Smiert	Heiko	Gozreh	None	Chaotic Neutral
CHARACTER NAME	PLAYER NAME	DEITY	REGION	ALIGNMENT
Ranger 6	Half-Elf	Medium / 5 ft.	6' 2"	170 lbs.	Low-light
CLASS	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
6 / 5	17710 / 23000	28	Männlich			15
Character Level / CR	EXP / NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	17		+3		
CON Constitution	12		+1		
INT Intelligence	10		+0		
WIS Wisdom	14		+2		
CHA Charisma	8		-1		

HP (hit points): 47 — WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED: Walk 30 ft.

AC (armor class): 19 = 16 (TOTAL / FLAT) : 13 (TOUCH) = 10 (BASE) + 5 (ARMOR BONUS) + 1 (SHIELD BONUS) + 3 (STAT) + 0 (SIZE) + 0 (NATURAL ARMOR) + 0 (DEFLECTION) + 0 (DODGE) + 0 (MISC)

MISS CHANCE | 25 ARCANE SPELL FAILURE | -1 ARMOR CHECK PENALTY | 0 SPELL RESIST

INITIATIVE (modifier): +3 = +3 (DEX MODIFIER) + +0 (MISC MODIFIER) — TOTAL

BASE ATTACK (bonus): +6/+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+6	+5	+1	+0	+0	+0	
REFLEX (dexterity)	+8	+5	+3	+0	+0	+0	
WILL (wisdom)	+4	+2	+2	+0	+0	+0	

Conditional Modifiers
+2 vs. enchantment spells and effects

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8/+3	+6/+1	+2	+0	+0	+0	
RANGED attack bonus	+9/+4	+6/+1	+3	+0	+0	+0	
CMB attack bonus	+8/+3	+6/+1	+2	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+8/+3	+8/+3	+8/+3	+8/+3	+8	+8
Defense	21	21	21	21	21	21

Shield Bash (Lethal)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d0	20	5 ft.

***Longbow +1** (Composite/Strength Rating+2) — HAND: Both | TYPE: P | SIZE: M | CRITICAL: 20/x3 | REACH: 5 ft.

[Deadly Aim]

Range: 30 ft. **To Hit: +9/+4** **Damage: 1d8+8**

	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+8/+3	+6/+1	+4/-1	+2/-3	+0/-5
Dam	1d8+7	1d8+7	1d8+7	1d8+7	1d8+7
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	-2/-7	-4/-9	-6/-11	-8/-13	-10/-15
Dam	1d8+7	1d8+7	1d8+7	1d8+7	1d8+7

Special Properties: Strength bonus to damage

***Longbow +1** (Composite/Strength Rating+2) — HAND: Both | TYPE: P | SIZE: M | CRITICAL: 20/x3 | REACH: 5 ft.

Range: 30 ft. **To Hit: +11/+6** **Damage: 1d8+4**

	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	+0/-5	-2/-7	-4/-9	-6/-11	-8/-13
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3

Special Properties: Strength bonus to damage

Longspear — HAND: Carried | TYPE: P | SIZE: M | CRITICAL: 20/x3 | REACH: 10 ft.

	To Hit	Dam		To Hit	Dam
1H-P	null	null	2W-P-(OH)	null	null
1H-O	null	null	2W-P-(OL)	null	null
2H	+8/+3	1d8+3	2W-OH	null	null

Special Properties: Extra damage when set against a charging character (pg. 144)

*****: 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
*Chain Shirt +1	Light	+5	+4	-1	20
*Masterwork Buckler	Shield	+1		+0	5

SKILLS

TOTAL SKILLPOINTS: 36 — MAX RANKS: 6/6

	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
✓	Acrobatics	DEX	2	= 3		+ -1
✓	Appraise	INT	0	= 0		
✓	Bluff	CHA	-1	= -1		
✓	Climb	STR	7	= 2	+ 3	+ 2
	Craft (Bows)	INT	4	= 0	+ 1	+ 3
✓	Craft (Untrained)	INT	0	= 0		
✓	Diplomacy	CHA	-1	= -1		
✓	Disguise	CHA	-1	= -1		
✓	Escape Artist	DEX	2	= 3		+ -1
✓	Fly	DEX	2	= 3		+ -1
	Handle Animal	CHA	8	= -1	+ 6	+ 3
✓	Heal	WIS	7	= 2	+ 2	+ 3
✓	Intimidate	CHA	-1	= -1		
	Knowledge (Dungeoneering)	INT	4	= 0	+ 1	+ 3
	Knowledge (Geography)	INT	4	= 0	+ 1	+ 3
	Knowledge (Nature)	INT	9	= 0	+ 6	+ 3
✓	Perception	WIS	16	= 2	+ 6	+ 8
✓	Perform (Untrained)	CHA	-1	= -1		
✓	Ride	DEX	6	= 3	+ 1	+ 2
✓	Sense Motive	WIS	2	= 2		
✓	Stealth	DEX	10	= 3	+ 5	+ 2
✓	Survival	WIS	11	= 2	+ 6	+ 3
✓	*Survival (Follow or identify tracks)*	WIS	14	= 2	+ [6]	+ 6
✓	Swim	STR	6	= 2	+ 2	+ 2
				=	+	+
				=	+	+

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

Rapier			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	18-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam
1H-P	+8/+3	1d6+2	2W-P-(OH)	+2/-3			1d6+2
1H-O	+4/-1	1d6+1	2W-P-(OL)	+4/-1			1d6+2
2H	+8/+3	1d6+2	2W-OH	-2			1d6+1

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Longbow +1 (Composite/Strength Rating+2) Strength bonus to damage	Equipped	1	0.0	2500.0
Longbow +1 (Composite/Strength Rating+2) 0 lbs. Strength bonus to damage	Equipped	1	3.0	2600.0
Chain Shirt +1	Equipped	1	25.0	1250.0
Masterwork Buckler	Equipped	1	5.0	155.0
Backpack 16 lbs., 1 Bedroll, 1 Flint and Steel, 1 Lantern (Bullseye), 1 Oil (1 Pint Flask), 7 Rations (Trail/Per Day)	Equipped	1	2.0	2.0
Bedroll	Backpack	1	5.0	0.1
Flint and Steel	Backpack	1	0.0	1.0
Lantern (Bullseye) Normal illumination (60'), plus 1 step (120'), 6 hr./pintDuration: 6 hr./pint, Increases light level by 1 step: 120 ft. cone, Normal Illumination: 60 ft. cone	Backpack	1	3.0	12.0
Oil (1 Pint Flask) ❑	Backpack	1	1.0	0.1
Rations (Trail/Per Day) ❑❑❑❑❑ ❑❑	Backpack	7	1.0 (7.0)	0.5 (3.5)
Efficient Quiver 18 lbs., 10 Arrow (Alchemical Silver), 10 Arrow (Cold Iron), 2 Arrows (20), 1 Longspear	Equipped	1	2.0	1800.0
Arrow (Alchemical Silver) 10 hp/inch, hardness 8 ❑❑❑❑❑ ❑❑❑❑❑	Efficient Quiver	10	NaN (NaN)	2.05 (20.5)
Arrow (Cold Iron) 30 hp/inch, hardness 10 ❑❑❑❑❑ ❑❑❑❑❑	Efficient Quiver	10	NaN (NaN)	0.1 (1.0)
Arrows (20) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	Efficient Quiver	2	3.0 (6.0)	1.0 (2.0)
Longspear Extra damage when set against a charging character (pg. 144)	Efficient Quiver	1	9.0	5.0
Horse (Light/Combat Trained) 39 lbs., 1 Saddle (Riding), 1 Rope (Hemp/50 ft.), 1 Waterskin (Filled)	Equipped	1	0.0	110.0
Rope (Hemp/50 ft.)	Horse (Light/Combat Trained)	1	10.0	1.0
Saddle (Riding)	Horse (Light/Combat Trained)	1	25.0	10.0
Waterskin (Filled)	Horse (Light/Combat Trained)	1	4.0	1.0
Pouch (Belt) 0,3 lbs., 7 Coin (Gold Piece), 8 Coin (Silver Piece)	Equipped	1	NaN	1.0
Rapier	Carried	1	2.0	20.0
TOTAL WEIGHT CARRIED/VALUE			55,8 lbs.	8495.2 gp

WEIGHT ALLOWANCE

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

MONEY

Coin (Gold Piece): 7[Pouch (Belt)]
Coin (Silver Piece): 8[Pouch (Belt)]
Total = 7.8 gp

LANGUAGES

Common, Elven

Special Attacks

Favored Enemy (Humanoid (Giant)) (Ex) **[Paizo Publishing - Core Rulebook, p.64]**

You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against giants. 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.

Favored Enemy (Outsider (Evil)) (Ex) **[Paizo Publishing - Core Rulebook, p.64]**

You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against evil outsiders. 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

Adaptability (Ex) **[Paizo Publishing - Core Rulebook, p.24]**

Half-elves receive Skill Focus as a bonus feat at 1st level.

Animal Companion (Ex) **[Paizo Publishing - Core Rulebook, p.51]**

You form a close bond with an animal companion.

Elf Blood (Ex) **[Paizo Publishing - Core Rulebook, p.24]**

Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) **[Paizo Publishing - Core Rulebook, p.24]**

Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Favored Terrain (Forest) (Ex) **[Paizo Publishing - Core Rulebook, p.65]**

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.

Keen Senses (Ex) **[Paizo Publishing - Core Rulebook, p.24]**

Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) **[Paizo Publishing - Core Rulebook]**

Multitalented (Ex) **[Paizo Publishing - Core Rulebook, p.24]**

Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Track (Ex) **[Paizo Publishing - Core Rulebook, p.64]**

You gain +3 to Survival checks made to follow or identify tracks.

Wild Empathy (Ex) **[Paizo Publishing - Core Rulebook, p.50/64]**

You can improve the attitude of an animal. This abilty functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+5 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

Deadly Aim **[Paizo Publishing - Core Rulebook, p.121]**

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 Publishing - Core Rulebook, p.131]**

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

Skill Focus (Perception) **[Paizo Publishing - Core Rulebook, p.134]**

You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Toughness **[Paizo Publishing - Core Rulebook, p.135]**

You gain +6 hit points.

Armor Proficiency, Light **[Paizo Publishing - Core Rulebook, p.118]**

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.

Armor Proficiency, Medium **[Paizo Publishing - Core Rulebook, p.118]**

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.

Endurance **[Paizo Publishing - Core Rulebook, p.112]**

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.

Martial Weapon Proficiency **[Paizo Publishing - Core Rulebook, p.130]**

You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Shield Proficiency **[Paizo Publishing - Core Rulebook, p.133]**

When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency **[Paizo Publishing - Core Rulebook, p.133]**

You make attack rolls with simple weapons without penalty.

Manyshot (Granted) **[Paizo Publishing - Core Rulebook, p.130]**

When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Precise Shot (Granted) **[Paizo Publishing - Core Rulebook, p.131]**

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

PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

TEMPLATES

Animal Companion: Bulas (Cat, Small (Leopard))

HP:	21	AC:	21	INIT:	+6
FORT:	+4	REF:	+9	WILL:	+2
*Claws (Natural/Secondary)	+9/+9	DAM:	1d2	CRIT:	20/x2
*Bite (Natural/Primary)	+9	DAM:	1d4+1	CRIT:	20/x2
Special:	Trip Bonus Tricks, Evasion, Link, Scent, Share Spells				
Tricks:	Attack, Defend, Down, Fetch, Guard, Heel, Track				

Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	2	—	—	—
Concentration	+5				

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
❑❑❑❑❑Alarm		1 standard action	6 hours [D]	Close (30 ft.)	V, S, F/DF	PFCR: p.240
School: Abjuration	*SR:* No	*Target:* 20-ft.-radius emanation centered on a point in space			*Caster Level:*3	*Concentration:*+5
Effect: Alarm creates a subtle ward on an area you select.						
❑❑❑❑❑Animal Messenger	**DC: 13, None; see text**	1 minute	1 day/level	Close (30 ft.)	V, S, M	PFCR: p.241
School: Enchantment (Compulsion) [Mind-Affecting]	*SR:* Yes	*Target:* One Tiny animal			*Caster Level:*3	*Concentration:*+5
Effect: You compel a Tiny animal to go to a spot you designate.						
❑❑❑❑❑Calm Animals	**DC: 13, Will negates**	1 standard action	3 minutes	Close (30 ft.)	V, S	PFCR: p.252
School: Enchantment (Compulsion) [Mind-Affecting]	*SR:* Yes	*Target:* Animals within 30 ft. of each other			*Caster Level:*3	*Concentration:*+5
Effect: This spell soothes and quiets animals, rendering them docile and harmless.						
❑❑❑❑❑Charm Animal	**DC: 13, Will negates**	1 standard action	3 hours	Close (30 ft.)	V, S	PFCR: p.254
School: Enchantment (Charm) [Mind-Affecting]	*SR:* Yes	*Target:* One animal			*Caster Level:*3	*Concentration:*+5
Effect: This spell functions like charm person, except that it affects a creature of the animal type.						
❑❑❑❑❑Delay Poison	**DC: 13, Fortitude negates (harmless)**	1 standard action	3 hours	Touch	V, S, DF	PFCR: p.265
School: Conjuration (Healing)	*SR:* Yes (harmless)	*Target:* Creature touched			*Caster Level:*3	*Concentration:*+5
Effect: The subject becomes temporarily immune to poison.						
❑❑❑❑❑Detect Animals or Plants		1 standard action	Concentration, up to 30 minutes [D]	Long (520 ft.)	V, S	PFCR: p.266
School: Divination	*SR:* No	*Target:* Cone-shaped emanation			*Caster Level:*3	*Concentration:*+5
Effect: You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.						
❑❑❑❑❑Detect Poison		1 standard action	Instantaneous	Close (30 ft.)	V, S	PFCR: p.268
School: Divination	*SR:* No	*Target:* Or Area one creature, one object, or a 5-ft. cube			*Caster Level:*3	*Concentration:*+5
Effect: You determine whether a creature, object, or area has been poisoned or is poisonous.						
❑❑❑❑❑Detect Snares and Pits		1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S	PFCR: p.268
School: Divination	*SR:* No	*Target:* Cone-shaped emanation			*Caster Level:*3	*Concentration:*+5
Effect: You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.						
❑❑❑❑❑Endure Elements	**DC: 13, Will negates (harmless)**	1 standard action	24 hours	Touch	V, S	PFCR: p.277
School: Abjuration	*SR:* Yes (harmless)	*Target:* Creature touched			*Caster Level:*3	*Concentration:*+5
Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.						
❑❑❑❑❑Entangle	**DC: 13, Reflex partial; see text**	1 standard action	3 minutes [D]	Long (520 ft.)	V, S, DF	PFCR: p.278
School: Transmutation	*SR:* No	*Target:* Plants in a 40-ft.-radius spread			*Caster Level:*3	*Concentration:*+5
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.						
❑❑❑❑❑Hide from Animals	**DC: 13, Will negates (harmless)**	1 standard action	30 minutes [D]	Touch	S, DF	PFCR: p.296
School: Abjuration	*SR:* Yes	*Target:* 3 creatures touched			*Caster Level:*3	*Concentration:*+5
Effect: Animals cannot sense the warded creatures.						
❑❑❑❑❑Jump	**DC: 13, Will negates (harmless)**	1 standard action	3 minutes [D]	Touch	V, S, M	PFCR: p.303
School: Transmutation	*SR:* Yes	*Target:* Creature touched			*Caster Level:*3	*Concentration:*+5
Effect: The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.						
❑❑❑❑❑Longstrider		1 standard action	3 hours [D]	Personal	V, S, M	PFCR: p.305
School: Transmutation	*SR:*	*Target:* You			*Caster Level:*3	*Concentration:*+5
Effect: This spell gives you a +10 foot enhancement bonus to your base speed.						
❑❑❑❑❑Magic Fang	**DC: 13, Will negates (harmless)**	1 standard action	3 minutes	Touch	V, S, DF	PFCR: p.308
School: Transmutation	*SR:* Yes (harmless)	*Target:* Living creature touched			*Caster Level:*3	*Concentration:*+5
Effect: Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls.						
❑❑❑❑❑Pass without Trace	**DC: 13, Will negates (harmless)**	1 standard action	3 hours [D]	Touch	V, S, DF	PFCR: p.318
School: Transmutation	*SR:* Yes (harmless)	*Target:* 3 creatures touched			*Caster Level:*3	*Concentration:*+5
Effect: The subject or subjects of this spell do not leave footprints or a scent trail while moving.						
❑❑❑❑❑Read Magic		1 standard action	30 minutes	Personal	V, S, F	PFCR: p.330
School: Divination	*SR:*	*Target:* You			*Caster Level:*3	*Concentration:*+5
Effect: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.						
❑❑❑❑❑Resist Energy	**DC: 13, Fortitude negates (harmless)**	1 standard action	30 minutes	Touch	V, S, DF	PFCR: p.334
School: Abjuration	*SR:* Yes (harmless)	*Target:* Creature touched			*Caster Level:*3	*Concentration:*+5
Effect: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.						
❑❑❑❑❑Speak with Animals		1 standard action	3 minutes	Personal	V, S	PFCR: p.346
School: Divination	*SR:*	*Target:* You			*Caster Level:*3	*Concentration:*+5
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		1 round	3 rounds [D]	Close (30 ft.)	V, S, DF	PFCR: p.354
School: Conjuration (Summoning)	*SR:* No	*Target:* One summoned creature			*Caster Level:*3	*Concentration:*+5
Effect: This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant].						

* =Domain/Speciality Spell

Smiert

Half-Elf	RACE
28	AGE
Männlich	GENDER
Low-light	VISION
Chaotic Neutral	ALIGNMENT
Rechts	DOMINANT HAND
6' 2"	HEIGHT
170 lbs.	WEIGHT
	EYE COLOUR
	SKIN COLOUR
,	HAIR
	PHOBIAS
,	PERSONALITY TRAITS
	INTERESTS
,	SPOKEN STYLE / CATCH PHRASE
	RESIDENCE
	LOCATION
None	REGION

Description:
Biography: