

Lelia

NAME

Poi2

CLASS

2/3

Character Level/ECL

2000

EXPERIENCE

6000

NEXT LEVEL

Human

RACE

Medium

SIZE

6' 3"

HEIGHT

205 lbs.

WEIGHT

18

AGE

Female

GENDER

EYES

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

-1

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

16

+3

16

+3

16

+3

CHA

Charisma

16

+3

16

+3

16

+3

HP

hit points

24

AC

armor class

17

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+7

TOTAL

FLAT

14

TOUCH

13

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

BASE ATTACK

bonus

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+2

+

+3

+

+0

+

+0

+

MELEE

attack bonus

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+8

1d3+3

20/x2

5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+8/+8

1d4+3

Special Properties

*: 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

*Faerie Garb +3

Light

+4

+8

+0

0

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

5/2.5

✓ Acrobatics

DEX

3

=

3

+

+

✓ Appraise

INT

1

=

1

+

+

✓ Athletics

STR

3

=

3

+

+

✓ Bluff

CHA

3

=

3

+

+

✓ Concentration

CON

4

=

2

+

2.0

+

✓ Craft (Untrained)

INT

1

=

1

+

+

✓ Diplomacy

CHA

3

=

3

+

+

✓ Disguise

CHA

3

=

3

+

+

✓ Escape Artist

DEX

3

=

3

+

+

✓ Gather Information

CHA

3

=

3

+

+

✓ Heal

WIS

7

=

3

+

4.0

+

✓ Intimidate

CHA

5

=

3

+

2

Knowledge (Nature)

INT

6

=

1

+

3.0

+

2

✓ Perception

WIS

10

=

3

+

5.0

+

2

✓ Ride

DEX

3

=

3

+

+

✓ Sense Motive

WIS

3

=

3

+

+

✓ Stealth

DEX

5

=

3

+

2.0

+

✓ Survival

WIS

8

=

3

+

5.0

+

Survival (Find or follow tracks)

WIS

10

=

3

+

5.0

+

2

✓ Use Rope

DEX

3

=

3

+

+

=

+

+

=

+

+

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

Jun 20, 2009 10:21:17 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

Page 1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.5 lbs.	9151.0 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL ATTACKS	
Warcraft	
+5 BAB	

SPECIAL QUALITIES	
Companion	Gain a companion of your choice
Companion ~ Great Form	Companion gains Righteous Might benefits up to 3/day at your caster level.
Companion ~ Might	Companion gains two positive levels
Companion ~ Template ()	Apply a template to your companion[s] max of +2 ECL, may take more times to a max of +6.
Disadvantage - Hunted	Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.
Disadvantage - Obligations	You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.
Disadvantage - Unarmored	You refuse to use armor for some reason. Characters you already suffer major penalties for wearing armor can't take this disadvantage.
Druid Magic Level (,)	Druid Level 2, Casterlevel is 2
Duties (+2)	A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.
Fast Learner (+1)	Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.
Improved Initiative (,)	Improves your Initiative modifier by 2 each time it's taken.
Save ~ Will (,)	Increases the Will Save
Any Weapon Rod	Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.
Natural Weapon (Claw)	You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.
+4 racial bonus on saves against sleep and paralysis	
Dragoncat Companion	
Summon Familiar	

FEATS	
Feat Conversion to CP ~ 6 (, , ,)	Covert regular feat to Character Points
Dragonblood	Sorcerer is a favored class for you. This is in addition to your favored class based on race.

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Draconic, Elven

TEMPLATES

Point Buy Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	9	9	9	9	9	9	9	9	9	9

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 1	
□□□□□ Cure Minor Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Dawn	13	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.59
<i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].					<i>Target:</i> All creatures within a 15-ft.-radius burst centered on you			<i>Caster Level:</i> 1	
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Detect Poison		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 1	
□□□□□ Flare	13	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light]	PHB: p.232
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 1	
□□□□□ Guidance	13	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Know Direction		None	1 standard action	Instantaneous	Personal	V,S	No	Divination	PHB: p.246
<i>Effect:</i> You discern north.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Light		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 1	
□□□□□ Mending	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 1	
□□□□□ Naturewatch		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Purify Food and Drink	13	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 1	
□□□□□ Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Virtue	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animate Fire		None	1 round	Concentration, up to 1 round/level [D]	Close (25 ft.)	V,S,M	No	Transmutation [Fire]	SC: p.12
<i>Effect:</i> Create a small fire elemental.					<i>Target:</i> One Small fire			<i>Caster Level:</i> 1	
□□□□□ Animate Water		None	1 round	Concentration, up to 1 round/level [D]	Close (25 ft.)	V,S,M	No	Transmutation [Water]	SC: p.13
<i>Effect:</i> Create a small water elemental.					<i>Target:</i> Cube of water up to 5 ft on a side			<i>Caster Level:</i> 1	
□□□□□ Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
<i>Effect:</i> Animates a wooden object to attack who you designate.					<i>Target:</i> One Small or smaller wooden object			<i>Caster Level:</i> 1	
□□□□□ Aspect of the Wolf	14	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Aura Against Flame	14	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Babau Slime	14	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.22
<i>Effect:</i> Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Beast Claws	14	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SC: p.25
<i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Beastland Ferocity	14	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SC: p.25
<i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Beget Bogun		None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SC: p.26
<i>Effect:</i> Creates a natural homunculus.					<i>Target:</i> Tiny Construct			<i>Caster Level:</i> 1	
□□□□□ Branch to Branch	14	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.38
<i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Breath of the Jungle		None	1 standard action	1 minute/level	Medium (110 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> DC of saves vs. poison or disease increases by 2					<i>Target:</i> Mist spreads in a 40-ft. radius, 20 ft. high			<i>Caster Level:</i> 1	

* =Domain/Specialty Spell

Point Buy Spells

□□□□□ Buoyant Lifting	None	1 immediate action	1 minute/level [D]; see text	Close (25 ft.)	S,DF	No	Evocation	SC: p.40
<i>Effect:</i> Travel to the surface at 60 ft./round.				<i>Target:</i> One willing creature/level, no two of which are more than 20 ft. apart				<i>Caster Level:</i> 1
□□□□□ Calm Animals	14	Will negates; see text	1 standard action	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.				<i>Target:</i> Animals within 30 ft. of each other				<i>Caster Level:</i> 1
□□□□□ Camouflage	14	N/A	1 standard action	Personal	V,S	N/A	Transmutation	SC: p.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.				<i>Target:</i> You				<i>Caster Level:</i> 1
□□□□□ Charm Animal	14	Will negates	1 standard action	Close (25 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.208
<i>Effect:</i> Makes one animal your friend.				<i>Target:</i> One animal				<i>Caster Level:</i> 1
□□□□□ Claws of the Bear	14	N/A	1 standard action	Personal	V,S	N/A	Transmutation	SC: p.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.				<i>Target:</i> You				<i>Caster Level:</i> 1
□□□□□ Claws of the Beast	None	1 standard action	1 rounds	Personal	V,S	No	Transmutation	PGtF: p.101
<i>Effect:</i> Your fingers sprout claws. Considered armed and do 1d8 with each attack.				<i>Target:</i> YOU				<i>Caster Level:</i> 1
□□□□□ Climb Walls	14	Will negates [harmless]	1 standard action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 1
□□□□□ Cloudburst	None	1 round	10 minutes/level [D]	Long (440 ft.)	V,S	No	Evocation (Water)	SC: p.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.				<i>Target:</i> 100-ft.-radius emanation				<i>Caster Level:</i> 1
□□□□□ Cold Fire	14	No [fire] or Fortitude half	1 standard action	Close (25 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text				<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text				<i>Caster Level:</i> 1
□□□□□ Crabwalk	None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: p.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 1
□□□□□ Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 1
□□□□□ Deep Breath	14	N/A	1 immediate action	Personal	V	N/A	Conjuration (Creation) [Air]	SC: p.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.				<i>Target:</i> You				<i>Caster Level:</i> 1
□□□□□ Delay Disease	14	Will negates [harmless]	1 standard action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 1
□□□□□ Detect Animals or Plants	None	1 standard action	Concentration, up to 10 minutes/level [D]	Long (440 ft.)	V,S	No	Divination	PHB: p.218
<i>Effect:</i> Detects kinds of animals or plants.				<i>Target:</i> Cone-shaped emanation				<i>Caster Level:</i> 1
□□□□□ Detect Snares and Pits	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation				<i>Caster Level:</i> 1
□□□□□ Endure Elements	14	Will negates (harmless)	1 standard action	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 1
□□□□□ Enrage Animal	None	1 standard action	Concentration +1 round/level	Medium (110 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.				<i>Target:</i> One animal				<i>Caster Level:</i> 1
□□□□□ Entangle	14	Reflex partial; see text	1 standard action	Long (440 ft.)	V,S, DF	No	Transmutation	PHB: p.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.				<i>Target:</i> Plants in a 40-ft.-radius spread				<i>Caster Level:</i> 1
□□□□□ Faerie Fire	None	1 standard action	1 minute/level [D]	Long (440 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: p.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.				<i>Target:</i> Creatures and objects within a 5-ft.-radius burst				<i>Caster Level:</i> 1
□□□□□ Foundation of Stone	None	1 standard action	1 round/level	Close (25 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 1
□□□□□ Goodberry	None	1 standard action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].				<i>Target:</i> 2d4 fresh berries touched				<i>Caster Level:</i> 1
□□□□□ Hawkeye	14	N/A	1 standard action	Personal	V	N/A	Transmutation	SC: p.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.				<i>Target:</i> You				<i>Caster Level:</i> 1
□□□□□ Healthful Rest	14	Will negates [harmless]	10 minutes 24 hours	Close (25 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.				<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart				<i>Caster Level:</i> 1
□□□□□ Hide from Animals	14	Will negates (harmless)	1 standard action	Touch	S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Animals can't perceive 1 subject/level.				<i>Target:</i> 1 creature/level touched				<i>Caster Level:</i> 1
□□□□□ Horrible Taste	14	Fortitude negates; see text	1 standard action	Touch	V,S,M	No	Transmutation	SC: p.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.				<i>Target:</i> Creature or object touched				<i>Caster Level:</i> 1
□□□□□ Jump	14	Will negates (harmless)	1 standard action	Touch	V,S,M	Yes	Transmutation	PHB: p.246
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 1
□□□□□ Junglerazer	14	Reflex half	1 standard action	120 ft.	V,S,M	Yes	Necromancy	SC: p.127
<i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.				<i>Target:</i> 120-ft. line				<i>Caster Level:</i> 1
□□□□□ Longstrider	None	1 standard action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: p.249
<i>Effect:</i> Increases your speed.				<i>Target:</i> You				<i>Caster Level:</i> 1

* =Domain/Specialty Spell

Point Buy Spells

Low-light Vision	14	Will negates [harmless]	1 standard action	Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
<i>Effect:</i> Target gains low-light vision.								
Magic Fang	14	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.								
Magic Stone	14	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.								
Obscuring Mist		None	1 standard 1 minute/level action	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.								
Omen of Peril	14	N/A	1 round Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.								
Pass without Trace	14	Will negates (harmless)	1 standard 1 hour/level [D] action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
<i>Effect:</i> 1 subject/level leaves no tracks.								
Produce Flame		None	1 standard 1 minute/level [D] action	0 ft.	V,S	Yes	Evocation [Fire]	PHB: p.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.								
Raging Flame		None	1 standard 1 minute action	Medium (110 ft.)	V,S	No	Transmutation [Fire]	SC: p.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.								
Ram's Might	14	N/A	1 standard 1 minute/level action	Personal	V,S	N/A	Transmutation	SC: p.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.								
Rapid Burrowing	14	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.								
Remove Scent	14	Will negates	1 standard 10 minutes/level action	Touch	V,S,M	Yes	Transmutation	SC: p.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghouls or troglodytes.								
Resist Planar Alignment	14	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.								
Sandblast	14	Reflex half	1 standard Instantaneous action	10 ft.	V,S,DF	Yes	Evocation	SC: p.180
<i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.								
Shillelagh	14	Will negates (object)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.								
Slow Burn		None	1 standard 1 minute action	Medium (110 ft.)	V,S,M/DF	No	Transmutation [Fire]	SC: p.192
<i>Effect:</i> Doubles the amount of time to put out a fire; see text.								
Snake's Swiftmess	14	Will negates [harmless]	1 standard Instantaneous action	Close (25 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subject may make another single attack melee or ranged; see text.								
Snowshoes	14	Will negates [harmless]	1 standard 1 hour/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.								
Speak with Animals		None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: p.281
<i>Effect:</i> You can communicate with animals.								
Summon Nature's Ally I		None	1 round 1 round/level [D]	Close (25 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.								
Surefooted Stride		None	1 standard 1 minute/level action	Personal	V,S	No	Transmutation	SC: p.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.								
Thunderhead	14	Reflex negates; see text	1 standard 1 round/level action	Close (25 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.219
<i>Effect:</i> Miniature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage.								
Traveler's Mount	14	Will negates	1 standard 1 hour/level action	Touch	V,S	Yes	Transmutation	SC: p.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.								
Updraft	14	N/A	1 swift action Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.								
Vigor, Lesser	14	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 15] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.								
Vine Strike	14	N/A	1 swift action 1 round	Personal	V,DF	N/A	Divination	SC: p.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.								
Wall of Smoke	14	Fortitude partial; see text	1 standard 1 round/level action	Close (25 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.								
Wings of the Sea	14	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.								
Winter Chill	14	Fortitude negates	1 standard Instantaneous action	Close (25 ft.)	V,S	Yes	Transmutation [Cold]	SC: p.241
<i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.								
Wood Wose		None	1 standard 1 hour/level action	Close (25 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.								

* =Domain/Speciality Spell

Point Buy Spells

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Align Fang	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-, or chaotic.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 1		
□□□□□Animal Messenger	15	None; see text	1 standard action	1 day/level	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal		<i>Caster Level:</i> 1		
□□□□□Animal Trance	15	Will negates; see text	1 standard action	Concentration	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	PHB: p.198
<i>Effect:</i> Fascinates 2d6 HD of animals.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2		<i>Caster Level:</i> 1		
□□□□□Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 1		
□□□□□Balancing Lorecall	15	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: p.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□Barkskin		None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 1		
□□□□□Bear's Endurance	15	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Binding Winds	15	Reflex negates	1 standard action	Concentration	Medium (110 ft.)	V,S	Yes	Evocation [Air]	SC: p.27
<i>Effect:</i> Subject can act normally, but it cannot move from it's current location.					<i>Target:</i> One creature		<i>Caster Level:</i> 1		
□□□□□Bite of the Wererat	15	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□Blinding Spittle		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Transmutation	SC: p.32
<i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.					<i>Target:</i> One missile of spit		<i>Caster Level:</i> 1		
□□□□□Blood Frenzy	15	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: p.33
<i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					<i>Target:</i> Any creature with the rage ability		<i>Caster Level:</i> 1		
□□□□□Body of the Sun	15	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Transmutation [Fire]	SC: p.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you		<i>Caster Level:</i> 1		
□□□□□Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 1		
□□□□□Briar Web		None	1 standard action	1 minute/level	Medium (110 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.		<i>Caster Level:</i> 1		
□□□□□Bull's Strength	15	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Burrow	15	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Camouflage, Mass	15	Will negates [harmless]	1 standard action	10 minutes/level	Medium (110 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart		<i>Caster Level:</i> 1		
□□□□□Cat's Grace	15	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: p.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Chill Metal	15	Will negates (object)	1 standard action	7 rounds	Close (25 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: p.209
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 25 lbs of metal		<i>Caster Level:</i> 1		
□□□□□Cloud Wings	15	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Countermoon	15	Will negates [D]	1 standard action	12 hours	Close (25 ft.)	V,S,M	Yes	Abjuration	SC: p.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope		<i>Caster Level:</i> 1		
□□□□□Creeping Cold	15	Fortitude half	1 standard action	3 rounds	Close (25 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature		<i>Caster Level:</i> 1		
□□□□□Daggerspell Stance	15	N/A	1 swift action	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: p.57
<i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□Decomposition		None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: p.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you		<i>Caster Level:</i> 1		
□□□□□Delay Poison	15	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Earthbind	15	Fortitude negates	1 standard action	1 minute/level [D]	Medium (110 ft.)	V,S	Yes	Transmutation	SC: p.76
<i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.					<i>Target:</i> One creature		<i>Caster Level:</i> 1		
□□□□□Earthfast		None	1 standard action	10 minutes/level [D]	Close (25 ft.)	V,S	Yes [object]	Transmutation	SC: p.76
<i>Effect:</i> Doubles Structures HP and increases Hardness to 10.					<i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level		<i>Caster Level:</i> 1		

* =Domain/Speciality Spell

Point Buy Spells

Easy Trail	None	1 standard	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.								
Embrace the Wild	15	N/A	1 standard 10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.79
<i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.								
Fins to Feet	15	Fortitude negates [harmless]	1 standard 1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.								
Fire Trap	15	Reflex half; see text	10 minutes Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: p.231
<i>Effect:</i> Opened object deals 1d4+1 fire damage.								
Flame Blade	None		1 standard 1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Touch attack deals 1d8 +0 fire damage.								
Flaming Sphere	15	Reflex negates	1 standard 1 round/level	Medium (110 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.232
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.								
Fog Cloud	None		1 standard 10 minutes/level	Medium (110 ft.)	V,S	No	Conjuration (Creation)	PHB: p.232
<i>Effect:</i> Fog obscures vision.								
Frost Breath	15	Reflex half	1 standard Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.								
Gust of Wind	15	Fortitude negates	1 standard 1 round	60 ft.	V,S	Yes	Evocation [Air]	PHB: p.238
<i>Effect:</i> Blows away or knocks down smaller creatures.								
Healing Lorecall	15	N/A	1 standard 10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.								
Healing Sting	None		1 standard Instantaneous	Touch	V,S,M	Yes	Necromancy	SC: p.110
<i>Effect:</i> Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.								
Heartfire	15	Fortitude partial	1 standard 1 round/level	Close (25 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: p.112
<i>Effect:</i> Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].								
Heat Metal	15	Will negates (object)	1 standard 7 rounds	Close (25 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: p.239
<i>Effect:</i> Make metal so hot it damages those who touch it.								
Hold Animal	15	Will negates; see text	1 standard 1 round/level [D]; see text	Medium (110 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one animal for 1 round/level.								
Kelpstrand	None		1 standard 1 round/level	Close (25 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.128
<i>Effect:</i> Make ranged attacks against each target; see text								
Listening Lorecall	15	N/A	1 standard 10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: p.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.								
Mark of the Outcast	15	Will negates	1 standard Permanent	Close (25 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.								
Master Air	15	N/A	1 standard 1 round/level	Personal	V,S,F	N/A	Transmutation	SC: p.139
<i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].								
Mountain Stance	15	Will negates [harmless]	1 standard 1 minute/level	Touch	V,S	No	Transmutation	SC: p.144
<i>Effect:</i> As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.								
Nature's Favor	15	Will negates [harmless]	1 swift 1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.								
One With the Land	15	N/A	1 standard 1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.								
Owl's Wisdom	15	Will negates (harmless)	1 standard 1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.								
Reduce Animal	None		1 standard 1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: p.269
<i>Effect:</i> Shrinks one willing animal.								
Resist Energy	15	Fortitude negates (harmless)	1 standard 10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 0 points of damage/attack from specified energy type.								
Restoration, Lesser	15	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.								
Saltray	15	Fortitude partial	1 standard Instantaneous	Close (25 ft.)	V,S	Yes	Evocation	SC: p.179
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.								
Scent	None		1 standard 10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
<i>Effect:</i> Bestows Scent ability with all the same powers.								
Share Husk	15	Will negates [harmless]	1 standard 1 minute/level	Touch	V,S,M	Yes	Divination	SC: p.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.								
Snake's Swiftess, Mass	15	Will negates [harmless]	1 standard Instantaneous	Medium (110 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.								

* =Domain/Speciality Spell

Point Buy Spells

<div><div><div>000000</div><div>Soften Earth and Stone</div></div></div>		None	1 standard	Instantaneous action	Close (25 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: p.280
<div><div>Effect:</div><div>Turns stone to clay or dirt to sand or mud.</div></div>					Target: 10 ft./level square; see text			Caster Level: 1	
<div><div>000000</div><div>Spider Climb</div></div>	15	Will negates (harmless)	1 standard	10 minutes/level action	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.283
<div><div>Effect:</div><div>Grants ability to walk on walls and ceilings.</div></div>					Target: Creature touched			Caster Level: 1	
<div><div>000000</div><div>Splinterbolt</div></div>		None	1 standard	Instantaneous action	Close (25 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.203
<div><div>Effect:</div><div>Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.</div></div>					Target: One or more streams of splinters			Caster Level: 1	
<div><div>000000</div><div>Summon Nature's Ally II</div></div>		None	1 round	1 round/level [D]	Close (25 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<div><div>Effect:</div><div>Calls creature to fight.</div></div>					Target: One or more creatures, no two of which can be more than 30 ft. apart			Caster Level: 1	
<div><div>000000</div><div>Summon Swarm</div></div>		None	1 round	Concentration + 2 rounds	Close (25 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
<div><div>Effect:</div><div>Summons swarm of bats, rats, or spiders.</div></div>					Target: One swarm of bats, rats, or spiders			Caster Level: 1	
<div><div>000000</div><div>Swim</div></div>		None	1 round	10 minutes/level [D]	Medium (110 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: p.217
<div><div>Effect:</div><div>Gain swim speed and +8 to Swim checks.</div></div>					Target: One creature			Caster Level: 1	
<div><div>000000</div><div>Tiger's Tooth</div></div>		None	1 swift action	1 round	Living creature touched	V	No	Transmutation	SC: p.221
<div><div>Effect:</div><div>As greater magic fang.</div></div>					Target: You			Caster Level: 1	
<div><div>000000</div><div>Train Animal</div></div>	15	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: p.221
<div><div>Effect:</div><div>You temporarily boost the number of tricks that an animal knows.</div></div>					Target: Animal touched			Caster Level: 1	
<div><div>000000</div><div>Tree Shape</div></div>		None	1 standard	1 hour/level [D] action	Personal	V,S, DF	No	Transmutation	PHB: p.296
<div><div>Effect:</div><div>You look exactly like a tree for 1 hour/level.</div></div>					Target: You			Caster Level: 1	
<div><div>000000</div><div>Warp Wood</div></div>	15	Will negates (object)	1 standard	Instantaneous action	Close (25 ft.)	V,S	Yes (object)	Transmutation	PHB: p.300
<div><div>Effect:</div><div>Bends wood [shaft, handle, door, plank].</div></div>					Target: One Small wooden object/level, all within a 20-ft. radius			Caster Level: 1	
<div><div>000000</div><div>Wings of Air</div></div>		None	1 standard	1 minute/level action	Touch	V	No	Transmutation	SC: p.240
<div><div>Effect:</div><div>Manuverability improves by one step.</div></div>					Target: Winged creature touched			Caster Level: 1	
<div><div>000000</div><div>Winter's Embrace</div></div>	15	Fortitude negates	1 standard	1 round/level action	Close (25 ft.)	V,S	Yes	Evocation [Cold]	SC: p.241
<div><div>Effect:</div><div>Creature fails it's save takes 1d8 cold damage each round; see text.</div></div>					Target: One creature			Caster Level: 1	
<div><div>000000</div><div>Wood Shape</div></div>	15	Will negates (object)	1 standard	Instantaneous action	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.303
<div><div>Effect:</div><div>Rearranges wooden objects to suit you.</div></div>					Target: One touched piece of wood no larger than 10 cu. ft. + 1 ft./level			Caster Level: 1	
<div><div>000000</div><div>Wracking Touch</div></div>	15	Fortitude half	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy	SC: p.243
<div><div>Effect:</div><div>Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.</div></div>					Target: Creature touched			Caster Level: 1	
<div><div>000000</div><div>Zone of Glacial Cold</div></div>	15	Fort half	1 standard	1 rounds action	Medium (110 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
<div><div>Effect:</div><div>Zone deals 1d6 cold damage each round.</div></div>					Target: 20-ft.-radius			Caster Level: 1	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Air Breathing	16	Will negates [harmless]	1 standard	2 hours/level; see text action	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: p.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 1	
□□□□□Align Fang, Mass	16	Will negates [harmless]	1 standard	1 minute/level action	Close (25 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Same as algin fang, but on multiple creatures.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 1	
□□□□□Attune Form	16	N/A	1 standard	24 hours action	Touch	V,S,M/DF	N/A	Transmutation	SC: p.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels			<i>Caster Level:</i> 1	
□□□□□Bite of the Werewolf	16	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: p.29
<i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□Blindsight	16	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□Call Lightning	16	Reflex half	1 round	1 minute/level	Medium (110 ft.)	V,S	Yes	Evocation [Electricity]	PHB: p.207
<i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 1	
□□□□□Capricious Zephyr	16	None and Reflex partial; see text	1 standard	1 round/level action	Medium (110 ft.)	V,S	Yes	Evocation [Air]	SC: p.43
<i>Effect:</i> Ball of swirling dust and air that bull rush attacks with a +6 any creature it encounters as directed by caster. Movement 30 ft]; see text					<i>Target:</i> 5-ft.-diameter			<i>Caster Level:</i> 1	
□□□□□Charge of the Triceratops	16	Will negates [harmless]	1 standard	1 round/level [D] action	Touch	V,S,DF	Yes	Transmutation	SC: p.45
<i>Effect:</i> Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 1	
□□□□□Circle Dance	16	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□Contagion	16	Fortitude negates	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy [Evil]	PHB: p.213
<i>Effect:</i> Infects subject with chosen disease.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 1	
□□□□□Corona of Cold	16	Fortitude negates	1 standard	1 round/level [D] action	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 1	
□□□□□Creaking Cacophony		None	1 standard	1 round/level action	Medium (110 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SC: p.55
<i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 1	
□□□□□Crumble	16	Fortitude half [object]	1 standard	Instantaneous action	Medium (110 ft.)	V,S	Yes [object]	Transmutation	SC: p.56
<i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.					<i>Target:</i> One structure or construct			<i>Caster Level:</i> 1	

* =Domain/Speciality Spell

Point Buy Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Moderate Wounds	16	Will half (harmless); see text	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Daylight		None	1 standard	10 minutes/level [D] action	Touch	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> 60-ft. radius of bright light.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dehydrate	16	Fortitude negates	1 standard	Instantaneous	Medium (110 ft.)	V,S,DF	Yes	Necromancy	SC: p.62
<i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Diminish Plants		None	1 standard	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.221
<i>Effect:</i> Reduces size or blights growth of normal plants.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dominate Animal	16	Will negates	1 round	1 round/level	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.224
<i>Effect:</i> Subject animal obeys silent mental commands.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Downdraft	16	Reflex partial; see text	1 standard	Instantaneous	Long (440 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Earthen Grace	16	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SC: p.76
<i>Effect:</i> Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Energy Vortex	16	Reflex half	1 standard	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
<i>Effect:</i> Choose an energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Entangling Staff	16	Fortitude negates [harmless, object]	1 swift	1 round/level [D] action	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.83
<i>Effect:</i> Each time you successfully strike foe you can start a grapple as a free action, +8 grapple check. Deals an additional 2d6 damage for grapple [lethal or nonlethal]; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fire Wings	16	N/A	1 round	1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire]	SC: p.93
<i>Effect:</i> Attack or Fly; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fly, Swift	16	N/A	1 swift	1 round	Personal	V	N/A	Transmutation	SC: p.96
<i>Effect:</i> This spell functions like fly, except as noted.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Forestfold	16	N/A	1 standard	1 hour/level [D] action	Personal	V,S	N/A	Transmutation	SC: p.98
<i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Giant's Wrath		None	1 swift	1 round/level	Personal	V,S,M	No	Transmutation [Earth]	SC: p.105
<i>Effect:</i> Pebbles become boulders; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Girallon's Blessing	16	Fortitude negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
<i>Effect:</i> Gain an additional pair of arms; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Heatstroke	16	Fortitude partial	1 standard	Instantaneous	Medium (110 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.113
<i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Hypothermia	16	Fortitude partial	1 standard	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold]	SC: p.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Icelance	16	Fortitude partial	1 standard	Instantaneous	Medium (110 ft.)	V,S,F	Yes	Conjuration (Creation)	SC: p.119
<i>Effect:</i> Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Infestation of Maggots	16	Fortitude negates	1 standard	1 round/2 levels	Touch	V,S,M	Yes	Necromancy	SC: p.123
<i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Jagged Tooth	16	Will negates [harmless]	1 standard	10 minutes/level	Close (25 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.127
<i>Effect:</i> Doubles the critical threat range of one natural weapon.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Meld into Stone		None	1 standard	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: p.252
<i>Effect:</i> You and your gear merge with stone.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Nature's Balance	16	Fortitude negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.145
<i>Effect:</i> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Nature's Rampart		None	10 minutes	Instantaneous	Medium (110 ft.)	V,S,F	No	Transmutation	SC: p.146
<i>Effect:</i> Shapes natural setting into a formidable defense.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Neutralize Poison	16	Will negates (harmless, object)	1 standard	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: p.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Plant Growth		None	1 standard	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.262
<i>Effect:</i> Grows vegetation, improves crops.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Poison	16	Fortitude negates; see text	1 standard	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: p.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Primal Form	16	N/A	1 standard	1 minute/level	Personal	V,S,DF	N/A	Transmutation	SC: p.161
<i>Effect:</i> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Energy	16	Fortitude negates (harmless)	1 standard	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Quench	16	None or Will negates (object)	1 standard	Instantaneous	Medium (110 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.									

* =Domain/Specialty Spell

Point Buy Spells

□□□□□ Quillfire	16	N/A	1 standard	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.164
<i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Remove Disease	16	Fortitude negates (harmless)	1 standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Resist Energy, Mass	16	Fortitude negates [harmless]	1 standard	10 minutes/level	Close (25 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Sink	16	Will negates	1 standard	1 round	Close (25 ft.)	V,S,DF	Yes	Transmutation	SC: p.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Sleet Storm		None	1 standard	1 round/level	Long (440 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: p.280
<i>Effect:</i> Hampers vision and movement.					<i>Target:</i> Cylinder 40		<i>Caster Level:</i> 1		
□□□□□ Snakebite	16	N/A	1 standard	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: p.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Snare		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: p.280
<i>Effect:</i> Creates a magic booby trap.					<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level		<i>Caster Level:</i> 1		
□□□□□ Snowshoes, Mass	16	Will negates [harmless]	1 standard	1 hour/level [D]	Close (25 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Same as Snowshoes, except as noted.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Speak with Plants		None	1 standard	1 minute/level	Personal	V,S	No	Divination	PHB: p.282
<i>Effect:</i> You can talk to normal plants and plant creatures.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Spiderskin	16	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.202
<i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Spike Growth	16	Reflex partial	1 standard	1 hour/level [D]	Medium (110 ft.)	V,S, DF	Yes	Transmutation	PHB: p.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level		<i>Caster Level:</i> 1		
□□□□□ Spikes		None	1 standard	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 1		
□□□□□ Spiritjaws		None	1 standard	1 round/level [D]	Medium (110 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.202
<i>Effect:</i> Jaws attempt to grapple the target; see text					<i>Target:</i> Jaws of force		<i>Caster Level:</i> 1		
□□□□□ Standing Wave	16	Reflex negates	1 standard	10 minutes/level [D]	Close (25 ft.)	V,S,DF	Yes	Transmutation	SC: p.204
<i>Effect:</i> Transports across water; see text.					<i>Target:</i> Waves under a creature or object within range		<i>Caster Level:</i> 1		
□□□□□ Stone Shape		None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level		<i>Caster Level:</i> 1		
□□□□□ Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (25 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Thornsken	16	N/A	1 standard	1 round/level [D]	Personal	V,S,M	N/A	Transmutation	SC: p.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Thunderous Roar	16	Fortitude partial; see text	1 standard	Instantaneous	Long (440 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: p.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 1		
□□□□□ Treasure Scent	16	N/A	1 standard	1 hour/level	Personal	V,S	N/A	Divination	SC: p.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Tremor	16	See text	1 standard	1 round/3 levels	Medium (110 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 1		
□□□□□ Vigor	16	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 1		
□□□□□ Vigor, Mass Lesser	16	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Vine Mine	16	See text	1 standard	10 minutes/level	Medium (110 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: p.230
<i>Effect:</i> Creates a rapid growth of vines, see text.					<i>Target:</i> 10-ft.-radius/level spread		<i>Caster Level:</i> 1		
□□□□□ Walk the Mountain's Path	16	Will negates (harmless)	1 standard	10 minutes	Touch	V,S,M	Yes (harmless)	Transmutation	Race Sto: p.163
<i>Effect:</i> Target is not slowed by slopes, gains a climb speed equal to his normal movement and gains a +10 ehancement bonus to Jump and Balance checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Water Breathing	16	Will negates (harmless)	1 standard	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 1		
□□□□□ Weather Eye		None	1 hour	Instantaneous	1 mile + 1 mile/level	V,S,M,F	No	Divination	SC: p.238
<i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.					<i>Target:</i> 1-mile radius +1-mile/level centered on you		<i>Caster Level:</i> 1		
□□□□□ Wind Wall	16	None; see text	1 standard	1 round/level	Medium (110 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 1		

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: