Scabland Orc

Scabland orcs live in small, nocturnal, semi-nomadic groups throughout the wastes, and often take over vital water sources or raid villages or caravans for supplies.

Scabland Orc Stats

- +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.
- A scabland orc's base land speed is 30 feet.
- Low-light vision.
- Light Sensitivity: Scabland orcs are dazzled in bright sunlight or within the radius of a daylight spell. (see Glare)
- A scabland orc can go without water for two days (48 hours), plus a number of hours equal to his Constitution score, before beginning to experience the ill effects of thirst (see Dehydration).
- Heat Endurance: Scabland orcs gain Heat Endurance as a bonus feat.
- Organization: Gang (2-4), squad (11-20 plus 2 3rd-level barbarian sergeants and 1 barbarian leader of 3rd-6th level), or band (30-50 plus 150% noncombatants plus 1 3rd-level barbarian sergeant per 10 adults, 2 5th-level barbarian lieutenants, 1 5th-level cleric or druid, and 1 7th-level barbarian captain)
- Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.
- Favored Class: Barbarian.

Glare

The sun can be extremely dangerous to unprotected eyes, drying and irritating the tissue. Areas of white sand, salt, gypsum, or similarly light-colored material reflect the sun's glare into the eyes even when not looked at directly. Sun glare is doubly dangerous during winter months, when the sun is low on the horizon and thus difficult to avoid looking at.

Characters traveling in such conditions must cover their eyes with a veil, dark lenses, or a similar eye covering. Those whose eyes are unprotected in such conditions are automatically dazzled. Such characters take a -1 penalty on attack rolls, Search checks, and Spot checks. These penalties are doubled for creatures that have light sensitivity, including scabland orcs. Characters who take the precaution of covering or shielding their eyes automatically eliminate the risk of being dazzled by sun glare and take no penalties.

Glare-induced blindness lasts as long as characters remain in an area of sun glare and for 1d4 hours thereafter, or for 1 hour thereafter if the character enters a shadowed or enclosed area. The dazzling effect of sun glare can be negated by a remove blindness spell, but an unprotected character still in an area of sun glare immediately becomes dazzled again when the spell's duration expires.

Gear

Weapons

Scabland orcs favor greatclubs and warhammers, but are also commonly found with smaller clubs, daggers, and javelins.

	Cost	Dmg	Critical	Range Increment	Weight	Type	Size

Greatclub	5 gp	1d10			8 lb.	Bludgeoning	Two-handed
Warhammer	12 gp	1d8	x3		5 lb.	Bludgeoning	One-handed
Club	-	1d6			3 lb.	Bludgeoning	One-handed
Dagger	2 gp	1d4	19-20/×2	10 ft.	1 lb.	Piercing or slashing	Light
Dagger, punching	2 gp	1d4	×3		1 lb.	Piercing	Light
Javelin	1gp	1d6		30 ft	2 lb.	Piercing	Thrown

Armor

Scabland orcs wear leather armor during their night raids, and often carry bucklers or large shields fashioned from leather and bone. They have little to no access to wood or metal suitable for making armor or shields.

Table: Armor and Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Weight
Leather armor	10 gp	2	6	0	10%	15 lb.
Buckler	15 gp	1	—	-1	5%	5 lb.
Shield, leather	50 gp	3	4	-3	30%	30 lb.

Other Gear

Scabland orcs frequently encounter natural deposits of oleum, which they sometimes gather and use as a thrown weapon.

Scabland Orc Wasteland Barbarian

Table: The Wasteland Barbarian

Level	HP	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill points	Feats	Special
1st	12	+1	+2	+0	+0	4	Sandskimmer	Fast movement, illiteracy
2nd	18	+2	+3	+0	+0	5		Uncanny dodge
3rd	24	+3	+3	+1	+1	6	Power Attack	Wastelands Trap Sense
4th	30	+4	+4	+1	+1	7		Rage 2/day
5th	36	+5	+4	+1	+1	8		Bonus Feat: Sandskimm
6th	42	+6/+1	+5	+2	+2	9	Cleave	Wastelands Trap Sense
7th	48	+7/+2	+5	+2	+2	10		Damage reduction 1/-

Size/Type: Medium Humanoid (Orc)
Hit Dice: HD per chart; hp per chart + (2 x level)
Initiative: +1
Speed: 40 ft. (8 squares), 30 ft. if heavily encumbered

Armor Class: 16 (+1 dex, +2 leather armor, +3 shield), touch 11, flat-footed 15
Base Attack/Grapple: per chart/BAB+4
Attack: Greatclub BAB+4 (1d10+6)
or warhammer BAB+4 (1d8+4/x3)
or javelin BAB+1 (1d6+4)
Full Attack: Greatclub BAB+4 (1d10+6)
or warhammer BAB+4 (1d8+4/x3)
or javelin BAB+1 (1d6+4)
Space/Reach: 5 ft/5 ft
Special Attacks: per chart
Special Qualities: per chart
Saves: fort per chart +2, ref per chart +1, will per chart -1
Abilities: Str 18, Dex 13, Con 15, Int 8, Wis 10, Cha 6
Skills: Intimidate per chart -2, Listen per chart, Survival per chart
Feats: per chart
Gear: leather armor, leather shield, greatclub or warhammer

Weapon and Armor Proficiency

A scabland orc waste barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement (Ex)

A scabland orc waste barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy

Barbarians are the only characters who do not automatically know how to read and write. A scabland orc waste barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex)

A scabland orc waste barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies).

A scabland orc waste barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex)

At 2nd level, a scabland orc waste barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Wasteland Trap Sense (Ex)

At 3rd level, a scabland orc waste barbarian adds the bonus from his trap sense class feature to Reflex saves made against natural hazards of the wastes, as well as to his Armor Class against attacks made by natural hazards. Hazards of the wastes include dangers such as lava pools, slipsand, softsand, and other terrain features. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level).

Improved Uncanny Dodge (Ex)

At 5th level and higher, a scabland orc waste barbarian gains Sandskimmer as a bonus feat.

Scabland Orc Cleric

Table: The Cleric

Level	HP	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill points	Feats	
1st	8	+0	+2	+0	+2	4	Martial Weapon Proficiency (warhammer)	Rebuke Undead, Fire domain powe
2nd	12	+1	+3	+0	+3	5		
3rd	16	+2	+3	+1	+3	6	Weapon focus (warhammer)	
4th	20	+3	+4	+1	+4	7		
5th	24	+3	+4	+1	+5	8		

Size/Type: Medium Humanoid (Orc)
Hit Dice: HD per chart; hp per chart + (2 x level)
Initiative: -1
Speed: 30 ft.
Armor Class: 14 (-1 dex, +2 leather armor, +3 shield), touch 9, flat-footed 14
Base Attack/Grapple: per chart/BAB+3 (str)
Attack: Warhammer BAB+3 (1d8+3/x3)
or javelin BAB-1 (1d6+3)
Full Attack: Warhammer BAB+3 (1d8+3/x3)
or javelin BAB-1 (1d6+3)
Space/Reach: 5 ft/5 ft
Special Attacks: per chart
Special Qualities: per chart
Saves: fort per chart +2, ref per chart +1, will per chart -1
Abilities: Str 17, Dex 8, Con 14, Int 8, Wis 13, Cha 10
Skills: Concentration per chart +2
Feats: per chart
Gear: leather armor, leather shield, warhammer

A typical 5th level scabland orc cleric will have the following spells prepared:

- 0: Guidance x2, Virtue x2, Resistance
- 1: Cause Fear x2, Command, Doom, Enlarge Person
- 2: Bull's Strength, Death Knell (if expecting a fight) or Augury, Produce Flame x1, Spiritual Weapon
- 3: Blindness/Deafness, Magic Vestment

Weapon and Armor Proficiency

Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

Strength Domain

Granted Power

You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Strength Domain Spells

1. **Enlarge Person:** Humanoid creature doubles in size.
2. **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
3. **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.

Fire Domain

Granted Power

Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Fire Domain Spells

1. **Burning Hands:** 1d4/level fire damage (max 5d4).
2. **Produce Flame:** 1d6 damage +1/ level, touch or thrown.
3. **Resist Energy (cold or fire only):** Ignores 10 (or more) points of damage/attack from specified energy type.

Scabland Orc Druid

Table: The Cleric

Level	HP	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill points	Feats	
1st	8	+0	+2	+0	+2	4	Martial Weapon Proficiency (warhammer)	Animal companio empathy

2nd	12	+1	+3	+0	+3	5		Sandskimmer (b)
3rd	16	+2	+3	+1	+3	6	Weapon focus (warhammer)	Trackless step
4th	20	+3	+4	+1	+4	7		Heat Endurance
5th	24	+3	+4	+1	+5	8		Wild shape (1/da

Size/Type: Medium Humanoid (Orc)
Hit Dice: HD per chart; hp per chart + (2 x level)
Initiative: -1
Speed: 30 ft.
Armor Class: 14 (-1 dex, +2 leather armor, +3 shield), touch 9, flat-footed 14
Base Attack/Grapple: per chart/BAB+2
Attack: Warhammer BAB+2 (1d8+3/x2)
or javelin BAB-1 (1d6+2)
Full Attack: Warhammer BAB+2 (1d8+2/x3)
or javelin BAB-1 (1d6+2)
Space/Reach: 5 ft/5 ft
Special Attacks: per chart
Special Qualities: per chart
Saves: fort per chart +2, ref per chart +1, will per chart -1
Abilities: Str 14, Dex 8, Con 14, Int 10, Wis 13, Cha 11
Skills: Handle animal per chart, Knowledge (nature) +2, Listen per chart +1, Survival per chart +3, Ride per chart -1
Feats: per chart
Gear: leather armor, leather shield, warhammer

A typical 5th level scabland orc druid will have the following spells prepared:

- 0: Guidance x2, Virtue x2, Resistance
- 1: Magic Fang x2, Produce Flame x2
- 2: Barkskin, Flame Blade
- 3: Call Lightning

Weapon and Armor Proficiency

Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape.

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. See the ironwood spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells

A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a cure spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

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.
Chaotic, Evil, Good, and Lawful Spells

A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Bonus Languages

A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

Animal Companion (Ex)

A scabland orc druid will typically have a hyena or jackal as an animal companion; a 4th or 5th-level orc druid may instead have a puma or large viper. See below for stats.

Nature Sense (Ex)

A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex)

A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid 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 druid 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.

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.

Wild Shape (Su)

At 5th 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 alternate form special ability, 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. Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Scabland Orc Druid Animal Companions

Given stats are for the companion of a 5th-level druid.

Hyena

Size/Type: Medium Animal
Hit Dice: 4d8+8 (26 hp)
Initiative: +3
Speed: 50 ft (10 squares)
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +3/+5
Attack: Bite +6 melee (1d6+3)
Full Attack: Bite +6 melee (1d6+3)
Space/Reach: 5 ft/5 ft
Special Attacks: Trip
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 15, Dex 16, Con 15, Int 2, Wis 13, Cha 6
Skills: Hide +4, Listen +7, Spot +5
+4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth
Feats: Alertness**,** Weapon Focus (Bite)

Trip (Ex)

A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of

the companion’s type (animal).

Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Jackal

Size/Type: Small Animal
Hit Dice: 3d8+6
Initiative: +4
Speed: 40 ft. (8 squares)
Armor Class: 18 (+1 size, +4 Dex, +3 natural), touch 15, flat-footed 13
Base Attack/Grapple: +2/-?
Attack: Bite +7 melee (1d4+2)
Full Attack: Bite +7 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: -
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 14, Dex 18, Con 15, Int 2, Wis 12, Cha 6
Skills: Jump +8, Listen +6, Spot +6, Survival +1
+4 racial bonus on Survival checks when tracking by scent
Feats: Alertness, Weapon Finesse, Track[B]

Skills

Jackals have a +4 racial bonus on Jump checks.

Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn’t have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex)

At the druid’s option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion’s type (animal).

Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Puma

Size/Type: Medium Animal
Hit Dice: 3d8+6 (19hp)
Initiative: +4
Speed: 40 ft (8 squares), climb 20 ft.
Armor Class: 15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple: +2/+5
Attack: Bite +6 melee (1d6+3)
Full Attack: Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d3+1
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills: Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6, Move Silently +8, Spot +6
+8 to hide in tall grass or heavy undergrowth
Feats: Alertness, Weapon Finesse

Improved Grab (Ex)

To use this ability, a puma must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex)

If a puma charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex)

Attack bonus +6 melee, damage 1d3+1.

Skills

Pumas have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Pumas have a +8 racial bonus on Balance and Climb checks. A puma can always choose to take 10 on a Climb check, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Large Viper

Size/Type: Large Animal
Hit Dice: 3d8 (13hp)
Initiative: +7
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple: +2/+6
Attack: Bite +4 melee (1d4 plus poison)
Full Attack: Bite +4 melee (1d4 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison
Special Qualities: Scent
Saves: Fort +3, Ref +6, Will +2
Abilities: Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8
Feats: Improved Initiative, Weapon Finesse

Poison (Ex)

A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC for a large viper is 11. The save DC is Constitution-based.

Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

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