting] 1 standard action mal type. [SR;Yes; DC:14, Will recting, Worl standard action end and ally. [SR;Yes; DC:14, Will recting, Worl standard action he life force of living creatures 1 standard action he life force of living creatures 1 standard action he life force of living details 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes Ind your form of the properties of	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch Long (440 ft.) 60 ft. 60 ft. 60 ft. 60 ft.	CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 CR:p.25 GR:p.25 CR:p.26
		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] ots from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them do Necromancy [Fear, Mind-Affectin ted creature becomes frightened. [SR:Yes; Divination] [Mind-Affectin Enchantment (Charm) [Mind-Affectin] and which glows with blue energy, disrupts the Divination display to the properties of the properties	d-Affecting1 standard action with courage, [SR;Yes; (harmies 1 standard action of fire damage to any creature i d-Affecting1 standard action cile and harmless, [SR;Yes; DC org, Emotior1 standard action cile and harmless, [SR;Yes; DC org, Emotior3 standard action mail type, [SR;Yes; DC:14, Will r ecting] 1 standard action mail type, [SR;Yes; DC:14, Will r ecting, Worl standard action end and ally, [SR;Yes; DC:14, Will r standard action he life force of living creatures 1 standard action ensible written messages. 1 standard action y that cures 1d8+1 points of da Light] 1 standard action ting out from you in whatever 1 standard action	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes Ind your form of the properties of	15 ft. half] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch Long (440 ft.) 60 ft. 60 ft. 60 ft. 60 ft.	CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.25: CR:p.26:
		Enchantment (Compulsion) [Mind on the caster; EFFECT: Bless fills your allies v Evocation, FireSchool [Fire] obts from your fingertips dealing 1d4 points of Enchantment (Compulsion) [Mind othes and quiets animals, rendering them doe Necromancy [Fear, Mind-Affecting ted creature becomes frightened. [SR:Yes; Dischantment (Charm) [Mind-Affecting ted creature becomes frightened. [SR:Yes; Dischantment (Charm) [Mind-Affecting ted creature becomes frightened. [SR:Yes; Dischantment (Charm) [Mind-Affecting tenes to the animal structure of the animal of creatures or read otherwise incomprehe Conjuration (Healing) and Iving creatures or read otherwise incomprehe Conjuration (Healing) and Iving creature, you channel positive energy Transmutation, FireSchool [Fire, Let follows you. [SR:No] Divination auras of chaotic creatures. [SR:No] Divination presence of evil. [SR:No] Divination presence of good. [SR:No] Divination auras of lawful creatures. [SR:No] Divination auras of lawful creatures. [SR:No] Divination ame faith. [SR:No] Divination the aura that surrounds undead creatures. [SR:No] Divination the aura that surrounds undead creatures. [SR:No] Divination [Mind-Affecting] about its family. [SR:yes; DC:14, Will negates]	d-Affecting1 standard action with courage, [SR:Yes (harmies 1 standard action of fire damage to any creature id d-Affecting1 standard action oile and harmless, [SR:Yes; DC:qg, Emotior] standard action oile and harmless, [SR:Yes; DC:qg, Emotior] 1 standard action on mal type, [SR:Yes; DC:14, Will partial] ecting] 1 standard action on end and ally, [SR:Yes; DC:14, Will recting, Worl standard action end and ally, [SR:Yes; DC:14, Will restring, Worl standard action on the life force of living creatures 1 standard action ensible written messages. 1 standard action 1 st	Instantaneous In the effect area. [SR:Yes; DC:14, Reflex 1 minutes It4, Will negates] Id4 rounds or 1 round; see text I hours Itegates] I hours Itegates] Instantaneous In	15 ft. haif] Close (25 ft.) Close (25 ft.) Close (25 ft.) Close (25 ft.) Touch DC:14, Fortitude partial or Will neg Personal Touch 4, Will haif (harmless); see text] Touch Long (440 ft.) 60 ft. 60 ft. 60 ft. 60 ft. 60 ft.	CR:p.249 CR:p.252 CR:p.252 CR:p.252 CR:p.254 CR:p.256 CR:p.256 CR:p.266 CR:p.266 CR:p.266 CR:p.266 CR:p.266 CR:p.267 UI:p.212 CR:p.266 CR:p.266 CR:p.267 CR:p.267 CR:p.267

	Shaman Sp	ells			
□□□□ Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.27
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure eleme	nts suffers no harm from being in a hot or col-	d environment. [SR:Ye	es (harmless); DC:14, Will negates (harmle	ess)]	
<u> </u>	Transmutation [WoodSchool]	1 standard action	1 minutes [D]	Long (440 ft.)	CR:p.278
[V, S, DF] TARGET: Plants in a 40-ftradius spread; EFFECT: This spell causes tall of	grass, weeds, and other plants to wrap around	foes in the area of ef	fect or those that enter the area. [SR:No;	DC:14, Reflex partial; see text]	
□□□□ <u>Frostbite</u>	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 fro					
□□□□ <u>Goodberry</u>	Transmutation	1 standard action	1 days	Touch	CR:p.291
[V, S, DF] TARGET: 2d4 fresh berries touched; EFFECT: Casting goodberry makes					
□□□□ 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 in					
□□□□ <u>Hex Vulnerability</u>	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					
□□□□ <u>Hex Ward</u>	Abjuration	1 standard action	1 hours	Touch	UM:p.223
[V, S] TARGET: Creature touched; EFFECT: Target gains +4 on saves against witch					
□□□□□ <u>Hide from Animals</u>	Abjuration	1 standard action	10 minutes [D]	Touch	CR:p.296
[S, DF] TARGET: 1 creatures touched; EFFECT: Animals cannot sense the warded					
□□□□ <u>Hydraulic Push</u>	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 energy					
□□□□ <u>Inflict Light Wounds</u>	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature					
□□□□ <u>Magic Stone</u>	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 that	n sling bullets, so that	they strike with great force when thrown	or slung. [SR:Yes (harmless, obje	ect); DC: 14,
Will negates (harmless, object)]	Transmutation [MetalSchool]	1 standard action	1 minutes	Touch	CR:p.310
Magic Weapon	•				CK.p.510
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +1	Transmutation	olls. [SR:Yes (harmles 1 standard action	ss, object); DC: 14, Will negates (harmless, 1 minutes [D]	object)] Personal	ACG:p.188
One Monkey Fish		i Stariuaru actioni	i minutes [D]	reisonal	АСС.р. 100
[V, S] TARGET: you; EFFECT: Gain a climb speed and a swim speed of 10 ft. for a t	Abjuration	1 standard action	1 hours	Touch	UI:p.220
Obscure Poison	•		Tilouis	Touch	01.p.220
[S,M] TARGET: One dose of poison or one venomous creature; EFFECT: Make it h	Conjuration, WaterSchool (Creation)	1 standard action	1 minutes [D]	20 ft.	CR:p.317
Obscuring Mist				2010	Cit.p.517
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A mist	ty, stationary vapor arises around you obscuri Transmutation	ng all signt, including 1 standard action	1 hours [D]	Touch	CR:p.318
Pass without Trace [V, S, DF] TARGET: 1 creatures touched; EFFECT: The subject or subjects of this sp				100011	Crt.p.5 re
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		i standard action	i minutes [D]	010	CIV.p.520
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					Crt.p.D.Z
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	•				Citipise?
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				III nogatos (harmloss)]	
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					Crupisz
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; <i>EFFEC</i>	•				
Sense Spirit Magic	Divination	a +4 morale bonus a 1 standard action	24 hours	Personal	ACG:p.191
[V, S] TARGET: you; EFFECT: Gain bonuses on identifying and resisting spells asso		i standard action	24 110013	Tersonal	леа.р.13
[V, 5] Target: you, Errect: Gain bondses on identifying and resisting spens asso	Enchantment (Compulsion) [Mind-Affectin	c1 round	1 minutes	Medium (110 ft.)	CR:p.344
[V, S, M] TARGET: One or more living creatures within a 10-ftradius burst; EFFE		-			Jp.J-1
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 you					cp.55
	r side a natural creature [typically an animal, f Conjuration (Creation) [Poison]	ey, magical beast, out 1 standard action	tsider with the elemental subtype, or a gia 1 minutes [D]	ntj. [SK:Noj 0 Ft.	ACG:p.196
□□□□ <u>Thorn Javelin</u>		. standard detion			со.р. 130
[V C] TARCET, involve like there; EFFECT, Wild a familie that sides		1 swift action	1 round	Close (25 ft.)	UI:p.22
[V, S] TARGET: javelin-like thorn; EFFECT: Wield a javelin that sickens opponents			i i odilid	C103C (4J 1L.)	01.p.220
□□□□ <u>Underbrush Decoy</u>	Transmutation		- (-h:h)]		
Underbrush Decoy [S] TARGET: One non-creature plant of size Tiny, Small, or Medium; EFFECT: Crea	te a rustling distraction to hide. [SR:Yes (object	t); DC: 14, Will negate		Personal	ACG:n 100
□□□□ <u>Underbrush Decoy</u>		t); DC: 14, Will negate	s (object)] 1 round or until discharged	Personal	ACG:p.199

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
PUODVIG.
PHOBIAS
I STORAGE AND A
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Gozreh
DEITY
Humanoid
Race Type
Date Cult Time

Description: Biography: