

Thokk Heartmender

Character Name

Shaman 2

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

2 (1)

Character Level (CR)

2000 / 5000

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

17

+3

17

+3

CHA

Charisma

11

+0

11

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+0

=

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+0

=

+0

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+3

+

+3

+

+0

+

+0

+

HP

hit points

17

AC

armor class

16

:

16

:

11

=

10

+

5

+

0

+

0

+

0

+

0

+

1

+

0

+

0

+

0

+

0

+

0

+

0

INITIATIVE

modifier

+0

=

+0

+

+0

Encumbrance

Medium

(rules applied)

Conditional Combat Modifiers:

Increase Grant of Aid bonus to an ally by 1.

MELEE

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+1

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+1

=

BASE ATTACK BONUS

+1

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+1

+

STAT

+1

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+2

TRIP

+2

DISARM

+2

SUNDER

+2

BULL RUSH

+2

OVERRUN

+2

CMD

DIRTY TRICK

13

DRAG

13

REPOSITION

13

STEAL

13

13

13

CMB

DIRTY TRICK

+2

DRAG

+2

REPOSITION

+2

STEAL

+2

CMD

DIRTY TRICK

13

DRAG

13

REPOSITION

13

STEAL

13

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+2

DAMAGE

1d3+1

CRITICAL

20/x2

REACH

5 ft.

Special Properties:

*Greataxe

HAND

Both

TYPE

S

SIZE

M

CRITICAL

20/x3

REACH

5 ft.

TOTAL ATTACK BONUS

+2

DAMAGE

1d12+1

*Bite

HAND

Primary

TYPE

P

SIZE

M

CRITICAL

20/x2

REACH

5 ft.

TOTAL ATTACK BONUS

+2

DAMAGE

1d4+1

Javelin

HAND

Carried

TYPE

P

SIZE

M

CRITICAL

20/x2

REACH

5 ft.

TH

30 ft.

+1

60 ft.

-1

90 ft.

-3

120 ft.

-5

150 ft.

-7

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

*Scale Mail

Medium

+5

+3

-4

25

*Ring of Protection +1

+1

+0

0

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

TOTAL SKILLPOINTS: 10		SKILLS		MAX RANKS: 2/2			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics		DEX	-2	=	0	+	-4
✓ Acrobatics (Jump)		DEX	-6	=	0	+	-8
✓ Appraise		INT	4	=	1		3
✓ Bluff		CHA	0	=	0		
✓ Climb		STR	1	=	1	+	-2
✓ Craft (Untrained)		INT	1	=	1		
✓ Diplomacy		CHA	0	=	0		
✓ Disguise		CHA	0	=	0		
✓ Escape Artist		DEX	-4	=	0		-4
✓ Fly		DEX	-4	=	0		-4
✓ Heal		WIS	7	=	3	+	3
✓ Intimidate		CHA	2	=	0		2
Knowledge (Nature)		INT	5	=	1	+	3
✓ Perception		WIS	5	=	3		2
✓ Perform (Untrained)		CHA	0	=	0		
✓ Ride		DEX	-4	=	0		-4
✓ Sense Motive		WIS	6	=	3	+	2
Spellcraft		INT	5	=	1	+	3
✓ Stealth		DEX	-2	=	0	+	-4
✓ Survival		WIS	7	=	3	+	3
✓ Swim		STR	-3	=	1		-4
				=		+	
				=		+	

✓: 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 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 11 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
Scale Mail	Equipped	1	30 / 50
Javelin	Carried	9	2 (18) / 1 (9)
TOTAL WEIGHT CARRIED/VALUE		60 lbs.	2,079gp

WEIGHT ALLOWANCE			
Light	50	Medium	100
Lift over head	150	Lift off ground	300
		Heavy	150
		Push / Drag	750

MONEY	
Total= 0 gp [Unspent Funds = 214 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 11 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.	
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.	
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 14.	
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	
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.	
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	3+1	—	—	—	—	—	—	—	—
Concentration	+5									

LEVEL 0 / Per Day:4 / Caster Level:2

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 (30 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:13, Will negates]					
☐☐☐☐ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (30 ft.)	CR:p.262
[V, S] TARGET: Up to 4 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 (120 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 (30 ft.)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. [SR:Yes; DC:13, Will negates]					
☐☐☐☐ Detect Magic	Divination	1 standard action	Concentration, up to 2 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 (30 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
☐☐☐☐ Guidance	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:13, Will negates (harmless)]					
☐☐☐☐ Know Direction	Divination	1 standard action	Instantaneous	Personal	CR:p.304
[V, S] TARGET: You; EFFECT: When you cast this spell, you instantly know the direction of north from your current position.					
☐☐☐☐ Light	Evocation [Light, WoodSchool]	1 standard action	20 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
☐☐☐☐ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 2 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
☐☐☐☐ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 2 cu. ft. of contaminated food and water; EFFECT: This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:13, Will negates (object)]					
☐☐☐☐ Read Magic	Divination	1 standard action	20 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
☐☐☐☐ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐ Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (30 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐ Touch of Fatigue	Necromancy	1 standard action	2 rounds	Touch	CR:p.360
[V, S, M] TARGET: Creature touched; EFFECT: You channel negative energy through your touch, fatiguing the target. [SR:Yes; DC:13, Fortitude negates]					
☐☐☐☐ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

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

Name	School	Time	Duration	Range	Source
☐☐☐☐ Bane	Enchantment (Compulsion) [Fear, Mind-Affecting]	1 standard action	2 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; EFFECT: Bane fills your enemies with fear and doubt. [SR:Yes; DC:14, Will negates]					
☐☐☐☐ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	2 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 2d4 points of fire damage to any creature in the effect area. [SR:Yes; DC:14, Reflex half]					
☐☐☐☐ Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	2 minutes	Close (30 ft.)	CR:p.252
[V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes and quiets animals, rendering them docile and harmless. [SR:Yes; DC:14, Will negates]					
☐☐☐☐ Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (30 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. [SR:Yes; DC:14, Will partial]					
☐☐☐☐ Charm Animal	Enchantment (Charm) [Mind-Affecting]	1 standard action	2 hours	Close (30 ft.)	CR:p.254
[V, S] TARGET: One animal; EFFECT: This spell functions like charm person, except that it affects a creature of the animal type. [SR:Yes; DC:14, Will negates]					
☐☐☐☐ Charm Person	Enchantment (Charm) [Mind-Affecting, Will]	1 standard action	2 hours	Close (30 ft.)	CR:p.254
[V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally. [SR:Yes; DC:14, Will negates]					
☐☐☐☐ Chill Touch	Necromancy	1 standard action	Instantaneous	Touch	CR:p.255
[V, S] TARGET: Up to 2 creatures touched; EFFECT: A touch from your hand, which glows with blue energy, disrupts the life force of living creatures dealing 1d6 points of damage. [SR:Yes; DC:14, Fortitude partial or Will negates; see text]					
☐☐☐☐ Comprehend Languages	Divination	1 standard action	20 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+2 points of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
☐☐☐☐ Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	2 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 20 minutes [D]	Long (480 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 20 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 20 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 20 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 20 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 2 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 2 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 2 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 2 minutes [D]	60 Ft.	ACG:p.179
[V, S, F] TARGET: one creature; EFFECT: Read the target's mind to learn about its family. [SR:yes; DC:14, Will negates (see text)]					
☐☐☐☐ Doom	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	2 minutes	Medium (120 ft.)	CR:p.274
[V, S, DF] TARGET: One living creature; EFFECT: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:14, Will negates]					

* =Domain/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:14, Will negates (harmless)]					
■■■■■ Entangle	Transmutation [WoodSchool]	1 standard action	2 minutes [D]	Long (480 ft.)	CR:p.278
[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. [SR:No; DC:14, Reflex partial; see text]					
■■■■■ Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Up to 2 creatures touched; EFFECT: Target takes 1d6+2 nonlethal cold damage and is fatigued. [SR:Yes]					
■■■■■ Gentle Breeze	Evocation (Air)	1 standard action	1 hour [D]	Close (30 ft.)	ACG:p.183
[V, S] TARGET: one creature or object; EFFECT: Light wind protects one target from clouds, gases, heat, and vapors. [SR:yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Goodberry	Transmutation	1 standard action	2 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	20 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	2 rounds	Close (30 ft.)	ACG:p.184
[V, S, M] TARGET: one creature; EFFECT: Reuse a hex on a specific target. [SR:yes; DC:14, Will negates]					
■■■■■ Hex Ward	Abjuration	1 standard action	2 hours	Touch	UM:p.223
[V, S] TARGET: Creature touched; EFFECT: Target gains +4 on saves against witch hexes. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Hide from Animals	Abjuration	1 standard action	20 minutes [D]	Touch	CR:p.296
[S, DF] TARGET: 2 creatures touched; EFFECT: Animals cannot sense the warded creatures. [SR:Yes; DC:14, Will negates (harmless)]					
■■■■■ Hydraulic Push	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (30 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+2 points of damage. [SR:Yes; DC:14, Will half]					
■■■■■ Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
■■■■■ Magic Weapon	Transmutation [MetalSchool]	1 standard action	2 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
■■■■■ Monkey Fish	Transmutation	1 standard action	2 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	2 hours	Touch	Ut: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	2 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	2 hours [D]	Touch	CR:p.318
[V, S, DF] TARGET: 2 creatures touched; EFFECT: The subject or subjects of this spell do not leave footprints or a scent trail while moving. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Produce Flame	Evocation [Fire]	1 standard action	2 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	2 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
■■■■■ Protection from Evil	Abjuration [Good]	1 standard action	2 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
■■■■■ Protection from Good	Abjuration [Evil]	1 standard action	2 minutes [D]	Touch	CR:p.328
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
■■■■■ Protection from Law	Abjuration [Chaotic]	1 standard action	2 minutes [D]	Touch	CR:p.328
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
■■■■■ Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (30 ft.)	CR:p.332
[V, S] TARGET: 1 creatures, no two of which can be more than 30 ft. apart; EFFECT: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Sense Spirit Magic	Divination	1 standard action	24 hours	Personal	ACG:p.191
[V, S] TARGET: you; EFFECT: Gain bonuses on identifying and resisting spells associated with your spirits. [SR:no; DC:14, none]					
■■■■■ Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	2 minutes	Medium (120 ft.)	CR:p.344
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: A sleep spell causes a magical slumber to come upon 4 HD of creatures. [SR:Yes; DC:14, Will negates]					
■■■■■ Summon Nature's Ally I	Conjuration (Summoning)	1 round	2 rounds [D]	Close (30 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	2 minutes [D]	0 Ft.	ACG:p.196
[V, S] TARGET: javelin-like thorn; EFFECT: Wield a javelin that sickens opponents when it strikes. [SR:no; DC:14, none]					
■■■■■ Underbrush Decoy	Transmutation	1 swift action	1 round	Close (30 ft.)	Ut:p.228
[S] TARGET: One non-creature plant of size Tiny, Small, or Medium; EFFECT: Create a rustling distraction to hide. [SR:Yes (object); DC:14, Will negates (object)]					
■■■■■ Wave Shield	Abjuration [Water]	1 immediate action	1 round or until discharged	Personal	ACG:p.199
[V] TARGET: you; EFFECT: Water blunts one incoming attack or fire effect.					

* =Domain/Specialty Spell

Thokk Heartmender

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

Description:
Biography: