

Venture Captain Sheriff Kaikura

Player: Scott David Gray

Male versatile human (Mwangi) druid (goliath druid)
10/monk (flowing monk) 1/oracle (seeker) 1/sorcerer
(eldritch scrapper) 1, Grand Lodge faction - CL13 - CR
12

Lawful Neutral Humanoid (Human); Deity: **Gozreh**; Age:
33; Height: **5' 9"**; Weight: **175 lb.**; Eyes: **Dark Brown** ;
Hair: **Black**; Skin: **Dark Negro**

Ability	Score	Modifier	Temporary
STR STRENGTH	16/20	+3/+5	
DEX DEXTERITY	16/20	+3/+5	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	18/24	+4/+7	
CHA CHARISMA	11	0	

Saving Throw Total Base Ability Resist Misc Temp Notes

Fortitude (CONSTITUTION)	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+15	=	+9	+3	+3		
Face Nature's Might: +4 vs. spell-like and supernatural abilities of giants, Goz mask : +4 and one size larger to resist effects of wind							

Reflex (DEXTERITY)	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+13	=	+5	+5	+3		
Face Nature's Might: +4 vs. spell-like and supernatural abilities of giants, Goz mask : +4 and one size larger to resist effects of wind							

Will (WISDOM)	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+23	=	+13	+7	+3		
Face Nature's Might: +4 vs. spell-like and supernatural abilities of giants, Goz mask : +4 and one size larger to resist effects of wind							

Energy Resistance, Fire (10) Immunity to Fatigue

AC	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	24	=		+5			+1		+1

Touch AC	Total	Flat-Footed AC	BAB	Strength	Size	Misc
Touch AC	24	Flat-Footed AC	19			

CM Bonus	Total	Base	Ability	Resist	Misc
CM Bonus +15 Repositioning	+13	=	+7	+5	-

CM Defense	Total	Base	Ability	Resist	Misc
CM Defense 38 vs. Reposition	36	=	10	+7	+5

Base Attack	Modifier	HP	Value
Base Attack	+7	HP	120

Initiative	Modifier	Damage / Current HP
Initiative	+11	

Speed	Value
Speed	20 ft

Character Number: 14034 - 58



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+21	DEX (5)	13	
Speed greater/less than 30 ft. :-4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+5	STR (5)	-	
Diplomacy	+4	CHA (0)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Handle Animal	+4	CHA (0)	1	
Heal	+7	WIS (7)	-	
Intimidate	+4	CHA (0)	1	
Knowledge (dungeoneering)	+1	INT (0)	1	
Knowledge (nature)	+13	INT (0)	10	
Knowledge (religion)	+4	INT (0)	1	
Perception	+23	WIS (7)	13	
Trapfinding: +1 to locate traps				
Profession (Herdsman)	+11	WIS (7)	1	
Profession (Kaer Maga Troll Augur)	+11	WIS (7)	1	
Ride	+5	DEX (5)	-	
Sense Motive	+11	WIS (7)	1	
Spellcraft	+4	INT (0)	1	
Stealth	+21	DEX (5)	13	
Survival	+11	WIS (7)	1	
Wayfinder: +2 to avoid becoming lost				
Swim	+5	STR (5)	-	

Feats

Armor Proficiency (Light)

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

Feats

Armor Proficiency (Medium)

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

Combat Reflexes (6 AoO/round)

You can make extra attacks of opportunity.

Divine Interference

Sacrifice a spell to force an enemy to reroll a successful attack against your ally

Druid Weapon Proficiencies

You are proficient with the Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortspear, Sling and Spear.

Eschew Materials

Cast spells without materials, if component cost is 1 gp or less.

Improved Initiative

You get a +4 bonus on initiative checks.

Improved Reposition

Reposition at +2, without an attack of opportunity.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Lunge

Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Monk Weapon Proficiencies

You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Shaping Focus +3

Count other class levels as druid levels for the purpose of wild shape

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Toughness

You gain +3 hit points.

Traits

Magical Knack (Druid [Goliath Druid])

+2 CL for a specific class, to a max of your HD.

Reactionary

+2 Initiative

+1 temple sword

Main hand: **+13/+8, 1d8+6 plus 1d6 acid**

Crit: 19-20/x2
1-hand, S, Monk,

Both hands: **+13/+8, 1d8+8 plus 1d6 acid**

Main w/ offhand: **+7/+2, 1d8+6 plus 1d6 acid**

Main w/ light off: **+9/+4, 1d8+6 plus 1d6 acid**

Offhand: **+3, 1d8+3 plus 1d6 acid**

Flurry: **+12/+12/+7, 1d8+6 plus 1d6 acid**

Experience & Wealth

Experience Points: **38/39**

Current Cash: **35 pp, 8 gp**

Grand Lodge: **Fame: 67, PP: 43**

+2 unarmed strike

Main hand: **+14/+9, 1d6+7 plus 1d6 acid**

Crit: x2
Light, B

Main w/ offhand: **+8/+3, 1d6+7 plus 1d6 acid**

Main w/ light off: **+10/+5, 1d6+7 plus 1d6 acid**

Offhand: **+6, 1d6+7 plus 1d6 acid**

Flurry: **+13/+13/+8, 1d6+7 plus 1d6 acid**

Club

Main hand: **+12/+7, 1d6+5 plus 1d6 acid**

Crit: x2
Rng: 10'
1-hand, B

Both hands: **+12/+7, 1d6+7 plus 1d6 acid**

Main w/ offhand: **+6/+1, 1d6+5 plus 1d6 acid**

Main w/ light off: **+8/+3, 1d6+5 plus 1d6 acid**

Offhand: **+2, 1d6+2 plus 1d6 acid**

Ranged: **+12, 1d6+5 plus 1d6 acid**

Ranged, both hands: **+12, 1d6+5 plus 1d6 acid**

Ranged w/ offhand: **+6, 1d6+5 plus 1d6 acid**

Ranged w/ light off: **+8, 1d6+5 plus 1d6 acid**

Ranged offhand: **+2, 1d6+2 plus 1d6 acid**

Longspear

Both hands: **+12/+7, 1d8+7 plus 1d6 acid**

Crit: x3
2-hand, P, Brace,

Sling

Ranged: **+12, 1d4+5 plus 1d6 acid**

Ranged, both hands: **+12, 1d4+7 plus 1d6 acid**

Crit: x2
Rng: 50'
1-hand, B

Ranged w/ offhand: **+6, 1d4+5 plus 1d6 acid**

Ranged w/ light off: **+8, 1d4+5 plus 1d6 acid**

Ranged offhand: **+2, 1d4+2 plus 1d6 acid**

Sling bullets

Crit: N/A
Ammo

Sling bullets, sharpstone

Crit: N/A
Ammo, P/S

Gear

Total Weight Carried: 85/460 lbs, Encumbrance Ignored

(Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)

+1 temple sword	3 lbs
Alchemist's fire x5	1 lb
Amulet of mighty fists +2	-
Backpack, masterwork (26 @ 28 lbs)	4 lbs
Belt of physical perfection +4	1 lb
Belt pouch (3 @ 0 lbs)	0.5 lbs
Blanket <In: Backpack, masterwork (26 @ 28 lbs)>	1 lb
Blue scarf	-
Cloak of resistance +3	1 lb
Club	3 lbs
Deliquescent gloves	1 lb
Flint and steel <In: Belt pouch (3 @ 0 lbs)>	-
Goz mask (6 10 minute inc/day)	1 lb
Hammock <In: Backpack, masterwork (26 @ 28 lbs)>	3 lbs
Hat	0.5 lbs
Holly and mistletoe	-
Holy symbol, iron (Gozreh)	1 lb
Hot Weather outfit (Free)	-
loun stone (dusty rose prism) <In: Wayfinder (1 @ 0	-
loun stone (scarlet and blue sphere, flawed, Disable	-
Longspear	9 lbs
Mess kit <In: Backpack, masterwork (26 @ 28 lbs)>	1 lb
Money <In: Belt pouch (3 @ 0 lbs)>	-
Pathfinder Lodge	-
Pearl of power (1st level, 1/day) <In: Belt pouch (3 @ 0	-
Pot <In: Backpack, masterwork (26 @ 28 lbs)>	4 lbs
Red scarf	-
Ring of fire resistance (minor)	-
Ring of protection +1	-
Shifter's headband (+6 Wis, 1/day)	-
Silk rope <In: Backpack, masterwork (26 @ 28 lbs)>	5 lbs
Sleeves of many garments	1 lb
Sling	-
Sling bullets x10	0.5 lbs
Sling bullets, sharpstone x18	0.5 lbs
Soap x10	0.5 lbs
Spectacles of understanding	-
Spell component pouch	2 lbs
Sunrod x2 <In: Backpack, masterwork (26 @ 28 lbs)>	1 lb
Trail rations x12 <In: Backpack, masterwork (26 @ 28	1 lb
Wand of cure light wounds (18 charges) <In: Backpack,	-
Wand of false life (38 charges) <In: Backpack,	-
Wand of heroism (8 charges)	-
Wand of long arm (50 charges) <In: Backpack,	-
Wand of mage armor (38 charges) <In: Backpack,	-
Wand of magic missile (CL 5th, 16 charges)	-
Wand of mirror image (48 charges)	-
Wand of protection from evil (6 charges) <In: Backpack,	-

Gear

Total Weight Carried: 85/460 lbs, Encumbrance Ignored
(Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)

Wand of shield (42 charges) <In: Backpack, masterwork -
Waterskin 4 lbs
Wayfinder (1 @ 0 lbs) 1 lb

Special Abilities

Destructive Smite +5 (10/day) (Su)

You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack.

Div

You can trace your ancestry to one of the foul, corrupted genies known as divs.

Bloodline Arcana: Whenever you deal damage to more than one creature with

Druid (Goliath Druid) Domain (Rage)

Note: The effective level for the barbarian rage powers is currently equal to the cleric level. The rule that they should only count their effective barbarian level as 1/2 their cleric level has not been implemented yet.

Face Nature's Might (Ex)

At 4th level, a goliath druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of giants. This ability replaces resist nature's lure.

Flurry of Blows +6/+6/+1 (Ex)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be

Lame

One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to

Life Link (1 max bonds, 110 feet) (Su)

As a standard action, you may create a bond between yourself and another creature. Each round at the start of your turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and

Martial Flexibility (move action, 4/day) (Ex)

At 1st level, an eldritch scrapper gains the brawler's martial flexibility class feature, using her sorcerer level as her brawler level for the purposes of uses per day. The scrapper treats Arcane Strike and Combat Casting as combat

Primal Bond (Ex)

When a goliath druid forms a nature bond, if she selects a cleric domain, she must select from the Animal, Destruction, or Strength domains, or the Ferocity, Growth, or Rage subdomains.

Primal Empathy (Ex)

A goliath druid's wild empathy functions only with creatures that are Large or larger. This ability alters wild empathy.

Primal Size

A goliath druid adds *enlarge person* to her list of class spells. She can cast this spell only on herself. She can also channel stored spell energy to cast this spell without preparing it - she can lose a prepared spell of 1st level or higher to cast

Primal Summons

A goliath druid adds the following creatures to the list of creatures she can normally summon using *summon nature's ally* spells.

Rage (10 rounds/day) (Su)

At 8th level, you can enter a fearsome rage, like a barbarian, for a number of rounds per day equal to your cleric level. At 12th and 16th level, you can select one rage power. You cannot select any rage power that possesses a level

Redirection (1/day, DC 17) (Ex)

At 1st level, as an immediate action, a flowing monk can attempt a reposition or trip combat maneuver against a creature that the flowing monk threatens and that attacks him. If the combat maneuver is successful, the attacker is sickened

Spontaneous Casting

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Special Abilities

Trapfinding +1

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Unarmed Strike (1d6)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand

Versatile Human

While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual

Wild Empathy +10 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild

Wild Shape (13 hours, 5/day) (Su)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell,

Wild Shape (Beast Shape III: Diminutive - Huge animal)

You may use your Wild Shape ability to become an animal.

Wild Shape (Giant Form I) (Troll) (Su)

Druids' ability to wild shape into a creature of the animal type allows a goliath druid to assume only the form of a dinosaur or megafauna. She doesn't gain the ability to become an elemental or plant.

Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Tracked Resources

Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Club	<input type="checkbox"/>
Destructive Smite +5 (10/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Goz mask (6 10 minute inc/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Martial Flexibility (move action, 4/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Pearl of power (1st level, 1/day)	<input type="checkbox"/>
Rage (10 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Redirection (1/day, DC 17) (Ex)	<input type="checkbox"/>
Shifter's headband (+6 Wis, 1/day)	<input type="checkbox"/>
Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sling bullets, sharpstone	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds (18 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of false life (38 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of heroism (8 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Wand of long arm (50 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of mage armor (38 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of magic missile (CL 5th, 16 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of mirror image (48 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of protection from evil (6 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of shield (42 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wild Shape (13 hours, 5/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Druidic

Polyglot

Spells & Powers

Druid (Goliath Druid) spells memorized (CL 12th; concentration +19)

Melee Touch +12 Ranged Touch +12

5th—*baleful polymorph* (DC 22), *fire snake*^{APG} (2, DC 22), *shout*^D (DC 22)

4th—*air walk*, *freedom of movement*, *inflict critical wounds*^D (DC 21), *communal protection from energy*^{UC} (2)

3rd—*greater longstrider*^{ACG}, *protection from energy* (3), *rage*^D, *raven's flight*

2nd—*barkskin* (2), *bull's strength*^D, *cat's grace*, *resist energy* (2), *stone discus*^{ACG}

1st—*ant haul*^{APG} (DC 18), *cheetah's sprint*, *feather step*^{APG} (DC 18), *heightened awareness*^{ACG}, *longstrider*, *monkey fish*^{ACG}, *true strike*^D

0th (at will)—*create water*, *detect magic*, *read magic*, *stabilize*

[D] Domain spell; **Domains** Destruction, Rage

Oracle (Seeker) spells known (CL 1st; concentration +1)

Melee Touch +12 Ranged Touch +12

1st (3/day)—*cure light wounds*, *divine favor*, *shield of faith*

0th (at will)—*bleed* (DC 10), *guidance*, *mending*, *scrivener's chant*

Spells & Powers

Sorcerer (Eldritch Scrapper) spells known (CL 1st; concentration +1)
Melee Touch +12 **Ranged Touch** +12
1st (3/day)—*mage armor*, *shield*
0th (at will)—*dancing lights*, *message*, *open/close* (DC 10), *prestidigitation*

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft. : -4 to jump

All Saves

Face Nature's Might: +4 vs. spell-like and supernatural abilities of giants, **Goz mask**: +4 and one size larger to resist effects of wind

Linguistics

Spectacles of understanding : +5 to Linguistics checks to identify forgeries

Perception

Trapfinding: +1 to locate traps

Survival

Wayfinder: +2 to avoid becoming lost

Background

Kaikura was born in 4684, into the Koboto tribe of North-West Mwangi.

From a young age, Kaikura knew the tribal belief that engaging in cannibalism, necromancy, and incest, would appease the Sar-Garog gods (the three feasters Urgathoa, Rovagug, and Lord Zura). Kaikura was skeptical that doing such distasteful things was buying his tribe protection, or that even if it were it would be 'right' to do such things.

His father and mother protected Kaikura from the feasts, from the debauchery. It was clear that his parents, too, were skeptical, but did not openly question the Koboto ways. His parents got away with engaging little with the cannibalism or debauchery -- because Kaikura's father's father's father had been the Div kòāšm, who visited the tribe and impregnated several of the women in celebration upon the death of Aroden.

In 4697, Kaikura went through his manhood test and rite; three days in the wilderness, without provision or weapon, to make his way safely over the river and home again. For Kaikura, who had spent a great deal of time in the jungles, and who was practiced at fighting without weapons, it was an easy test.

But Kaikura dreaded the homecoming. When he would be expected to bed his cousin, and to join the hunt for human flesh from other tribes. So he simply never returned.

For twenty years Kaikura has lived in the Mwangi jungles, trading between settlements and scraping a living from the land. Hearing about the glories of the Pathfinder Society and the Grand Lodge from visiting pathfinders, he came to visit Absalom and make it his new home.

Sourcebooks Used

- **Advanced Class Guide** - Eldritch Scrapper (archetype); Heightened Awareness (spell); Longstrider, Greater (spell); Monkey Fish (spell); Stone Discus (spell)
- **Advanced Player's Guide** - Ant Haul (spell); Rage (special ability); Feather Step (spell); Fire Snake (spell); Oracle (class)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Curse of the Crimson Throne / Ultimate Equipment** - Temple sword (weapon)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Advanced Player's Guide New Combat Maneuvers** - Improved Reposition (feat)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Knack (trait)
- **Advanced Race Guide** - Dual Talent (alternate racial trait); Versatile Human (alternate racial trait)
- **Adventurer's Armory / Ultimate Equipment** - Scarf (equipment); Hammock (equipment); Scarf (equipment)
- **Adventurer's Guide / Inner Sea World Guide** - Goz mask (equipment)
- **Giant Hunter's Handbook** - Goliath Druid (archetype)
- **Halflings of Golarion** - Sling bullets, sharpstone (weapon)
- **Heroes of the Wild** - Cheetah's Sprint (spell); Raven's Flight (spell)
- **Inner Sea Races / Inner Sea World Guide** - Mwangi (race option); Polyglot (language)
- **Pathfinder Society Field Guide** - Seeker (archetype)
- **Pathfinder Society Primer** - Pathfinder Lodge (equipment)
- **People of the Sands** - Div (special ability)
- **Seekers of Secrets** - Ioun stone (scarlet and blue sphere, flawed) (equipment); Scrivener's Chant (spell)
- **Ultimate Combat** - Flowing Monk (archetype); Protection from Energy, Communal (spell)
- **Ultimate Equipment** - Deliquescent gloves (equipment); Hat (equipment); Holy symbol, iron (equipment); Mess kit (equipment); Shifter's headband (+6 Wis) (equipment); Sleeves of many garments (equipment); Spectacles of understanding (equipment)
- **Ultimate Magic** - Divine Interference (feat); Shaping Focus (feat)

Venture Captain Sheriff Kaikura – Abilities & Gear

Combat Reflexes (6 AoO/round) **Feat**

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Divine Interference **Feat**

You can convert a spell to interfere with an enemy's attack.

Prerequisites: Divine spellcaster, caster level 10th.

Benefit: As an immediate action, when an enemy within 30 feet hits an ally with an attack, you can sacrifice a prepared divine spell or (if you are a spontaneous caster) an unused spell slot and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. You must sacrifice a spell of 1st-level or higher to use this ability. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

Appears In : Ultimate Magic

Eschew Materials **Feat**

You can cast many spells without needing to utilize minor material components.

Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Improved Initiative **Feat**

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Reposition **Feat**

You have learned how to force your enemies to move around the battlefield.

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a reposition combat maneuver. In addition, you receive a +2 bonus on checks made to reposition a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to reposition you.

Normal: You provoke an attack of opportunity when performing a reposition combat maneuver.

Appears In : Advanced Player's Guide New Combat Maneuvers

Improved Unarmed Strike **Feat**

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Lunge **Feat**

You can strike foes that would normally be out of reach.

Prerequisites: Base attack bonus +6.

Benefit: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Power Attack -2/+4 **Feat**

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shaping Focus +3 **Feat**

Your powers of shapeshifting outstrip your dabbling in the druidic faith.

Prerequisites: Wild shape class feature, Knowledge (nature) 5 ranks.

Benefit: If you are a multiclassed druid, your wild shape ability is calculated as though your druid level were four higher, to a maximum level equal to your character level.

Special: This feat has no effect if you are not a multiclassed druid.

Appears In : Ultimate Magic

Toughness **Feat**

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Venture Captain Sheriff Kaikura – Abilities & Gear

Magical Knack (Druid [Goliath Druid]) Trait

You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks.

Benefit: Pick a class when you gain this trait—your caster level in that class gains a +2 trait bonus as long as this bonus doesn't increase your caster level higher than your current Hit Dice.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

Reactionary Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Energy Resistance, Fire (10) Unknown

You have the specified Energy Resistance against Fire attacks.

Immunity to Fatigue Unknown

You are immune to the fatigued condition.

Unarmed Strike (1d6) Unknown

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

Versatile Human Unknown

While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual talent.

Appears In: Advanced Race Guide

Destructive Smite +5 (10/day) (Su) Class Ability (Ape Shaman, Blii)

You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Div Class Ability (Sorcerer)

You can trace your ancestry to one of the foul, corrupted genies known as divs.

Bloodline Arcana: Whenever you deal damage to more than one creature with a spell that affects an area, the save DCs of your spells increase by 1 for 1d4 rounds.

Bloodline Powers: The corrupt blood within you grants you powers to devastate the works and bonds of mortals.

Appears In: People of the Sands

Face Nature's Might (Ex) Class Ability (Druid)

At 4th level, a goliath druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of giants. This ability replaces resist nature's lure.

Flurry of Blows +6/+6/+1 (Ex) Class Ability (Monk)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

Lame Class Ability (Oracle)

One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to encumbrance. At 5th level, you are immune to the fatigued condition (but not exhaustion). At 10th level, your speed is never reduced by armor. At 15th level, you are immune to the exhausted condition.

Life Link (1 max bonds, 110 feet) (Su) Class Ability (Oracle, Oracle)

As a standard action, you may create a bond between yourself and another creature. Each round at the start of your turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and you take 5 hit points of damage. You may have one bond active per oracle level. This bond continues until the bonded creature dies, you die, the distance between you and the other creature exceeds medium range, or you end it as an immediate action (if you have multiple bonds active, you may end as many as you want as part of the same immediate action).

Venture Captain Sheriff Kaikura – Abilities & Gear

Martial Flexibility (move action, 4/day) (Ex) Class Ability (Sorcerer)

At 1st level, an eldritch scrapper gains the brawler's martial flexibility class feature, using her sorcerer level as her brawler level for the purposes of uses per day. The scrapper treats Arcane Strike and Combat Casting as combat feats for the purpose of this ability.

At 9th level, an eldritch scrapper can use this ability to gain the benefit of two combat feats at the same time. She can select one feat as a move action or two feats as a standard action. She can use one of these feats to meet a prerequisite of the second feat; doing so means she cannot replace the feat that is currently fulfilling another feat's prerequisites without also replacing all feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 15th level, an eldritch scrapper can use this ability to gain the benefit of three combat feats at the same time. She can select one feat as a swift action, two feats as a move action, or three feats as a standard action. She can use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

This ability replaces the sorcerer's bloodline powers gained 1st, 9th, and 15th levels.

Primal Bond (Ex) Class Ability (Druid)

When a goliath druid forms a nature bond, if she selects a cleric domain, she must selected from the Animal, Destruction, or Strength domains, or the Ferocity, Growth, or Rage subdomains.

If the goliath druid selects an animal companion, she must select a dinosaur or megafauna. If she has a dinosaur or megafauna animal companion, she can target it with *enlarge person* even though the companion isn't of the humanoid type.

This ability alters nature bond.

Primal Empathy (Ex) Class Ability (Druid)

A goliath druid's wild empathy functions only with creatures that are Large or larger. This ability alters wild empathy.

Primal Size Class Ability (Druid)

A goliath druid adds *enlarge person* to her list of class spells. She can cast this spell only on herself. She can also channel stored spell energy to cast this spell without preparing it - she can lose a prepared spell of 1st level or higher to cast *enlarge person*. This ability replaces nature sense.

Primal Summons Class Ability (Druid)

A goliath druid adds the following creatures to the list of creatures she can normally summon using *summon nature's ally* spells.

Summon Nature's Ally I : Compsognathus.
Summon Nature's Ally II : Dimorphodon.
Summon Nature's Ally III : Velociraptor.
Summon Nature's Ally IV : Ogre, parasaurolophus.
Summon Nature's Ally V : Glyptodon, iguanodon.
Summon Nature's Ally VI : Baluchitherium, megalania.
Summon Nature's Ally VII : Cliff giant.
Summon Nature's Ally VIII : Spinosaurus.
Summon Nature's Ally IX : Diplodocus.

This ability replaces venom immunity and a thousand faces.

Rage (10 rounds/day) (Su) Class Ability (Ape Shaman,Blk)

Fly into a rage, giving you +4 Str, +4 Con, +2 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged.

Rage lasts for 3 rounds + Con bonus. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for the rest of the encounter.

Redirection (1/day, DC 17) (Ex) Class Ability (Monk)

At 1st level, as an immediate action, a flowing monk can attempt a reposition or trip combat maneuver against a creature that the flowing monk threatens and that attacks him. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = 10 + 1/2 the monk's level + monk's Wisdom modifier to halve the duration), plus 1 additional round at 4th level and for every four levels afterward (to a maximum of 6 rounds at 20th level). The monk gains a +2 bonus on the reposition or trip combat maneuver check and the save DC for redirection increases by 2 if the attacker is using Power Attack or is charging when attacking him. The benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply.

At 4th level, a flowing monk can use redirection against an opponent that the flowing monk threatens and that attacks an ally with a melee attack. At 8th level, a flowing monk can make both a reposition and a trip maneuver as part of a single immediate action with this ability. At 12th level, a flowing monk can use redirection against any opponent that attacks him in melee, even if the flowing monk is not threatening the opponent who attacks him. A flowing monk can use this ability once per day per monk level, but no more than once per round. This ability replaces stunning fist.

Spontaneous Casting Class Ability (Druid)

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex) Class Ability (Druid)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Trapfinding +1 Class Ability (Oracle)

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Wild Empathy +10 (Ex) Class Ability (Druid)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Additions from Primal Empathy: Your wild empathy only affects creatures of size Large or larger.

Venture Captain Sheriff Kaikura – Abilities & Gear

Wild Shape (13 hours, 5/day) (Su) Class Ability (Druid)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a druid can use wild shape at will. As a druid gains in levels, this ability allows the druid to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, a druid can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a druid's wild shape now functions as *beast shape II*. When taking the form of an elemental, the druid's wild shape functions as *elemental body I*.

At 8th level, a druid can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of animals, a druid's wild shape now functions as *beast shape III*. When taking the form of an elemental, the druid's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the druid's wild shape functions as *plant shape I*.

At 10th level, a druid can use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body III*. When taking the form of a plant, the druid's wild shape now functions as *plant shape II*.

At 12th level, a druid can use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body IV*. When taking the form of a plant, the druid's wild shape now functions as *plant shape III*.

Wild Shape (Beast Shape III: Diminutive - Hu Class Ability (Druid)

You may use your Wild Shape ability to become an animal.

Wild Shape (Giant Form I) (Troll) (Su) Class Ability (Druid)

Druids' ability to wild shape into a creature of the animal type allows a goliath druid to assume only the form of a dinosaur or megafauna. She doesn't gain the ability to become an elemental or plant.

At 6th level, the goliath druid can use wild shape to become a Large humanoid of the giant subtype. This functions as the *alter self* spell, except the goliath druid gains a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +1 natural armor bonus. If the Large humanoid form she takes has rock throwing, she gains rock throwing (range 40 feet, 1d8 damage). If the form has the aquatic subtype, she gains the aquatic and amphibious subtypes.

At 12th level, when taking the form of a giant, the goliath druid's wild shape functions as *giant form I*.

At 14th level, the goliath druid can also use wild shape to change into a Huge giant. When taking the form of a giant, the goliath druid's wild shape functions as *giant form II*. This ability alters wild shape.

Woodland Stride (Ex) Class Ability (Druid)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Ring of fire resistance (minor) Ring

Rings of this type come in a wide variety of designs and colorations, typically related to the types of energy they defend against. These rings continually protect the wearer from fire damage. Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A minor ring of energy resistance grants 10 points of resistance.

Construction Requirements Forge Ring, *resist energy*; **Cost** 6,000 gp

Ring of protection +1 Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Wand of cure light wounds (18 charges) Wand

Cure Light Wounds
When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Wand of false life (38 charges) Wand

False Life
You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Venture Captain Sheriff Kaikura – Abilities & Gear

Wand of heroism (8 charges)

Wand

Heroism

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Wand of long arm (50 charges)

Wand

Long Arm

Your arms temporarily grow in length, increasing your reach with those limbs by 5 feet.

Wand of mage armor (38 charges)

Wand

Mage Armor

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Wand of magic missile (CL 5th, 16 charges)

Wand

Magic Missile

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Wand of mirror image (48 charges)

Wand

Mirror Image

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Wand of protection from evil (6 charges)

Wand

Protection from Evil

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Wand of shield (42 charges)

Wand

Shield

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Amulet of mighty fists +2

Wondrous Item (Neck)

This amulet grants an enhancement bonus of +2 on attack and damage rolls with unarmed attacks and natural weapons. The enhancement bonus from an amulet of mighty fists does allow natural attacks and unarmed strikes to bypass damage reduction if the enhancement bonus is at least +3 (as with other weapons, see page 562 of the Core Rulebook).

Construction

Requirements: Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus; **Cost** 8,000 gp

Belt of physical perfection +4

Wondrous Item (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*; **Cost** 32,000 gp

Venture Captain Sheriff Kaikura – Abilities & Gear

Cloak of resistance +3

Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +3 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 4,500 gp

Deliquescent gloves

Wondrous Item (Hands)

These heavy leather gloves ripple and flows at the wearer's command, reshaping to fit any hand, claw, tentacle, or alien limb. The wearer's melee touch attacks with that hand deal 1d6 points of acid damage. If the wearer uses that hand to wield a weapon or make an attack with an unarmed strike or natural weapon, that attack gains the *corrosive* weapon special ability.

The wearer's gloved hand is protected from the acid ability of oozes, allowing him to use that hand to attack oozes with unarmed strikes or natural attacks without risk of harm from contact with the ooze. These unarmed strikes and natural attacks never cause an ooze to split.

Construction

Requirements Craft Wondrous Item, *acid arrow*, *summon monster V*; **Cost** 4,000 gp

Appears In : Ultimate Equipment

Goz mask (6 10 minute inc/day) Wondrous Item (Head)

Shortly after the Eye of Abendego began, the Storm Kindlers created enchanted masks to aid in the navigation of the often storm-lashed swamps. Today, many of these distinctive masks remain, now worn by humanoid chieftains and Koboto witch doctors. The masks are often defaced, with their original appearance twisted into monstrous or demonic visages. Their new owners refer to them as *goz masks*. A *goz mask* allows the wearer to see through fog, smoke, and other obscuring vapors as if they did not exist. This ability functions underwater as well, allowing the wearer to see through thick silt and other aquatic precipitates. Additionally, the wearer is treated as one size category larger and gains a +4 bonus on all saving throws made to resist the effects of wind.

A *goz mask* allows its wearer to breathe water for 60 minutes per day—these minutes need not be consecutive, but must be expended in 10-minute increments.

Construction

Requirements Craft Wondrous Item, *control winds*, *water breathing*; **Cost** 4,000 gp

Appears In : Inner Sea World Guide, Adventurer's Guide

Ioun stone (dusty rose prism)

Wondrous Item

This stone grants the bearer a +1 insight bonus to AC.

A Prism is usually faceted, with a long shape where top and bottom have the same number of sides. Normally the width and angle of all sides are uniform.

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

Resonant Power:

+1 insight bonus on combat maneuver checks.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 2,500 gp

Ioun stone (scarlet and blue sphere, flawed, Dis Wondrous Item

This stone has a flaw other than a crack, such as irregular faceting or impurities in the crystal. It grants a +2 enhancement bonus to Intelligence and a –2 penalty to Constitution.

A Sphere is usually smooth and almost perfectly round in all dimensions. Ioun stones orbit the head within d3 feet and have AC 24, hardness 5, and 10 Hp.

Construction

Requirements Craft Wondrous Item, *fox's cunning*, creator must be 12th level; **Cost** 3,000 gp

Appears In : Seekers of Secrets

Pearl of power (1st level, 1/day) Wondrous Item

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Construction

Requirements: Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

Venture Captain Sheriff Kaikura – Abilities & Gear

Shifter's headband (+6 Wis, 1/day) Wondrous Item (Headband)

This band of reddish fox fur is marked on the front with a distinctive symbol that constantly shifts into a different character. The headband grants the wearer an enhancement bonus to one mental ability score (Intelligence, Wisdom, or Charisma) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. This bonus is chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a *headband of vast intelligence*.

If the wearer is a creature who uses magic to change form, she gains the following additional benefits.

Shifter's headband +2 : The wearer treats her caster level as if it were one level higher when casting spells or creating extracts of the polymorph subschool.

Shifter's headband +4 : Once per day while under the effect of a polymorph spell or extract, the wearer can assume another form allowed by that effect. This is a standard action.

Shifter's headband +6 : Whenever the wearer changes her shape with a polymorph effect, she gains DR 5/silver for 1 minute (this ends if she returns to her natural form).

These additional shapeshifter abilities are cumulative. For example, a creature wearing a *shifter's headband +4* gains the extra transformation ability and treats her caster level as 1 higher than normal for polymorph spells and extracts.

Construction

Requirements Craft Wondrous Item, *polymorph self*; **Cost** 19,500 gp

Appears In : Ultimate Equipment

Sleeves of many garments Wondrous Item (Wrist)

These translucent cloth tubes easily fit over their wearer's arms. The wearer of these sleeves can, when she slips them on, choose to transform the appearance of her current garments into any other nonmagical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically designates otherwise. When she removes the sleeves, her clothes revert to their original form.

Construction

Requirements Craft Wondrous Item, *disguise self*; **Cost** 100 gp

Appears In : Ultimate Equipment

Spectacles of understanding Wondrous Item (Eyes)

When worn, these innocent-looking spectacles convert any written language to one known by the wearer, as the *comprehend languages* spell. The glasses are also good at detecting falsified documents, granting their wearer a +5 bonus to Linguistics checks to identify forgeries and the ability make such checks untrained.

Construction

Requirements Craft Wondrous Item, *comprehend languages*; **Cost** 1,500 gp

Appears In : Ultimate Equipment

Wayfinder (1 @ 0 lbs) Wondrous Item

A small magical device patterned on the design of ancient Azlant relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power—see *Wayfinders and Resonance* on page 149.

Note: This item costs only 250 gp for members of the Pathfinder Society

Construction

Requirements Craft Wondrous Item, *light*; **Cost** 250 gp

Appears In : Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society, Adventurer's Guide, Ruins of Azlant

Create Water

Druid 0

School conjuration (creation) [water]

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Effect up to 2 gallons of water/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Detect Magic

Druid 0

School divination

Casting Time 1 action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Read Magic

Druid 0

School divination

Casting Time 1 action

Components V, S, F (a clear crystal or mineral prism)

Range personal

Target you

Duration 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Stabilize

Druid 0

School conjuration (healing)

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Ant Haul

Druid 1

School transmutation

Casting Time 1 action

Components V, S, M/DF (a small pulley)

Range touch

Target creature touched

Duration 2 hours/level

Saving Throw DC 18 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Appears in : Advanced Player's Guide

Cheetah's Sprint **Druid 1**

School transmutation
Casting Time 1 swift action
Components V
Range personal
Target you
Duration 1 round

A wild surge of energy courses through your body and propels you into a sprint. If you take a charge or run action before the end of your turn, you can move a total distance of up to 10 times your base land speed. This adjustment is an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with other effects that increase your speed, this spell affects your jumping distance.

Appears in : Heroes of the Wild

Feather Step **Druid 1**

School transmutation
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 10 minutes/level
Saving Throw DC 18 Fortitude negates (harmless); **Spell Resistance** yes

For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

Appears in : Advanced Player's Guide

Heightened Awareness **Druid 1**

School divination
Casting Time 1 action
Components V, M/DF (a coffee bean)
Range personal
Target you
Duration 10 minutes/level (D)

You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in.

If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.

Appears in : Advanced Class Guide

Longstrider **Druid 1**

School transmutation
Casting Time 1 action
Components V, S, M (a pinch of dirt)
Range personal
Target you
Duration 1 hour/level (D)

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Monkey Fish **Druid 1**

School transmutation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)

Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.

Appears in : Advanced Class Guide

True Strike **Druid 1**

School divination / void elemental
Casting Time 1 action
Components V, F (small wooden replica of an archery target)
Range personal
Target you
Duration see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Barkskin (x2) **Druid 2**

School transmutation
Casting Time 1 action
Components V, S, DF
Range touch
Target living creature touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Bull's Strength **Druid 2**

School transmutation
Casting Time 1 action
Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Cat's Grace

Druid 2

School transmutation / wood elemental

Casting Time 1 action

Components V, S, M (pinch of cat fur)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Resist Energy (x2)

Druid 2

School abjuration / all elements

Casting Time 1 action

Components V, S, DF

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Alchemical Power Component: Alchemist's Fire (M) : If cast to ward against cold, increase the cold resistance to 12. At caster level 7th, you may use two flasks of alchemist's fire as a power component to increase the cold resistance to 24. At caster level 11th, you may use three flasks as a power component to increase the cold resistance to 36.

Stone Discus

Druid 2

School conjuration / earth elemental (creation) [earth]

Casting Time 1 action

Components V, S, M (a pinch of earth or metal)

Range close (25 + 5 ft./2 levels)

Effect one or more stone discuses

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You create a stone discus, which flies at an enemy. You can create one discus, plus one additional discus at 7th and 11th caster levels. For each discus you create, you decide whether its edge is blunt (and deals bludgeoning damage) or sharp (and deals slashing damage). Each discus requires a ranged attack to hit and deals 4d6 points of damage. The discuses can be launched at more than one target, but all must be aimed at targets within 30 feet of each other and launched simultaneously.

At caster level 5th, the discuses count as magic and silver. At caster level 10th, they also count as cold iron. At caster level 15th, they also count as adamantine.

Appears in : Advanced Class Guide

Longstrider, Greater

Druid 3

School transmutation

Casting Time 1 action

Components V, S, M (a pinch of dirt)

Range personal

Target you

Duration 1 hour/level (D)

This functions as *longstrider*, except it gives you a +20-foot enhancement bonus to your base speed and a +10-foot enhancement bonus to your other modes of movement (burrow, climb, fly, swim, and so on). It does not affect movement modes you do not actually have - for example, if you do not have a swim speed, this spell does not grant you a swim speed.

Longstrider

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Appears in : Advanced Class Guide

Protection from Energy (x3)

Druid 3

School abjuration / all elements

Casting Time 1 action

Components V, S, DF

Range touch

Target creature touched

Duration 10 min./level or until discharged

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Alchemical Power Component: Alchemist's Fire (M) : If cast to ward against cold, increase the amount of cold damage absorbed by 5.

Rage

Druid 3

School enchantment (compulsion) [mind-affecting]

Casting Time 1 action

Components V, S

Range medium (100 + 10 ft./level)

Target one willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration concentration + 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Raven's Flight **Druid 3**

School transmutation
Casting Time 1 swift action
Components V
Range personal
Target you
Duration 1 round

You can cast this spell only if it is the first action you take on your turn. In a burst of shadowy feathers, you turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn. You gain a fly speed of 50 feet with good maneuverability, and apply appropriate size modifiers (though your ability scores don't change). Until the beginning of your next turn, you can take only the 5-foot step, move, run, or withdraw actions. If the spell is dispelled while you are still aloft, the power of flight dissipates slowly; you float downward 60 feet on your next turn, then fall any remaining distance.

Appears in : Heroes of the Wild

Air Walk **Druid 4**

School transmutation [air]
Casting Time 1 action
Components V, S, DF
Range touch
Target creature (Gargantuan or smaller) touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Freedom of Movement **Druid 4**

School abjuration
Casting Time 1 action
Components V, S, M (a leather strip bound to the target), DF
Range personal or touch
Target you or creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Inflict Critical Wounds **Druid 4**

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw DC 21 Will half; **Spell Resistance** yes

This spell functions like *inflict light wounds*, except that you deal 4d8 points of damage + 1 point per caster level (maximum +20).

Inflict Light Wounds

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Protection from Energy, Communal (x2) **Druid 4**

School abjuration / all elements
Casting Time 1 action
Components V, S, DF
Range touch
Target creatures touched
Duration 10 min./level or until discharged split among the recipients
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *protection from energy*, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Protection from Energy

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Alchemical Power Component: Alchemist's Fire (M) : If cast to ward against cold, increase the amount of cold damage absorbed by 5.

Appears in : Ultimate Combat

Baleful Polymorph **Druid 5**

School transmutation (polymorph)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw DC 22 Fortitude negates, Will partial, see text; **Spell Resistance** yes

As *beast shape III*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of *baleful polymorph*, and as long as *baleful polymorph* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Fire Snake (x2) **Druid 5**

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S, M (a snake scale)
Range 60 ft.
Area see text
Duration instantaneous
Saving Throw DC 22 Reflex half; **Spell Resistance** yes

You create a sinuous line of flames that you may shape as desired. The fire snake affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The fire snake may not extend beyond its maximum range. Creatures in the path of the fire snake take 1d6 points of fire damage per caster level (maximum 15d6).

Appears in : Advanced Player's Guide

Shout **Druid 5**

School evocation / air elemental / metal elemental [sonic]
Casting Time 1 action
Components V
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 22 Fortitude partial or Reflex negates (object); see text; **Spell Resistance** yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

Bleed **Oracle 0**

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw DC 10 Will negates; **Spell Resistance** yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Guidance **Oracle 0**

School divination / void elemental
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Mending **Oracle 0**

School transmutation / metal elemental
Casting Time 10 minutes
Components V, S
Range 10 ft.
Target one object of up to 1 lb./level
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Scrivener's Chant

Oracle 0

School transmutation

Casting Time 1 action

Components V, S, M (fine sand and a vial of ink.)

Range 5 ft.

Duration concentration, up to 1 minute/level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (object)

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The *scrivener's chant* requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

Appears in : Seekers of Secrets

Cure Light Wounds

Oracle 1

School conjuration (healing)

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Divine Favor

Oracle 1

School evocation

Casting Time 1 action

Components V, S, DF

Range personal

Target you

Duration 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Shield of Faith

Oracle 1

School abjuration

Casting Time 1 action

Components V, S, M (parchment with a holy text written on it)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Dancing Lights

Sorcerer 0

School evocation [light]

Casting Time 1 action

Components V, S

Range medium (100 + 10 ft./level)

Effect up to four lights, all within a 10-ft.-radius area

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

Message

Sorcerer 0

School transmutation / air elemental [language-dependent]

Casting Time 1 action

Components V, S, F (a piece of copper wire)

Range medium (100 + 10 ft./level)

Target one creature/level

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Open/Close

Sorcerer 0

School transmutation

Casting Time 1 action

Components V, S, F (a brass key)

Range close (25 + 5 ft./2 levels)

Target object weighing up to 30 lbs. or portal that can be opened or closed

Duration instantaneous

Saving Throw DC 10 Will negates (object); **Spell Resistance** yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Prestidigitation **Sorcerer 0**

School universal
Casting Time 1 action
Components V, S
Range 10 ft.
Target see text
Effect see text
Area see text
Duration 1 hour
Saving Throw see text; **Spell Resistance** no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Mage Armor **Sorcerer 1**

School conjuration (creation) [force]
Casting Time 1 action
Components V, S, F (a piece of cured leather)
Range touch
Target creature touched
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Shield **Sorcerer 1**

School abjuration / void elemental [force]
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.