

Aiven Green

CHARACTER NAME

Druid 3

CLASS

3 / 3

Character Level / CR

3000 / 6000

EXP / NEXT LEVEL

Skylar

PLAYER NAME

Strongheart Halfling

RACE

32

AGE

Small / 5 ft.

SIZE / FACE

Male

GENDER

Meilikki

DEITY

3' 2"

HEIGHT

Brown

EYES

The Chondalwood

REGION

36 lbs.

WEIGHT

Green, Disheveled

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	11		+0		
DEX Dexterity	15		+2		
CON Constitution	15		+2		
INT Intelligence	14		+2		
WIS Wisdom	18		+4		
CHA Charisma	12		+1		

HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED								
hit points	24							Walk 20 ft.								
AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
armor class	18	16	13	10	4	1	2	1	0	0	0	0		25	-3	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
modifier	+2	+2	+0
BASE ATTACK	bonus		
	+2		

TOTAL SKILLPOINTS: 36		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	2	=	2			
✓	Balance	DEX	-1	=	2			+ -3
✓	Bluff	CHA	1	=	1			
✓	Climb	STR	-1	=	0			+ -1
✓	Concentration	CON	8	=	2		6	
✓	Craft (Untrained)	INT	2	=	2			
✓	Craft (Woodworking)	INT	4	=	2		2	
✓	Diplomacy	CHA	1	=	1			
✓	Disguise	CHA	1	=	1			
✓	Escape Artist	DEX	-1	=	2			+ -3
✓	Forgery	INT	2	=	2			
✓	Gather Information	CHA	1	=	1			
✓	Handle Animal	CHA	4	=	1		3	
✓	Heal	WIS	5	=	4		1	
✓	Hide	DEX	3	=	2			+ 1
✓	Intimidate	CHA	1	=	1			
✓	Jump	STR	-7	=	0			+ -7
✓	Knowledge (Nature)	INT	9	=	2		5	+ 2
✓	Listen	WIS	8	=	4		2	+ 2
✓	Move Silently	DEX	1	=	2			+ -1
✓	Ride	DEX	6	=	2		4	
✓	Search	INT	2	=	2			
✓	Sense Motive	WIS	4	=	4			
✓	Spellcraft	INT	8	=	2		6	
✓	Spot	WIS	7	=	4		3	
✓	Survival	WIS	10	=	4		4	+ 2
✓	Survival (Natural environments)	WIS	12	=	4		[4]	+ 4
✓	Swim	STR	-6	=	0			+ -6
✓	Use Rope	DEX	2	=	2			
				=	+		+	
				=	+		+	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+5	= +3	+2	+0	+0	+0		
REFLEX (dexterity)	+3	= +1	+2	+0	+0	+0		
WILL (wisdom)	+7	= +3	+4	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	= +2	+0	+1	+1	+0	
RANGED attack bonus	+6	= +2	+2	+1	+1	+0	
GRAPPLE attack bonus	-1	= +2	+0	-4	+1	+0	

*Masterwork Shortspear (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	S	20/x3	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+5	1d4	2W-P-(OH)	-1	1d4	
1H-O	+1	1d4	2W-P-(OL)	+1	1d4	
2H	+5	1d4	2W-OH	-5	1d4	
Range: 20 ft.		To Hit: +8		Damage: 1d4		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+6	+6	+4	+2	+0	
Dam	1d4	1d4	1d4	1d4	1d4	

Sling (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	S	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
	50 ft.	100 ft.	150 ft.	200 ft.	250 ft.	
TH	+7	+5	+3	+1	-1	
Dam	1d3	1d3	1d3	1d3	1d3	
	300 ft.	350 ft.	400 ft.	450 ft.	500 ft.	
TH	-3	-5	-7	-9	-11	
Dam	1d3	1d3	1d3	1d3	1d3	

Dagger +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+3	1d4+1	2W-P-(OH)	-3	1d4+1	
1H-O	-1	1d4+1	2W-P-(OL)	-1	1d4+1	
2H	+3	1d4+1	2W-OH	-7	1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt (Small)	Light	+4	+4	-2	20
*Buckler (Small)	Shield	+1		-1	5

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Masterwork Shortspear (Small)	Equipped	1	1.5	301.0
Chain Shirt (Small)	Equipped	1	12.5	100.0
Outfit (Explorer's/Small)	Equipped	1	2.0	10.0
Buckler (Small)	Equipped	1	2.5	15.0
Backpack (Small)	Equipped	1	0.5	2.0
8.5 lbs., 1 Bedroll (Small), 1 Inkpen, 1 Case (Map or Scroll), 1 Rations (Trail/Per Day), 1 Torch, 3 Rations (Trail/Per Day) (Small), 1 Ink (1 Oz. Vial), 1 Waterskin (Filled)				
Bedroll (Small)	Backpack (Small)	1	1.25	0.1
Rations (Trail/Per Day) (Small)	Backpack (Small)	3	0.25 (0.75)	0.5 (1.5)
□□□				
Case (Map or Scroll)	Backpack (Small)	1	0.5	1.0
0 lbs., 10 Paper (Sheet)				
Paper (Sheet)	Case (Map or Scroll)	10	0.0 (0.0)	0.4 (4.0)
Ink (1 Oz. Vial)	Backpack (Small)	1	0.0	8.0
Inkpen	Backpack (Small)	1	0.0	0.1
Rations (Trail/Per Day)	Backpack (Small)	1	1.0	0.5
□				
Torch	Backpack (Small)	1	1.0	0.01
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
□				
Waterskin (Filled)	Backpack (Small)	1	4.0	1.0
Pouch (Belt) (Small)	Equipped	1	0.12	1.0
1.68 lbs., 1 Signal Whistle, 1 Flint and Steel, 8 Coin (Copper), 1 Coin (Silver), 6 Bullet (Sling) (Small)				
Bullet (Sling) (Small)	Pouch (Belt) (Small)	6	0.25 (1.5)	0.01 (0.06)
□□□□□□				
Flint and Steel	Pouch (Belt) (Small)	1	0.0	1.0
Signal Whistle	Pouch (Belt) (Small)	1	0.0	0.8
Sling (Small)	Carried	1	0.0	0.0
0 lbs.				
Dagger +1	Carried	1	1.0	2302.0
TOTAL WEIGHT CARRIED/VALUE			28.31 lbs.	2749.07 gp

WEIGHT ALLOWANCE			
Light	28	Medium	57
Lift over head	86	Lift off ground	172
		Heavy	86
		Push / Drag	431

MONEY	
Coin (Silver): 1[Pouch (Belt) (Small)]	
Coin (Copper): 8[Pouch (Belt) (Small)]	
Total = 0.18 gp	

LANGUAGES	
Common, Druidic, Elven, Halfling, Sylvan	

OTHER COMPANIONS	
Storn - William	
John - Richard, wears a mask at all times	
Barrow the Big - Jon	

Special Qualities	
Animal Companion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind. A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished. A druid of 4th level or higher may select from alternative lists of animals. Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)	
+2 morale bonus on saving throws against fear	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Nature Sense (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
A druid gains a +2 bonus on Knowledge (nature) and Survival checks.	
Spontaneous casting - Summon Nature's Ally	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
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.	
Trackless Step (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
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 Empathy (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
+4 (+0 on Magical Beasts)	
Wild Shape (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Woodland Stride (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
You may move through any sort of undergrowth at your normal speed and without taking damage or suffering any other impairment., You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you.	

Feats	
Augment Summoning	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.	
Spell Focus (Conjuration)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Medium)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	

PROFICIENCIES
Club, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

Animal Companion: Willow (Riding Dog)					
HP:	32	AC:	19	INIT:	+3
FORT:	+6	REF:	+7	WILL:	+3
*Bite (Natural/Primary)	+7	DAM:	1d6+4	CRIT:	20/x2
Special:	Share Spells Animal Traits, Bonus Tricks, Evasion, Link, Low-light Vision, Scent				
Tricks:	Attack, Come, Defend, Down, Guard, Heel, Track, Trained for Combat Riding				

Druid Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Create Water <i>School:</i> Conjuration (Creation) [Water] <i>Effect:</i> Creates 6 gallons of pure water.	<i>SR:</i> No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsC.rtf
☐☐☐☐☐ Cure Minor Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures 1 point of damage.	DC: 15, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
☐☐☐☐☐ Dawn <i>School:</i> Abjuration <i>Effect:</i> Sleeping/Unconscious creatures in area awaken.	DC: 14, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 swift action	Instantaneous	15 ft.	V	My: null
☐☐☐☐☐ Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	<i>SR:</i> No	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	<i>SR:</i> No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Flare <i>School:</i> Evocation [Light] <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	DC: 14, Fortitude negates <i>SR:</i> Yes	1 standard action	Instantaneous	Close (30 ft.)	V	RSRD: SpellsF-G.rtf
☐☐☐☐☐ Guidance <i>School:</i> Divination <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	DC: 14, Will negates (harmless) <i>SR:</i> Yes	1 standard action	1 minute or until discharged	Touch	V, S	RSRD: SpellsF-G.rtf
☐☐☐☐☐ Know Direction <i>School:</i> Divination <i>Effect:</i> You discern north.	<i>SR:</i> No	1 standard action	Instantaneous	Personal	V, S	RSRD: SpellsH-L.rtf
☐☐☐☐☐ Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	<i>SR:</i> No	1 standard action	30 minutes [D]	Touch	V, M/DF	RSRD: SpellsH-L.rtf
☐☐☐☐☐ Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 14, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Naturewatch <i>School:</i> Necromancy <i>Effect:</i> As deathwatch, but on animals and plants.	<i>SR:</i> No	1 standard action	30 minutes	30 ft.	S	My: null
☐☐☐☐☐ Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> Purifies 3 cu. ft. of food or water.	DC: 14, Will negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	<i>SR:</i> No	1 standard action	30 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Resistance <i>School:</i> Abjuration <i>Effect:</i> Subject gains +1 on saving throws.	DC: 14, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Virtue <i>School:</i> Transmutation <i>Effect:</i> Subject gains 1 temporary hp.	DC: 14, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF	RSRD: SpellsT-Z.rtf

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Animate Fire <i>School:</i> Transmutation [Fire] <i>Effect:</i> Turn campfire into Small elemental.	<i>SR:</i> No	1 round	Concentration, up to 3 rounds [D]	Close (30 ft.)	V, S, M	My: null
☐☐☐☐☐ Animate Water <i>School:</i> Transmutation [Water] <i>Effect:</i> Turn quantity of water into Small elemental.	<i>SR:</i> No	1 round	Concentration, up to 3 rounds [D]	Close (30 ft.)	V, S, M	My: null
☐☐☐☐☐ Animate Wood <i>School:</i> Transmutation <i>Effect:</i> Turn Small or smaller wooden item into animated object.	<i>SR:</i> No	1 round	Concentration, up to 3 rounds [D]	Touch	V, S, M	My: null
☐☐☐☐☐ Aspect of the Wolf <i>School:</i> Transmutation <i>Effect:</i> You change into a wolf and gain some of its abilities.	<i>SR:</i> No	1 standard action	30 minutes [D]	Personal	V, S, M/DF	My: null
☐☐☐☐☐ Aura Against Flame <i>School:</i> Abjuration <i>Effect:</i> Ignores 10 fire damage/round and extinguishes fires.	<i>SR:</i> No	1 standard action	3 rounds	Personal	V, S	My: null
☐☐☐☐☐ Babau Slime <i>School:</i> Transmutation <i>Effect:</i> Secrete a body-covering acid that damages attacking foes.	DC: 15, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	My: null
☐☐☐☐☐ Beast Claws <i>School:</i> Transmutation <i>Effect:</i> Your hands become slashing natural weapons.	<i>SR:</i> No	1 standard action	3 hours	Personal	V, S, DF	My: null
☐☐☐☐☐ Beastland Ferocity <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Subject fights without penalty while disabled or dying.	DC: 15, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	3 minutes	Touch	V, S, DF	My: null
☐☐☐☐☐ Beget Bogun <i>School:</i> Conjuration (Creation) <i>Effect:</i> You create a Tiny nature servant.	<i>SR:</i> No	1 standard action	Instantaneous	Touch	V, S, M, XP	My: null
☐☐☐☐☐ Branch to Branch <i>School:</i> Transmutation <i>Effect:</i> You gain +10 competence bonus on limb checks in trees and can brachiate through forest.	<i>SR:</i> No	1 standard action	3 hours [D]	Personal	V, S	My: null
☐☐☐☐☐ Breath of the Jungle <i>School:</i> Transmutation <i>Effect:</i> Fog makes poison and diseases harder to resist.	<i>SR:</i> No	1 standard action	3 minutes	Medium (130 ft.)	V, S, DF	My: null
☐☐☐☐☐ Buoyant Lifting <i>School:</i> Evocation <i>Effect:</i> Underwater creatures rise to surface.	<i>SR:</i> No	1 immediate action	3 minutes [D]; see text	Close (30 ft.)	S, DF	My: null
☐☐☐☐☐ Calm Animals <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Calms 2d4 + 3 HD of animals.	DC: 15, Will negates; see text <i>SR:</i> Yes	1 standard action	3 minutes	Close (30 ft.)	V, S	RSRD: SpellsC.rtf
☐☐☐☐☐ Camouflage <i>School:</i> Transmutation <i>Effect:</i> Grants +10 bonus on Hide checks.	<i>SR:</i> No	1 standard action	30 minutes	Personal	V, S	My: null

* =Domain/Specialty Spell

Druid Spells

<div>☐☐☐☐☐ Charm Animal</div> <div>School: Enchantment (Charm) [Mind-Affecting]</div> <div>Effect: Makes one animal your friend.</div>	DC: 15, Will negates	1 standard action	3 hours	Close (30 ft.)	V, S	RSRD: SpellsC.rtf
<div>☐☐☐☐☐ Claws of the Bear</div> <div>School: Transmutation</div> <div>Effect: Your hands become weapons that deal 1d8 damage.</div>	SR: No	1 standard action	3 rounds	Personal	V, S	My: null
<div>☐☐☐☐☐ Climb Walls</div> <div>School: Transmutation</div> <div>Effect: Touched creature gains increased climbing ability.</div>	DC: 15, Will negates (harmless) SR: No (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M	My: null
<div>☐☐☐☐☐ Cloudburst</div> <div>School: Evocation [Water]</div> <div>Effect: Hampers vision and ranged attacks, puts out normal fires.</div>	SR: No	1 round	30 minutes [D]	Long (520 ft.)	V, S	My: null
<div>☐☐☐☐☐ Cold Fire</div> <div>School: Transmutation [Cold]</div> <div>Effect: Fire bcomes blue and white, emits cold.</div>	DC: 15, No (fire source) or Fortitude half (creature) SR: No (fire source) or Yes (creature)	1 standard action	3 minutes [D] [fire source] or	Close (30 ft.)	V, S, DF	My: null
<div>☐☐☐☐☐ Crabwalk</div> <div>School: Transmutation</div> <div>Effect: Touched creature gains bonus while charging.</div>	SR: No	1 standard action	3 minutes	Touch	V, S, M	My: null
<div>☐☐☐☐☐ Cure Light Wounds</div> <div>School: Conjuraction (Healing)</div> <div>Effect: Cures 1d8+3 damage.</div>	DC: 16, Will negates (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
<div>☐☐☐☐☐ Deep Breath</div> <div>School: Conjuraction (Creation) [Air]</div> <div>Effect: Your lungs are filled with air.</div>	SR: No	1 immediate action	3 rounds	Personal	V	My: null
<div>☐☐☐☐☐ Delay Disease</div> <div>School: Conjuraction (Healing)</div> <div>Effect: Ravages of disease staved off for a day.</div>	DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S, DF	My: null
<div>☐☐☐☐☐ Detect Animals or Plants</div> <div>School: Divination</div> <div>Effect: Detects kinds of animals or plants.</div>	SR: No	1 standard action	Concentration, up to 30 minutes [D]	Long (520 ft.)	V, S	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Detect Snares and Pits</div> <div>School: Divination</div> <div>Effect: Reveals natural or primitive traps.</div>	SR: No	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Endure Elements</div> <div>School: Abjuration</div> <div>Effect: Exist comfortably in hot or cold environments.</div>	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Enrage Animal</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Animal rages like barbarian, not fatigued.</div>	SR: Yes	1 standard action	Concentration + 3 rounds	Medium (130 ft.)	V, S	My: null
<div>☐☐☐☐☐ Entangle</div> <div>School: Transmutation</div> <div>Effect: Plants entangle everyone in 40-ft.-radius circle.</div>	DC: 15, Reflex partial; see text SR: No	1 standard action	3 minutes [D]	Long (520 ft.)	V, S, DF	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Faerie Fire</div> <div>School: Evocation [Light]</div> <div>Effect: Outlines subjects with light, canceling blur, concealment, and the like.</div>	SR: Yes	1 standard action	3 minutes [D]	Long (520 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
<div>☐☐☐☐☐ Foundation of Stone</div> <div>School: Transmutation [Earth]</div> <div>Effect: +2 AC, +4 bonus to resist bull rush and trip attacks.</div>	SR: No	1 standard action	3 rounds	Close (30 ft.)	V, S, DF	My: null
<div>☐☐☐☐☐ Goodberry</div> <div>School: Transmutation</div> <div>Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].</div>	SR: Yes	1 standard action	3 days	Touch	V, S, DF	RSRD: SpellsF-G.rtf
<div>☐☐☐☐☐ Hawkeye</div> <div>School: Transmutation</div> <div>Effect: Increase range increments by 50%, +5 on Spot checks.</div>	SR: No	1 standard action	30 minutes [D]	Personal	V	My: null
<div>☐☐☐☐☐ Healthful Rest</div> <div>School: Conjuraction (Healing)</div> <div>Effect: Subjects heal at twice the normal rate.</div>	DC: 16, Will negates (harmless) SR: Yes (harmless)	10 minutes	24 hours	Close (30 ft.)	V, S	My: null
<div>☐☐☐☐☐ Hide from Animals</div> <div>School: Abjuration</div> <div>Effect: Animals can't perceive 3 subjects.</div>	DC: 15, Will negates (harmless) SR: Yes	1 standard action	30 minutes [D]	Touch	S, DF	RSRD: SpellsH-L.rtf
<div>☐☐☐☐☐ Horrible Taste</div> <div>School: Transmutation</div> <div>Effect: Touched creature or object nauseates biting or swallowing foes.</div>	DC: 15, Fortitude negates; see text SR: No	1 standard action	30 minutes	Touch	V, S, M	My: null
<div>☐☐☐☐☐ Jump</div> <div>School: Transmutation</div> <div>Effect: Subject gets +10 enhancement bonus on Jump checks.</div>	DC: 15, Will negates (harmless) SR: Yes	1 standard action	3 minutes [D]	Touch	V, S, M	RSRD: SpellsH-L.rtf
<div>☐☐☐☐☐ Longstrider</div> <div>School: Transmutation</div> <div>Effect: Increases your speed.</div>	SR: No	1 standard action	3 hours [D]	Personal	V, S, M	RSRD: SpellsH-L.rtf
<div>☐☐☐☐☐ Low-Light Vision</div> <div>School: Transmutation</div> <div>Effect: See twice as far as a human in poor illumination.</div>	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	3 hours	Touch	V, M	My: null
<div>☐☐☐☐☐ Magic Fang</div> <div>School: Transmutation</div> <div>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</div>	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	3 minutes	Touch	V, S, DF	RSRD: SpellsM-O.rtf
<div>☐☐☐☐☐ Magic Stone</div> <div>School: Transmutation</div> <div>Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.</div>	DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsM-O.rtf
<div>☐☐☐☐☐ Obscuring Mist</div> <div>School: Conjuraction (Creation)</div> <div>Effect: Fog surrounds you.</div>	SR: No	1 standard action	3 minutes	20 ft.	V, S	RSRD: SpellsM-O.rtf
<div>☐☐☐☐☐ Omen of Peril</div> <div>School: Divination</div> <div>Effect: You know how dangerous the future will be.</div>	SR: No	1 round	Instantaneous	Personal	V, F	My: null
<div>☐☐☐☐☐ Pass without Trace</div> <div>School: Transmutation</div> <div>Effect: 3 subjects leaves no tracks.</div>	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	3 hours [D]	Touch	V, S, DF	RSRD: SpellsP-R.rtf
<div>☐☐☐☐☐ Produce Flame</div> <div>School: Evocation [Fire]</div> <div>Effect: 1d6+3 damage, touch or thrown.</div>	SR: Yes	1 standard action	3 minutes [D]	0 ft.	V, S	RSRD: SpellsP-R.rtf
<div>☐☐☐☐☐ Raging Flame</div> <div>School: Transmutation [Fire]</div> <div>Effect: Fires burn twice as hot, half as long.</div>	SR: No	1 standard action	1 minute		V, S	My: null
<div>☐☐☐☐☐ Ram's Might</div> <div>School: Transmutation</div> <div>Effect: +2 to Strength and your unarmed attacks deal normal damage.</div>	SR: No	1 standard action	3 minutes	Personal	V, S	My: null
<div>☐☐☐☐☐ Rapid Burrowing</div> <div>School: Transmutation</div> <div></div>	DC: 15, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	30 minutes	Touch	V, S, DF	My: null

Druid Spells

<i>Effect:</i> +20 ft. to subject's burrow speed.						
Remove Scent	DC: 15, Will negates	1 standard action	30 minutes	Touch	V, S, M	My: null
<i>School:</i> Transmutation <i>Effect:</i> Hides touched creatures scent. <i>Caster Level:</i> 3						
Resist Planar Alignment	DC: 15, Fortitude negates (harmless)	1 standard action	30 minutes	Touch	V, S, DF	My: null
<i>School:</i> Abjuration <i>Effect:</i> Subject can resist penalties for being an opposed alignment on an aligned Outer Plane. <i>Caster Level:</i> 3						
Sandblast	DC: 15, Reflex half	1 standard action	Instantaneous	10 ft.	V, S, DF	My: null
<i>School:</i> Evocation <i>Effect:</i> You fire hot sand that deals 1d6 nonlethal damage, stuns enemies. <i>Caster Level:</i> 3						
Shillelagh	DC: 15, Will negates (object)	1 standard action	3 minutes	Touch	V, S, DF	My: null
<i>School:</i> Transmutation <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 3 minutes. <i>Caster Level:</i> 3						
Slow Burn		1 standard action	1 minute	Medium (130 ft.)	V, S, M/DF	My: null
<i>School:</i> Transmutation [Fire] <i>Effect:</i> Fires burn twice as long. <i>Caster Level:</i> 3						
Snake's Swiftess	DC: 15, Will negates (harmless)	1 standard action	Instantaneous	Close (30 ft.)	V, S, M/DF	My: null
<i>School:</i> Transmutation <i>Effect:</i> Subject immediately makes one attack. <i>Caster Level:</i> 3						
Snowshoes	DC: 15, Will negates (harmless)	1 standard action	3 hours [D]	Touch	V, S	My: null
<i>School:</i> Transmutation <i>Effect:</i> Subject walks easily on ice and snow. <i>Caster Level:</i> 3						
Speak with Animals		1 standard action	3 minutes	Personal	V, S	My: null
<i>School:</i> Divination <i>Effect:</i> You can communicate with animals. <i>Caster Level:</i> 3						
Summon Nature's Ally I		1 round	3 rounds [D]	Close (30 ft.)	V, S, DF	My: null
<i>School:</i> Conjuration (Summoning) <i>Effect:</i> Calls creature to fight. <i>Caster Level:</i> 3						
Surefooted Stride		1 standard action	3 minutes	Personal	V, S	My: null
<i>School:</i> Transmutation <i>Effect:</i> You can move over rubble as easily as you can over open ground. <i>Caster Level:</i> 3						
Thunderhead	DC: 15, Reflex negates; see text	1 standard action	3 rounds	Close (30 ft.)	V, S, M	My: null
<i>School:</i> Evocation [Electricity] <i>Effect:</i> Small lightning bolts deal 1d6 damage per round. <i>Caster Level:</i> 3						
Traveler's Mount	DC: 15, Will negates	1 standard action	3 hours	Touch	V, S	My: null
<i>School:</i> Transmutation <i>Effect:</i> Creature moves faster but can't attack. <i>Caster Level:</i> 3						
Updraft		1 swift action	Instantaneous	Personal	V, S, M	My: null
<i>School:</i> Conjuration (Creation) [Air] <i>Effect:</i> Column of wind lifts you aloft. <i>Caster Level:</i> 3						
Vigor, Lesser	DC: 16, Will negates (harmless)	1 standard action	13 rounds [max 15]	Touch	V, S	My: null
<i>School:</i> Conjuration (Healing) <i>Effect:</i> Creature heals 1 hp per round [max 15 rounds]. <i>Caster Level:</i> 3						
Vine Strike		1 swift action	1 round	Personal	V, DF	My: null
<i>School:</i> Divination <i>Effect:</i> You can sneak attack plant creatures for 1 round. <i>Caster Level:</i> 3						
Wall of Smoke	DC: 16, Fortitude partial; see text	1 standard action	3 rounds	Close (30 ft.)	V, S	My: null
<i>School:</i> Conjuration (Creation) <i>Effect:</i> Wall of black smoke obscures vision and nauseates those who pass through. <i>Caster Level:</i> 3						
Wings of the Sea	DC: 15, Fortitude negates (harmless)	1 standard action	3 minutes	Touch	S, M	My: null
<i>School:</i> Transmutation <i>Effect:</i> +30 ft. to subject's swim speed. <i>Caster Level:</i> 3						
Winter Chill	DC: 15, Fortitude negates	1 standard action	Instantaneous	Close (30 ft.)	V, S	My: null
<i>School:</i> Transmutation [Cold] <i>Effect:</i> Creature takes 1d6 cold damage and is fatigued. <i>Caster Level:</i> 3						
Wood Wose		1 standard action	3 hours	Close (30 ft.)	V, S, DF	My: null
<i>School:</i> Conjuration (Creation) <i>Effect:</i> Nature spirit does simple tasks for you. <i>Caster Level:</i> 3						

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Animal Messenger	DC: 16, None; see text	1 standard action	3 days	Close (30 ft.)	V, S, M	My: null
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Sends a Tiny animal to a specific place. <i>Caster Level:</i> 3						
Animal Trance	DC: 16, Will negates; see text	1 standard action	Concentration	Close (30 ft.)	V, S	My: null
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting, Sonic] <i>Effect:</i> Fascinates 2d6 HD of animals. <i>Caster Level:</i> 3						
Barkskin		1 standard action	30 minutes	Touch	V, S, DF	My: null
<i>School:</i> Transmutation <i>Effect:</i> Grants +2 enhancement to natural armor. <i>Caster Level:</i> 3						
Bear's Endurance	DC: 16, Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, DF	My: null
<i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Con for 3 minutes. <i>Caster Level:</i> 3						
Bull's Strength	DC: 16, Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	My: null
<i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Str for 3 minutes. <i>Caster Level:</i> 3						
Cat's Grace	DC: 16, Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M	My: null
<i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Dex for 3 minutes. <i>Caster Level:</i> 3						
Chill Metal	DC: 16, Will negates (object)	1 standard action	7 rounds	Close (30 ft.)	V, S, DF	My: null
<i>School:</i> Transmutation [Cold] <i>Effect:</i> Cold metal damages those who touch it. <i>Caster Level:</i> 3						
Delay Poison	DC: 17, Fortitude negates (harmless)	1 standard action	3 hours	Touch	V, S, DF	My: null
<i>School:</i> Conjuration (Healing) <i>Effect:</i> Stops poison from harming subject for 3 hours. <i>Caster Level:</i> 3						
Fire Trap	DC: 16, Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	My: null
<i>School:</i> Abjuration [Fire] <i>Effect:</i> Opened object deals 1d4+3 fire damage. <i>Caster Level:</i> 3						
Flame Blade		1 standard action	3 minutes [D]	0 ft.	V, S, DF	My: null
<i>School:</i> Evocation [Fire] <i>Effect:</i> Touch attack deals 1d8 +1 fire damage. <i>Caster Level:</i> 3						
Flaming Sphere	DC: 16, Reflex negates	1 standard action	3 rounds	Medium (130 ft.)	V, S, M/DF	My: null
<i>School:</i> Evocation [Fire] <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 3 rounds. <i>Caster Level:</i> 3						
Fog Cloud		1 standard action	30 minutes	Medium (130 ft.)	V, S	My: null
<i>School:</i> Conjuration (Creation) <i>Effect:</i> Fog obscures vision. <i>Caster Level:</i> 3						

* =Domain/Specialty Spell

Druid Spells

<div>■■■■■Gust of Wind</div> <div>School: Evocation [Air]</div> <div>Effect: Blows away or knocks down smaller creatures.</div>	<div>DC: 16, Fortitude negates</div> <div>SR: Yes</div>	<div>1 standard action1 round</div> <div>60 ft.</div> <div>Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range</div>	<div>V, S</div> <div>Caster Level:3</div>	<div>RSRD: SpellsF-G.rtf</div>
<div>■■■■■Heat Metal</div> <div>School: Transmutation [Fire]</div> <div>Effect: Make metal so hot it damages those who touch it.</div>	<div>DC: 16, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action7 rounds</div> <div>Close (30 ft.)</div> <div>Target: Metal equipment of 1 creatures, no two of which can be more than 30 ft. apart; or 75 lb. of metal, all of which must be within a 30-ft. circle</div>	<div>V, S, DF</div> <div>Caster Level:3</div>	<div>RSRD: SpellsH-L.rtf</div>
<div>■■■■■Hold Animal</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Paralyzes one animal for 3 rounds.</div>	<div>DC: 16, Will negates; see text</div> <div>SR: Yes</div>	<div>1 standard action3 rounds [D]; see text</div> <div>Medium (130 ft.)</div> <div>Target: One animal</div>	<div>V, S</div> <div>Caster Level:3</div>	<div>RSRD: SpellsH-L.rtf</div>
<div>■■■■■Owl's Wisdom</div> <div>School: Transmutation</div> <div>Effect: Subject gains +4 to Wis for 3 minutes.</div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes</div>	<div>1 standard action3 minutes</div> <div>Touch</div> <div>Target: Creature touched</div>	<div>V, S, M/DF</div> <div>Caster Level:3</div>	<div>RSRD: SpellsM-O.rtf</div>
<div>■■■■■Reduce Animal</div> <div>School: Transmutation</div> <div>Effect: Shrinks one willing animal.</div>	<div>SR: No</div>	<div>1 standard action3 hours [D]</div> <div>Touch</div> <div>Target: One willing animal of Small, Medium, Large, or Huge size</div>	<div>V, S</div> <div>Caster Level:3</div>	<div>RSRD: SpellsP-R.rtf</div>
<div>■■■■■Resist Energy</div> <div>School: Abjuration</div> <div>Effect: Ignores first 10 points of damage/attack from specified energy type.</div>	<div>DC: 16, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action30 minutes</div> <div>Touch</div> <div>Target: Creature touched</div>	<div>V, S, DF</div> <div>Caster Level:3</div>	<div>RSRD: SpellsP-R.rtf</div>
<div>■■■■■Restoration, Lesser</div> <div>School: Conjunction (Healing)</div> <div>Effect: Dispels magical ability penalty or repairs 1d4 ability damage.</div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>3 roundsInstantaneous</div> <div>Touch</div> <div>Target: Creature touched</div>	<div>V, S</div> <div>Caster Level:3</div>	<div>RSRD: SpellsP-R.rtf</div>
<div>■■■■■Soften Earth and Stone</div> <div>School: Transmutation [Earth]</div> <div>Effect: Turns stone to clay or dirt to sand or mud.</div>	<div>SR: No</div>	<div>1 standard actionInstantaneous</div> <div>Close (30 ft.)</div> <div>Target: 30 ft. square; see text</div>	<div>V, S, DF</div> <div>Caster Level:3</div>	<div>RSRD: SpellsS.rtf</div>
<div>■■■■■Spider Climb</div> <div>School: Transmutation</div> <div>Effect: Grants ability to walk on walls and ceilings.</div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action30 minutes</div> <div>Touch</div> <div>Target: Creature touched</div>	<div>V, S, M</div> <div>Caster Level:3</div>	<div>RSRD: SpellsS.rtf</div>
<div>■■■■■Summon Nature's Ally II</div> <div>School: Conjunction (Summoning)</div> <div>Effect: Calls creature to fight.</div>	<div>SR: No</div>	<div>1 round3 rounds [D]</div> <div>Close (30 ft.)</div> <div>Target: One or more creatures, no two of which can be more than 30 ft. apart</div>	<div>V, S, DF</div> <div>Caster Level:3</div>	<div>RSRD: SpellsS.rtf</div>
<div>■■■■■Summon Swarm</div> <div>School: Conjunction (Summoning)</div> <div>Effect: Summons swarm of bats, rats, or spiders.</div>	<div>SR: No</div>	<div>1 roundConcentration + 2 rounds</div> <div>Close (30 ft.)</div> <div>Target: One swarm of bats, rats, or spiders</div>	<div>V, S, M/DF</div> <div>Caster Level:3</div>	<div>RSRD: SpellsS.rtf</div>
<div>■■■■■Tree Shape</div> <div>School: Transmutation</div> <div>Effect: You look exactly like a tree for 3 hours.</div>	<div>SR: No</div>	<div>1 standard action3 hours [D]</div> <div>Personal</div> <div>Target: You</div>	<div>V, S, DF</div> <div>Caster Level:3</div>	<div>RSRD: SpellsT-Z.rtf</div>
<div>■■■■■Warp Wood</div> <div>School: Transmutation</div> <div>Effect: Bends wood [shaft, handle, door, plank].</div>	<div>DC: 16, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard actionInstantaneous</div> <div>Close (30 ft.)</div> <div>Target: 3 Small wooden objects, all within a 20-ft. radius</div>	<div>V, S</div> <div>Caster Level:3</div>	<div>RSRD: SpellsT-Z.rtf</div>
<div>■■■■■Wood Shape</div> <div>School: Transmutation</div> <div>Effect: Rearranges wooden objects to suit you.</div>	<div>DC: 16, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard actionInstantaneous</div> <div>Touch</div> <div>Target: One touched piece of wood no larger than 13 cu. ft.</div>	<div>V, S, DF</div> <div>Caster Level:3</div>	<div>RSRD: SpellsT-Z.rtf</div>

* =Domain/Specialty Spell

Spellbook: Prepared Spells

Druid

Level 2

- ☐ Bull's Strength (DC:16)
- ☐ Flaming Sphere (DC:16)

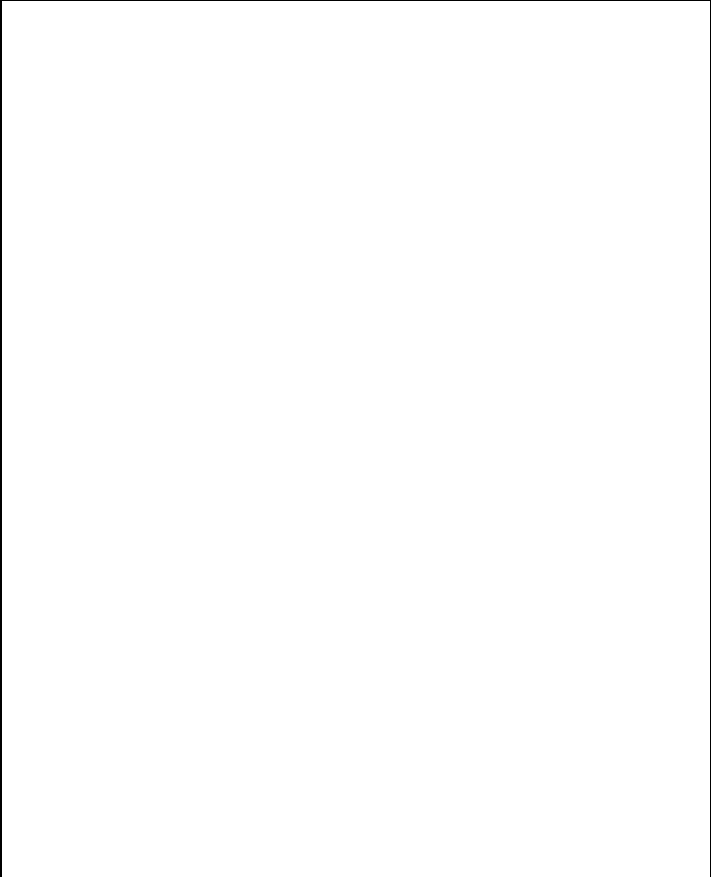
Level 1

- ☐ Cure Light Wounds (DC:16)
- ☐ Produce Flame (DC:)

Level 0

- ☐ Create Water (DC:)
- ☐ Cure Minor Wounds (DC:15)
- ☐ Detect Magic (DC:)
- ☐ Flare (DC:14)

Aiven Green



Strongheart Halfling
RACE
32
AGE
Male
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
3' 2"
HEIGHT
36 lbs.
WEIGHT
Brown
EYE COLOUR
Tanned, Dirty
SKIN COLOUR
Green, Disheveled
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
The Chondalwood
REGION

Description:
Biography:

Notes:

Character Sheet Notes: