

## ALPHABETIZED WORDS OF POWER

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## SPELLS WITH NEW DESCRIPTORS

The following spells from the *Core Rulebook* and *Advanced Player's Guide* (marked with a double asterisk) have the new descriptors from Chapter 2.

**Curse:** bestow curse, blindness/deafness, brand\*\*, brand (greater)\*\*\*, crafter's curse\*\*, cup of dust\*\*, feast of ashes\*\*, geas (lesser), geas/quest, ill omen\*\*, mark of justice, nature's exile\*\*, oracle's burden\*\*, rest eternal\*\*.

**Disease:** contagion, pox pustules\*\*.

**Emotion:** antipathy, aura of greater courage\*\*, bane, blessing of courage and life\*\*, calm animals, calm emotions, castigate\*\*, castigate (mass)\*\*\*, cause fear, crushing despair, doom, euphoric tranquility\*\*, eyebite, fear, forced repentance\*\*, good hope, hunter's howl\*\*, moonstruck\*\*, phantasmal killer, phantasmal revenge\*\*, rage, rally point\*\*, scare, shared wrath\*\*, symbol of fear, sympathy, weapon of awe\*\*, weird, wrath\*\*.

**Pain:** eyebite, pain strike\*\*, pain strike (mass)\*\*\*, repel vermin, retribution\*\*, symbol of pain.

**Poison:** accelerate poison\*\*, cloudkill, ghoul touch (stench aspect only), poison, putrefy food and drink\*\*, stinking cloud, transmute potion to poison\*\*, venomous bolt\*\*.

**Shadow:** project image, shades, shadow conjuration, shadow conjuration (greater), shadow evocation, shadow evocation (greater), shadow walk.

## UPDATED IMPROVED FAMILIAR LIST

The following table updates the table in the Improved Familiar feat in the *Core Rulebook*.

| Familiar                         | Alignment       | Arcane Spellcaster Level |
|----------------------------------|-----------------|--------------------------|
| Arbiter inevitable <sup>3</sup>  | Lawful neutral  | 7th                      |
| Brownie <sup>3</sup>             | Neutral         | 7th                      |
| Cacodaemon daemon <sup>3</sup>   | Neutral evil    | 7th                      |
| Cassisian angel <sup>3</sup>     | Neutral good    | 7th                      |
| Celestial hawk <sup>2</sup>      | Neutral good    | 3rd                      |
| Cythnigot qlippoth <sup>3</sup>  | Chaotic evil    | 7th                      |
| Dire rat                         | Neutral         | 3rd                      |
| Elemental, Small (any type)      | Neutral         | 5th                      |
| Entropic monkey <sup>1</sup>     | Chaotic neutral | 3rd                      |
| Fiendish viper <sup>1</sup>      | Neutral evil    | 3rd                      |
| Homunculus <sup>2</sup>          | Any             | 7th                      |
| Imp                              | Lawful evil     | 7th                      |
| Lyrakien azata <sup>3</sup>      | Chaotic good    | 7th                      |
| Mephit (any type)                | Neutral         | 7th                      |
| Nuglub gremlin <sup>3</sup>      | Chaotic evil    | 7th                      |
| Paracletus aeon <sup>3</sup>     | Neutral         | 7th                      |
| Pseudodragon                     | Neutral good    | 7th                      |
| Quasit                           | Chaotic evil    | 7th                      |
| Resolute owl <sup>1</sup>        | Lawful neutral  | 3rd                      |
| Silvanshee agathion <sup>3</sup> | Neutral good    | 7th                      |
| Stirge                           | Neutral         | 5th                      |
| Voidworm protean <sup>3</sup>    | Chaotic neutral | 7th                      |

<sup>1</sup> Or other celestial, entropic<sup>3</sup>, fiendish, or resolute<sup>3</sup> animal from the standard familiar list.

<sup>2</sup> The master must first create the homunculus.

<sup>3</sup> See the *Pathfinder RPG Bestiary 2*.





# COMPANION SHEET

CREATURE NAME \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ MASTER \_\_\_\_\_  
 BASE ANIMAL / FORM \_\_\_\_\_ HIT DICE \_\_\_\_\_ MASTER LEVEL \_\_\_\_\_  
 TYPE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_ EYES \_\_\_\_\_

| ABILITY NAME               | ABILITY SCORE | ABILITY MODIFIER | TEMP ADJUSTMENT | TEMP MODIFIER | HP<br>HIT POINTS | TOTAL | DR |
|----------------------------|---------------|------------------|-----------------|---------------|------------------|-------|----|
| <b>STR</b><br>STRENGTH     |               |                  |                 |               |                  |       |    |
| <b>DEX</b><br>DEXTERITY    |               |                  |                 |               |                  |       |    |
| <b>CON</b><br>CONSTITUTION |               |                  |                 |               |                  |       |    |
| <b>INT</b><br>INTELLIGENCE |               |                  |                 |               |                  |       |    |
| <b>WIS</b><br>WISDOM       |               |                  |                 |               |                  |       |    |
| <b>CHA</b><br>CHARISMA     |               |                  |                 |               |                  |       |    |

| SPEED |                 | LAND       |       | TEMP MODIFIERS |     |
|-------|-----------------|------------|-------|----------------|-----|
|       |                 | FT.        | SQ.   | FT.            | SQ. |
|       |                 | BASE SPEED |       | WITH ARMOR     |     |
|       |                 | FT.        |       | FT.            |     |
| FLY   | MANEUVERABILITY | SWIM       | CLIMB | BURROW         |     |

**AC** ARMOR CLASS:  $\square = 10 + \square + \square + \square + \square + \square + \square + \square + \square$   
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

**TOUCH** ARMOR CLASS:  $\square$  **FLAT-FOOTED** ARMOR CLASS:  $\square$  MODIFIERS

| SAVING THROWS                      | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER | MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|---------------|--------------------|-----------|
| <b>FORTITUDE</b><br>(CONSTITUTION) |       |           |                  |                |               |                    |           |
| <b>REFLEX</b><br>(DEXTERITY)       |       |           |                  |                |               |                    |           |
| <b>WILL</b><br>(WISDOM)            |       |           |                  |                |               |                    |           |

**BASE ATTACK BONUS**  $\square$  **SPELL RESISTANCE**  $\square$

**CMB**  $\square = \square + \square + \square$   
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MODIFIERS

**CMD**  $\square = \square + \square + \square + \square + 10$   
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

| ATTACK       |          |        |
|--------------|----------|--------|
| ATTACK BONUS | CRITICAL | DAMAGE |
|              |          |        |

| ATTACK       |          |        |
|--------------|----------|--------|
| ATTACK BONUS | CRITICAL | DAMAGE |
|              |          |        |

| ATTACK       |          |        |
|--------------|----------|--------|
| ATTACK BONUS | CRITICAL | DAMAGE |
|              |          |        |

| ATTACK       |          |        |
|--------------|----------|--------|
| ATTACK BONUS | CRITICAL | DAMAGE |
|              |          |        |

| ATTACK       |          |        |
|--------------|----------|--------|
| ATTACK BONUS | CRITICAL | DAMAGE |
|              |          |        |

## SKILLS

| SKILL NAMES   | TOTAL BONUS | ABILITY MOD. | RANKS | MISC MOD. |
|---|-------------|--------------|-------|-----------|
| <input type="checkbox"/> ACROBATICS                 | _____       | =DEX         | _____ | _____     |
| <input type="checkbox"/> APPRAISE                   | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> BLUFF                      | _____       | =CHA         | _____ | _____     |
| <input type="checkbox"/> CLIMB                      | _____       | =STR         | _____ | _____     |
| <input type="checkbox"/> CRAFT _____                | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> CRAFT _____                | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> CRAFT _____                | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> DIPLOMACY                  | _____       | =CHA         | _____ | _____     |
| <input type="checkbox"/> DISABLE DEVICE*            | _____       | =DEX         | _____ | _____     |
| <input type="checkbox"/> DISGUISE                   | _____       | =CHA         | _____ | _____     |
| <input type="checkbox"/> ESCAPE ARTIST              | _____       | =DEX         | _____ | _____     |
| <input type="checkbox"/> FLY                        | _____       | =DEX         | _____ | _____     |
| <input type="checkbox"/> HANDLE ANIMAL*             | _____       | =CHA         | _____ | _____     |
| <input type="checkbox"/> HEAL                       | _____       | =WIS         | _____ | _____     |
| <input type="checkbox"/> INTIMIDATE                 | _____       | =CHA         | _____ | _____     |
| <input type="checkbox"/> KNOWLEDGE (ARCANA)*        | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)* | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING)*   | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*     | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> KNOWLEDGE (HISTORY)*       | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> KNOWLEDGE (LOCAL)*         | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> KNOWLEDGE (NATURE)*        | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY)*      | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> KNOWLEDGE (PLANES)*        | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> KNOWLEDGE (RELIGION)*      | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> LINGUISTICS*               | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> PERCEPTION                 | _____       | =WIS         | _____ | _____     |
| <input type="checkbox"/> PERFORM _____              | _____       | =CHA         | _____ | _____     |
| <input type="checkbox"/> PERFORM _____              | _____       | =CHA         | _____ | _____     |
| <input type="checkbox"/> PROFESSION*                | _____       | =WIS         | _____ | _____     |
| <input type="checkbox"/> PROFESSION*                | _____       | =WIS         | _____ | _____     |
| <input type="checkbox"/> RIDE                       | _____       | =DEX         | _____ | _____     |
| <input type="checkbox"/> SENSE MOTIVE               | _____       | =WIS         | _____ | _____     |
| <input type="checkbox"/> SLEIGHT OF HAND*           | _____       | =DEX         | _____ | _____     |
| <input type="checkbox"/> SPELLCRAFT*                | _____       | =INT         | _____ | _____     |
| <input type="checkbox"/> STEALTH                    | _____       | =DEX         | _____ | _____     |
| <input type="checkbox"/> SURVIVAL                   | _____       | =WIS         | _____ | _____     |
| <input type="checkbox"/> SWIM                       | _____       | =STR         | _____ | _____     |
| <input type="checkbox"/> USE MAGIC DEVICE*          | _____       | =CHA         | _____ | _____     |

**ANIMAL COMPANION CLASS SKILLS:** ACROBATICS, CLIMB, FLY, PERCEPTION, STEALTH, SWIM

**EIDOLON CLASS SKILLS:** BLUFF, CRAFT, KNOWLEDGE (PLANES), PERCEPTION, SENSE MOTIVE, STEALTH, PLUS 4 MORE

LANGUAGES: \_\_\_\_\_



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