

Kasive

Character Name: Ranger 6 Player Name: Erastil None
 CLASS: 6 (5) EXP/NEXT LEVEL: 23000 / 35000 RACE: Human / Humanoid Deity: Region Alignment: Lawful Good
 AGE: 30 GENDER: Male Size / Face: Medium / 5 ft. Height / Weight: 5' 7" / 165 lbs. Normal
 EYES: blue HAIR: Blonde VISION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED												
STR Strength	14	+2	14	+2			HP hit points: 59			Walk 30 ft.												
DEX Dexterity	20	+5	20	+5			AC armor class: 18	13	15	10	3	0	5	0								
CON Constitution	14	+2	14	+2			INITIATIVE modifier: +5	15	-1	0												
INT Intelligence	11	+0	11	+0			Encumbrance Light															
WIS Wisdom	14	+2	14	+2																		
CHA Charisma	7	-2	7	-2																		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	TOTAL SKILLPOINTS: 42				MAX RANKS: 6/6				
FORTITUDE (constitution)	+7	+5	+2	+0	+0	+0		SKILL NAME				KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
REFLEX (dexterity)	+10	+5	+5	+0	+0	+0		✓ Acrobatics	DEX	4	= 5	+ -1				
WILL (wisdom)	+4	+2	+2	+0	+0	+0		✓ Appraise	INT	0	= 0					

Conditional Combat Modifiers:
 You gain a +4 bonus on Attack rolls and Damage rolls against humans.
 You gain a +2 bonus on Attack rolls and Damage rolls against magical beasts.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8/+3	+6/+1	+2	+0	+0	0	
RANGED attack bonus	+11/+6	+6/+1	+5	+0	+0	0	
CMB attack bonus	+8/+3	+6/+1	+2	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+8/+3	+8/+3	+8/+3	+8/+3	+8	+8
CMD	23	23	23	23	23	23

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+3	1d3+2	20/x2	5 ft.

*Composite Longbow STR +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +13/+8	Damage: 1d8+2				
TH	+12/+7	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
Dam	1d8+1	+8/+3	+6/+1	+4/-1		
TH	+2/-3	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
Dam	1d8+1	+0/-5	-2/-7	-4/-9	-6/-11	

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded Leather	Light	+3	+5	-1	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	4	= 5	+ -1	
✓ Appraise	INT	0	= 0		
✓ Bluff	CHA	-2	= -2		
✓ Climb	STR	7	= 2 + 3 + 2		
✓ Craft (Untrained)	INT	0	= 0		
✓ Diplomacy	CHA	-2	= -2		
✓ Disguise	CHA	-2	= -2		
✓ Escape Artist	DEX	4	= 5	+ -1	
✓ Fly	DEX	4	= 5	+ -1	
✓ Handle Animal	CHA	7	= -2 + 6 + 3		
✓ Heal	WIS	2	= 2		
✓ Intimidate	CHA	-2	= -2		
Knowledge (Dungeoneering)	INT	5	= 0 + 2 + 3		
Knowledge (Nature)	INT	6	= 0 + 3 + 3		
✓ Perception	WIS	12	= 2 + 6 + 4		
✓ Perform (Untrained)	CHA	-2	= -2		
✓ Ride	DEX	13	= 5 + 6 + 2		
✓ Sense Motive	WIS	2	= 2		
✓ Stealth	DEX	13	= 5 + 6 + 2		
✓ Survival	WIS	11	= 2 + 6 + 3		
✓ Survival (Follow or identify tracks)	WIS	14	= 2 + 6 + 6		
✓ Swim	STR	8	= 2 + 4 + 2		

Conditional Skill Modifiers:
 You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks, Initiative checks and cannot be tracked in forest terrain
 You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against humans.
 You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against magical beasts.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Composite Longbow STR +1	Equipped	1	3 / 2,400
Studded Leather	Equipped	1	20 / 25
Arrows (20)	Equipped	1	3 / 1
TOTAL WEIGHT CARRIED/VALUE		26 lbs.	2,426gp

WEIGHT ALLOWANCE			
	Light	Medium	Heavy
Lift over head	58	116	175
Lift off ground	175	350	875
		Push / Drag	875

MONEY	
Total=	0 gp [Unspent Funds = 7,524 gp]

MAGIC	
Languages	
Common	

Other Companions	
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Traits	
Magical Knack (Ranger)	[Paizo Inc. - Advanced Player's Guide, p.329]

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. Your caster level in Ranger gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Pioneer (Perception)	[Paizo Inc. - Kingmaker Player's Guide, p.10]
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You have long lived along the southern border of Brevoy, in the shadow of wilderness known as the Stolen Lands. Life has been hard, but through hunting, trapping, trading, and coaxing crops from the freezing earth, you've learned how to survive on the rugged frontier. With the wilderness ever at your door, you've also learned much about its denizens and the wild creatures that lurk in that unwholesome land. Your family might even claim holdings in the Stolen Lands, with elders telling stories of being driven from or robbed of a lost ancestral homestead, fertile farmlands, bountiful orchards, or a hidden mining claim. Whether because of your personal expertise and familiarity with the borderlands or in order to reclaim your family's land, you've joined the expedition into the Stolen Lands. You begin play with a horse.

Special Attacks	
Humanoid (Human) (Ex)	[Paizo Inc. - Core Rulebook, p.64]

You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against humans. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Magical Beast (Ex)	[Paizo Inc. - Core Rulebook, p.64]
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You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against magical beasts. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Special Qualities	
Animal Companion (Ex)	[Paizo Inc. - Core Rulebook, p.51]

Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
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Humans select one extra feat at 1st level.

Combat Style Feat (Ex)	[Paizo Inc. - Core Rulebook, p.65]
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At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Favored Terrain (Forest) (Ex)	[Paizo Inc. - Core Rulebook, p.65]
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You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Skilled	[Paizo Inc. - Core Rulebook, p.27]
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Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Track (Ex)	[Paizo Inc. - Core Rulebook, p.64]
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You gain +3 to Survival checks made to follow tracks.

Wild Empathy (Ex)	[Paizo Inc. - Core Rulebook, p.50/64]
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You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+4 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, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Feats	
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Boon Companion	[Paizo Inc. - Pathfinder Player Companion Animal Archive, p.18]
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Your bond with your animal companion or familiar is unusually close.

The abilities of your animal companion or familiar are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you lose or dismiss an animal companion or familiar that has received this benefit, you may apply this feat to the replacement creature. Special: You may select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different animal companion or familiar.

Deadly Aim	[Paizo Inc. - Core Rulebook, p.121]
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You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

You can choose to take a -2 penalty on all ranged attack rolls to gain a +4 bonus on all ranged damage rolls. 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.

Point-Blank Shot	[Paizo Inc. - Core Rulebook, p.131]
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You are especially accurate when making ranged attacks against close target.

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot	[Paizo Inc. - Core Rulebook, p.131]
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You are adept at firing ranged attacks into melee.

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Endurance	[Paizo Inc. - Core Rulebook, p.112]
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Harsh conditions or long exertions do not easily tire you.

You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Improved Precise Shot (Granted)	[Paizo Inc. - Core Rulebook, p.128]
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Your ranged attacks ignore anything but total concealment and cover.

Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Rapid Shot (Granted)	[Paizo Inc. - Core Rulebook, p.132]
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You can make an additional ranged attack.

When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Proficiencies	
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Aldori Dueling Sword, Atlatl, Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningsstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Shang Gou, Shieldbash, Shortbow, Shortbit, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash

Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	2	—	—	—
Concentration	+7				

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

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Alarm	Abjuration	1 standard action	10 hours [D]	Close (35 ft.)	CR:p.240
[V, S, F/DF] TARGET: 20-ft.-radius emanation centered on a point in space; EFFECT: Alarm creates a subtle ward on an area you select. [SR:No]					
☐☐☐☐☐ Animal Messenger	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 day/level	Close (35 ft.)	CR:p.241
[V, S, M] TARGET: One Tiny animal; EFFECT: You compel a Tiny animal to go to a spot you designate. [SR:Yes; DC:13, None; see text]					
☐☐☐☐☐ Ant Haul	Transmutation	1 standard action	10 hours	Touch	APG:p.202
[V, S, M/DF] TARGET: creature touched; EFFECT: Triples carrying capacity of a creature. [SR:Yes (harmless); DC:13, Fortitude negates (harmless)]					
☐☐☐☐☐ Aspect of the Falcon	Transmutation (Polymorph)	1 standard action	5 minutes	Personal	APG:p.203
[V, S, DF] TARGET: You; EFFECT: Gives bonuses on Perception checks and ranged attacks.					
☐☐☐☐☐ Call Animal	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 hours [D]	see description	APG:p.209
[V, S, DF] TARGET: one animal whose CR is equal or less than 5; EFFECT: Makes an animal come to you. [SR:None]					
☐☐☐☐☐ Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes	Close (35 ft.)	CR:p.252
[V, S] TARGET: Animals within 30 ft. of each other; EFFECT: This spell soothes and quiets animals, rendering them docile and harmless. [SR:Yes; DC:13, Will negates]					
☐☐☐☐☐ Charm Animal	Enchantment (Charm) [Mind-Affecting]	1 standard action	5 hours	Close (35 ft.)	CR:p.254
[V, S] TARGET: One animal; EFFECT: This spell functions like charm person, except that it affects a creature of the animal type. [SR:Yes; DC:13, Will negates]					
☐☐☐☐☐ Cloak of Shade	Abjuration	1 standard action	5 hours [D]	Touch	APG:p.211
[V, S, M] TARGET: one creature per level; EFFECT: Reduces effects of sun exposure and heat. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	5 hours [D]	Touch	APG:p.214
[V, S, F] TARGET: Animates one lantern; EFFECT: Animates a lantern that follows you. [SR:No]					
☐☐☐☐☐ Delay Poison	Conjuration (Healing)	1 standard action	5 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:13, Fortitude negates (harmless)]					
☐☐☐☐☐ Detect Aberration	Divination	1 standard action	concentration, up to 50 minutes [D]	Long (600 ft.)	APG:p.215
[V, S] TARGET: cone-shaped emanation; EFFECT: Reveals presence of aberrations. [SR:No]					
☐☐☐☐☐ Detect Animals or Plants	Divination	1 standard action	Concentration, up to 50 minutes [D]	Long (600 ft.)	CR:p.266
[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. [SR:No]					
☐☐☐☐☐ Detect Poison	Divination	1 standard action	Instantaneous	Close (35 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
☐☐☐☐☐ Detect Snares and Pits	Divination	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	CR:p.268
[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. [SR:No]					
☐☐☐☐☐ Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ Entangle	Transmutation	1 standard action	5 minutes [D]	Long (600 ft.)	CR:p.278
[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. [SR:No; DC:13, Reflex partial; see text]					
☐☐☐☐☐ Feather Step	Transmutation	1 standard action	50 minutes	Close (35 ft.)	APG:p.221
[V, S] TARGET: one creature; EFFECT: Ignore movement penalty in difficult terrain. [SR:Yes; DC:13, Fortitude negates (harmless)]					
☐☐☐☐☐ Glide	Transmutation, AirSchool	1 standard action	until landing or 5 minutes [D]	Personal	APG:p.225
[V, S, M/DF] TARGET: You; EFFECT: You take no falling damage, move 60 ft./round while falling.					
☐☐☐☐☐ Gravity Bow	Transmutation	1 standard action	5 minutes [D]	Personal	APG:p.226
[V, S] TARGET: You; EFFECT: Arrows do damage as though one size category bigger.					
☐☐☐☐☐ Hide from Animals	Abjuration	1 standard action	50 minutes [D]	Touch	CR:p.296
[S, DF] TARGET: 5 creatures touched; EFFECT: Animals cannot sense the warded creatures. [SR:Yes; DC:13, Will negates (harmless)]					
☐☐☐☐☐ Hunter's Howl	Necromancy [Fear, Mind-Affecting]	1 standard action	5 rounds	20 ft.	APG:p.228
[V, S] TARGET: 20-ft.-radius burst; EFFECT: Treat enemies as favored for 5 rounds. [; DC:13, Will negates Spell Resistance none]					
☐☐☐☐☐ Jump	Transmutation	1 standard action	5 minutes [D]	Touch	CR:p.303
[V, S, M] TARGET: Creature touched; EFFECT: The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. [SR:Yes; DC:13, Will negates (harmless)]					
☐☐☐☐☐ Keen Senses	Transmutation	1 standard action	5 minutes [D]	Touch	APG:p.230
[V, M/DF] TARGET: creature touched; EFFECT: Subject gains +2 Perception, low-light vision. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ Lead Blades	Transmutation	1 standard action	5 minutes [D]	Personal	APG:p.230
[V, S] TARGET: touch; EFFECT: Melee weapons damage as if one size bigger.					
☐☐☐☐☐ Longstrider	Transmutation	1 standard action	5 hours [D]	Personal	CR:p.305
[V, S, M] TARGET: You; EFFECT: This spell gives you a +10 foot enhancement bonus to your base speed.					
☐☐☐☐☐ Magic Fang	Transmutation	1 standard action	5 minutes	Touch	CR:p.308
[V, S, DF] TARGET: Living creature touched; EFFECT: Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ Negate Aroma	Transmutation	1 standard action	5 hours [D]	Close (35 ft.)	APG:p.234
[V, S, M/DF] TARGET: 5 creatures or objects touched; EFFECT: Subject cannot be tracked by scent. [SR:Yes; DC:13, Fortitude negates]					
☐☐☐☐☐ Pass without Trace	Transmutation	1 standard action	5 hours [D]	Touch	CR:p.318
[V, S, DF] TARGET: 5 creatures touched; EFFECT: The subject or subjects of this spell do not leave footprints or a scent trail while moving. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ Read Magic	Divination	1 standard action	50 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
☐☐☐☐☐ Residual Tracking	Divination	1 minute	Instantaneous	Touch	APG:p.238
[V, S, M] TARGET: footprint touched; EFFECT: Tell creature's appearance by footprint. [SR:No]					
☐☐☐☐☐ Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	50 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:13, Fortitude negates (harmless)]					
☐☐☐☐☐ Shield Companion	Abjuration	1 standard action	5 hours [D]	Close (35 ft.)	AnAr:p.23
[V, S, F] TARGET: your animal companion, familiar, or fiendish servant; EFFECT: This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ Speak with Animals	Divination	1 standard action	5 minutes	Personal	CR:p.346
[V, S] TARGET: You; EFFECT: You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.					
☐☐☐☐☐ Summon Nature's Ally I	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; EFFECT: This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant]. [SR:No]					
☐☐☐☐☐ Tireless Pursuit	Transmutation	1 standard action	5 hours [D]	Personal	APG:p.249
[V, S, M] TARGET: You; EFFECT: Ignore fatigue while hustling.					

* =Domain/Specialty Spell

Kasive

Human

RACE

30

AGE

Male

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

5' 7"

HEIGHT

165 lbs.

WEIGHT

blue

EYE COLOUR

SKIN COLOUR

Blonde,

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Erastil

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: