

Aiven Green

CHARACTER NAME

Druid 7

CLASS

7 / 7

Character Level / CR

21000 / 28000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	11		+0		
DEX Dexterity	15		+2		
CON Constitution	16		+3		
INT Intelligence	14		+2		
WIS Wisdom	18		+4		
CHA Charisma	12		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+8	= +5	+3	+0	+0	+0		
REFLEX (dexterity)	+4	= +2	+2	+0	+0	+0		
WILL (wisdom)	+9	= +5	+4	+0	+0	+0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	=	+5	+0	+1	+0	+0	
RANGED attack bonus	+8	=	+5	+2	+1	+0	+0	
GRAPPLE attack bonus	+1	=	+5	+0	-4	+0	+0	

*Masterwork Shortspear (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	S	20/x3	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+7	1d4	2W-P-(OH)	+1	1d4	
1H-O	+3	1d4	2W-P-(OL)	+3	1d4	
2H	+7	1d4	2W-OH	-3	1d4	
Range: 20 ft.		To Hit: +10		Damage: 1d4		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+8	+8	+6	+4	+2	
Dam	1d4	1d4	1d4	1d4	1d4	

Dagger +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+5	1d4+1	2W-P-(OH)	-1	1d4+1	
1H-O	+1	1d4+1	2W-P-(OL)	+1	1d4+1	
2H	+5	1d4+1	2W-OH	-5	1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+8	+6	+4	+2	+0	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	

Sling (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	S	20/x2	5 ft.
Range: 30 ft.		To Hit: +9		Damage: 1d3		
	50 ft.	100 ft.	150 ft.	200 ft.	250 ft.	
TH	+9	+7	+5	+3	+1	
Dam	1d3	1d3	1d3	1d3	1d3	
	300 ft.	350 ft.	400 ft.	450 ft.	500 ft.	
TH	-1	-3	-5	-7	-9	
Dam	1d3	1d3	1d3	1d3	1d3	

*: 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

DRUID WILDSHAPE

Uses per day ☐☐☐

Duration = 7 Hours

Skylar

PLAYER NAME

Strongheart

RACE

Halfling

Small / 5 ft.

SIZE / FACE

32

Male

AGE

32

Male

GENDER

HP hit points	68	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED					
AC armor class	18	16	13	10	4	1	2	1	0	0	0	0	0	Walk 20 ft.	25	-3	0		
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR			
INITIATIVE		modifier		TOTAL		DEX MODIFIER		MISC MODIFIER		BASE ATTACK		bonus							
INITIATIVE		+2		= +2		+ +0				+5									
BASE ATTACK		bonus																	

TOTAL SKILLPOINTS: 60		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 10/5	RANKS	MISC MODIFIER
✓	Appraise	INT	2	=	2				
✓	Balance	DEX	-1	=	2				+ -3
✓	Bluff	CHA	1	=	1				
✓	Climb	STR	-1	=	0				+ -1
✓	Concentration	CON	13	=	3				+ 10
✓	Craft (Untrained)	INT	2	=	2				
✓	Craft (Woodworking)	INT	5	=	2				+ 3
✓	Diplomacy	CHA	2	=	1				+ 1
✓	Disguise	CHA	1	=	1				
✓	Escape Artist	DEX	-1	=	2				+ -3
✓	Forgery	INT	2	=	2				
✓	Gather Information	CHA	1	=	1				
✓	Handle Animal	CHA	6	=	1				+ 5
✓	Heal	WIS	7	=	4				+ 3
✓	Hide	DEX	3	=	2				+ 1
✓	Intimidate	CHA	1	=	1				
✓	Jump	STR	-7	=	0				+ -7
✓	Knowledge (Nature)	INT	15	=	2				+ 9 + 4
✓	Knowledge (The Planes)	INT	3	=	2				+ 1
✓	Listen	WIS	8	=	4				+ 2 + 2
✓	Move Silently	DEX	1	=	2				+ -1
✓	Ride	DEX	10	=	2				+ 6 + 2
✓	Search	INT	2	=	2				
✓	Sense Motive	WIS	4	=	4				
✓	Spellcraft	INT	12	=	2				+ 10
✓	Spot	WIS	8	=	4				+ 4
✓	Survival	WIS	11	=	4				+ 5 + 2
✓	Survival (Natural environments)	WIS	13	=	4				+ [5] + 4
✓	Swim	STR	-6	=	0				+ -6
✓	Use Rope	DEX	2	=	2				
				=					+ +
				=					+ +
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.									

Feats	
Ashbound	[Skylar's Converted LST Homebrew - My Campaign]
The duration of your summoned nature's ally spells is doubled. Creatures summoned by those spells received a +3 luck bonus on their attack rolls.	
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.	
Greenbound Summoning	[Skylar's Converted LST Homebrew - My Campaign]
All animals that you summon using Summon Natures Ally acquire the greenbound template for as long as the summoning spell lasts.	
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

Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	6	5	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 14 gallons of pure water.	<i>SR:</i> No	1 standard action	Instantaneous	Close (40 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 7 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 (40 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 (40 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	70 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	70 minutes	30 ft.	S	My: null
☐☐☐☐☐ Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> Purifies 7 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	70 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 7 rounds [D]	Close (40 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 7 rounds [D]	Close (40 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 7 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	70 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	7 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	7 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	7 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	7 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	7 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	7 minutes	Medium (170 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	7 minutes [D]; see text	Close (40 ft.)	S, DF	My: null
☐☐☐☐☐ Calm Animals <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Calms 2d4 + 7 HD of animals.	DC: 15, Will negates; see text <i>SR:</i> Yes	1 standard action	7 minutes	Close (40 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	70 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>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>7 hours</div>	<div>Close (40 ft.)</div>	<div>V, S</div>	<div>RSRD: SpellsC.rtf</div>
<div>■■■■■Claws of the Bear</div> <div>School: Transmutation</div> <div>Effect: Your hands become weapons that deal 1d8 damage.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 rounds</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Climb Walls</div> <div>School: Transmutation</div> <div>Effect: Touched creature gains increased climbing ability.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: No (harmless)</div>	<div>1 standard action</div> <div>7 minutes [D]</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Cloudburst</div> <div>School: Evocation [Water]</div> <div>Effect: Hampers vision and ranged attacks, puts out normal fires.</div>	<div>SR: No</div>	<div>1 round</div> <div>70 minutes [D]</div>	<div>Long (680 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Cold Fire</div> <div>School: Transmutation [Cold]</div> <div>Effect: Fire bcomes blue and white, emits cold.</div>	<div>DC: 15, No (fire source) or Fortitude half (creature)</div> <div>SR: No (fire source) or Yes (creature)</div>	<div>1 standard action</div> <div>7 minutes [D] [fire source] or</div>	<div>Close (40 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Crabwalk</div> <div>School: Transmutation</div> <div>Effect: Touched creature gains bonus while charging.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 minutes</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Cure Light Wounds</div> <div>School: Conjuration (Healing)</div> <div>Effect: Cures 1d8+5 damage.</div>	<div>DC: 16, Will half (harmless); see text</div> <div>SR: Yes (harmless); see text</div>	<div>1 standard action</div> <div>Instantaneous</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsC.rtf</div>
<div>■■■■■Deep Breath</div> <div>School: Conjuration (Creation) [Air]</div> <div>Effect: Your lungs are filled with air.</div>	<div>SR: No</div>	<div>1 immediate action</div> <div>7 rounds</div>	<div>Personal</div>	<div>V</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Delay Disease</div> <div>School: Conjuration (Healing)</div> <div>Effect: Ravages of disease staved off for a day.</div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>24 hours</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Detect Animals or Plants</div> <div>School: Divination</div> <div>Effect: Detects kinds of animals or plants.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>Concentration, up to 70 minutes [D]</div>	<div>Long (680 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsD-E.rtf</div>
<div>■■■■■Detect Snares and Pits</div> <div>School: Divination</div> <div>Effect: Reveals natural or primitive traps.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>Concentration, up to 70 minutes [D]</div>	<div>60 ft.</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsD-E.rtf</div>
<div>■■■■■Endure Elements</div> <div>School: Abjuration</div> <div>Effect: Exist comfortably in hot or cold environments.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>24 hours</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsD-E.rtf</div>
<div>■■■■■Enrage Animal</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Animal rages like barbarian, not fatigued.</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>Concentration + 7 rounds</div>	<div>Medium (170 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Entangle</div> <div>School: Transmutation</div> <div>Effect: Plants entangle everyone in 40-ft.-radius circle.</div>	<div>DC: 15, Reflex partial; see text</div> <div>SR: No</div>	<div>1 standard action</div> <div>7 minutes [D]</div>	<div>Long (680 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsD-E.rtf</div>
<div>■■■■■Faerie Fire</div> <div>School: Evocation [Light]</div> <div>Effect: Outlines subjects with light, canceling blur, concealment, and the like.</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>7 minutes [D]</div>	<div>Long (680 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsF-G.rtf</div>
<div>■■■■■Foundation of Stone</div> <div>School: Transmutation [Earth]</div> <div>Effect: +2 AC, +4 bonus to resist bull rush and trip attacks.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 rounds</div>	<div>Close (40 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Goodberry</div> <div>School: Transmutation</div> <div>Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>7 days</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsF-G.rtf</div>
<div>■■■■■Hawkeye</div> <div>School: Transmutation</div> <div>Effect: Increase range increments by 50%, +5 on Spot checks.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>70 minutes [D]</div>	<div>Personal</div>	<div>V</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Healthful Rest</div> <div>School: Conjuration (Healing)</div> <div>Effect: Subjects heal at twice the normal rate.</div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>10 minutes</div> <div>24 hours</div>	<div>Close (40 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Hide from Animals</div> <div>School: Abjuration</div> <div>Effect: Animals can't perceive 7 subjects.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>70 minutes [D]</div>	<div>Touch</div>	<div>S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsH-L.rtf</div>
<div>■■■■■Horrible Taste</div> <div>School: Transmutation</div> <div>Effect: Touched creature or object nauseates biting or swallowing foes.</div>	<div>DC: 15, Fortitude negates; see text</div> <div>SR: No</div>	<div>1 standard action</div> <div>70 minutes</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Jump</div> <div>School: Transmutation</div> <div>Effect: Subject gets +20 enhancement bonus on Jump checks.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>7 minutes [D]</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:7</div>	<div>RSRD: SpellsH-L.rtf</div>
<div>■■■■■Longstrider</div> <div>School: Transmutation</div> <div>Effect: Increases your speed.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 hours [D]</div>	<div>Personal</div>	<div>V, S, M</div> <div>Caster Level:7</div>	<div>RSRD: SpellsH-L.rtf</div>
<div>■■■■■Low-Light Vision</div> <div>School: Transmutation</div> <div>Effect: See twice as far as a human in poor illumination.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>7 hours</div>	<div>Touch</div>	<div>V, M</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Magic Fang</div> <div>School: Transmutation</div> <div>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>7 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsM-O.rtf</div>
<div>■■■■■Magic Stone</div> <div>School: Transmutation</div> <div>Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.</div>	<div>DC: 15, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>1 standard action</div> <div>30 minutes or until discharged</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsM-O.rtf</div>
<div>■■■■■Obscuring Mist</div> <div>School: Conjuration (Creation)</div> <div>Effect: Fog surrounds you.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 minutes</div>	<div>20 ft.</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsM-O.rtf</div>
<div>■■■■■Omen of Peril</div> <div>School: Divination</div> <div>Effect: You know how dangerous the future will be.</div>	<div>SR: No</div>	<div>1 round</div> <div>Instantaneous</div>	<div>Personal</div>	<div>V, F</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Pass without Trace</div> <div>School: Transmutation</div> <div>Effect: 7 subjects leaves no tracks.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>7 hours [D]</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsP-R.rtf</div>
<div>■■■■■Produce Flame</div> <div>School: Evocation [Fire]</div> <div>Effect: 1d6+5 damage, touch or thrown.</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>7 minutes [D]</div>	<div>0 ft.</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsP-R.rtf</div>
<div>■■■■■Raging Flame</div> <div>School: Transmutation [Fire]</div> <div>Effect: Fires burn twice as hot, half as long.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>1 minute</div>		<div>V, S</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Ram's Might</div> <div>School: Transmutation</div> <div>Effect: +2 to Strength and your unarmed attacks deal normal damage.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 minutes</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>My: null</div>
<div>■■■■■Rapid Burrowing</div> <div>School: Transmutation</div>	<div>DC: 15, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>70 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>My: null</div>
			<div>* =Domain/Specialty Spell</div>		

Druid Spells

<i>Effect:</i> +20 ft. to subject's burrow speed.						
Remove Scent	DC: 15, Will negates	1 standard action	70 minutes	Touch	V, S, M	My: null
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Hides touched creatures scent.						
Resist Planar Alignment	DC: 15, Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	My: null
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Subject can resist penalties for being an opposed alignment on an aligned Outer Plane.						
Sandblast	DC: 15, Reflex half	1 standard action	Instantaneous	10 ft.	V, S, DF	My: null
<i>School:</i> Evocation	<i>SR:</i> Yes	<i>Target:</i> 10 ft. radius burst centered on you			<i>Caster Level:</i> 7	
<i>Effect:</i> You fire hot sand that deals 1d6 nonlethal damage, stuns enemies.						
Shillelagh	DC: 15, Will negates (object)	1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsS.rtf
<i>School:</i> Transmutation	<i>SR:</i> Yes (object)	<i>Target:</i> One touched nonmagical oak club or quarterstaff			<i>Caster Level:</i> 7	
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 7 minutes.						
Slow Burn		1 standard action	1 minute	Medium (170 ft.)	V, S, M/DF	My: null
<i>School:</i> Transmutation [Fire]	<i>SR:</i> No	<i>Target:</i> 30-ft-radius spread			<i>Caster Level:</i> 7	
<i>Effect:</i> Fires burn twice as long.						
Snake's Swiftess	DC: 15, Will negates (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V, S, M/DF	My: null
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> One allied creature			<i>Caster Level:</i> 7	
<i>Effect:</i> Subject immediately makes one attack.						
Snowshoes	DC: 15, Will negates (harmless)	1 standard action	7 hours [D]	Touch	V, S	My: null
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Subject walks easily on ice and snow.						
Speak with Animals		1 standard action	7 minutes	Personal	V, S	RSRD: SpellsS.rtf
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 7	
<i>Effect:</i> You can communicate with animals.						
Summon Nature's Ally I		1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	RSRD: SpellsS.rtf
<i>School:</i> Conjuration (Summoning)	<i>SR:</i> No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 7	
<i>Effect:</i> Calls creature to fight.						
Surefooted Stride		1 standard action	7 minutes	Personal	V, S	My: null
<i>School:</i> Transmutation	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 7	
<i>Effect:</i> You can move over rubble as easily as you can over open ground.						
Thunderhead	DC: 15, Reflex negates; see text	1 standard action	7 rounds	Close (40 ft.)	V, S, M	My: null
<i>School:</i> Evocation [Electricity]	<i>SR:</i> Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 7	
<i>Effect:</i> Small lightning bolts deal 1 damage per round.						
Traveler's Mount	DC: 15, Will negates	1 standard action	7 hours	Touch	V, S	My: null
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Animal or magical beast touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Creature moves faster but can't attack.						
Updraft		1 swift action	Instantaneous	Personal	V, S, M	My: null
<i>School:</i> Conjuration (Creation) [Air]	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 7	
<i>Effect:</i> Column of wind lifts you aloft.						
Vigor, Lesser	DC: 16, Will negates (harmless)	1 standard action	17 rounds [max 15]	Touch	V, S	My: null
<i>School:</i> Conjuration (Healing)	<i>SR:</i> Yes (harmless)	<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Creature heals 1 hp per round [max 15 rounds].						
Vine Strike		1 swift action	1 round	Personal	V, DF	My: null
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 7	
<i>Effect:</i> You can sneak attack plant creatures for 1 round.						
Wall of Smoke	DC: 16, Fortitude partial; see text	1 standard action	7 rounds	Close (40 ft.)	V, S	My: null
<i>School:</i> Conjuration (Creation)	<i>SR:</i> No	<i>Target:</i> A straight wall whose area is up to one 70-ft. square [S]			<i>Caster Level:</i> 7	
<i>Effect:</i> Wall of black smoke obscures vision and nauseates those who pass through.						
Wings of the Sea	DC: 15, Fortitude negates (harmless)	1 standard action	7 minutes	Touch	S, M	My: null
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<i>Effect:</i> +30 ft. to subject's swim speed.						
Winter Chill	DC: 15, Fortitude negates	1 standard action	Instantaneous	Close (40 ft.)	V, S	My: null
<i>School:</i> Transmutation [Cold]	<i>SR:</i> Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 7	
<i>Effect:</i> Creature takes 1d6 cold damage and is fatigued.						
Wood Wose		1 standard action	7 hours	Close (40 ft.)	V, S, DF	My: null
<i>School:</i> Conjuration (Creation)	<i>SR:</i> No	<i>Target:</i> See text			<i>Caster Level:</i> 7	
<i>Effect:</i> Nature spirit does simple tasks for you.						

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Animal Messenger	DC: 16, None; see text	1 standard action	7 days	Close (40 ft.)	V, S, M	RSRD: SpellsA-B.rtf
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Sends a Tiny animal to a specific place.	SR: Yes	Target: One Tiny animal			Caster Level:7	
Animal Trance	DC: 16, Will negates; see text	1 standard action	Concentration	Close (40 ft.)	V, S	RSRD: SpellsA-B.rtf
School: Enchantment (Compulsion) [Mind-Affecting, Sonic] Effect: Fascinates 2d6 HD of animals.	SR: Yes	Target: Animals or magical beasts with Intelligence 1 or 2			Caster Level:7	
Barkskin		1 standard action	70 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Transmutation Effect: Grants +3 enhancement to natural armor.	SR: Yes (harmless)	Target: Living creature touched			Caster Level:7	
Bear's Endurance	DC: 16, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Transmutation Effect: Subject gains +4 to Con for 7 minutes.	SR: Yes	Target: Creature touched			Caster Level:7	
Bull's Strength	DC: 16, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	RSRD: SpellsA-B.rtf
School: Transmutation Effect: Subject gains +4 to Str for 7 minutes.	SR: Yes (harmless)	Target: Creature touched			Caster Level:7	
Cat's Grace	DC: 16, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	RSRD: SpellsC.rtf
School: Transmutation Effect: Subject gains +4 to Dex for 7 minutes.	SR: Yes	Target: Creature touched			Caster Level:7	
Chill Metal	DC: 16, Will negates (object)	1 standard action	7 rounds	Close (40 ft.)	V, S, DF	RSRD: SpellsC.rtf
School: Transmutation [Cold] Effect: Cold metal damages those who touch it.	SR: Yes (object)	Target: Metal equipment of 3 creatures, no two of which can be more than 30 ft. apart; or 175 lbs of metal			Caster Level:7	
Delay Poison	DC: 17, Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	RSRD: SpellsD-E.rtf
School: Conjuration (Healing) Effect: Stops poison from harming subject for 7 hours.	SR: Yes (harmless)	Target: Creature touched			Caster Level:7	
Fire Trap	DC: 16, Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	RSRD: SpellsF-G.rtf
School: Abjuration [Fire] Effect: Opened object deals 1d4+7 fire damage.	SR: Yes	Target: Object touched			Caster Level:7	
Flame Blade		1 standard action	7 minutes [D]	0 ft.	V, S, DF	RSRD: SpellsF-G.rtf
School: Evocation [Fire] Effect: Touch attack deals 1d8 +3 fire damage.	SR: Yes	Target: Sword-like beam			Caster Level:7	
Flaming Sphere	DC: 16, Reflex negates	1 standard action	7 rounds	Medium (170 ft.)	V, S, M/DF	RSRD: SpellsF-G.rtf
School: Evocation [Fire] Effect: Creates rolling ball of fire, 2d6 damage, lasts 7 rounds.	SR: Yes	Target: 5-ft.-diameter sphere			Caster Level:7	
Fog Cloud		1 standard action	70 minutes	Medium (170 ft.)	V, S	RSRD: SpellsF-G.rtf
School: Conjuration (Creation) Effect: Fog obscures vision.	SR: No	Target: Fog spreads in 20-ft. radius, 20 ft. high			Caster Level:7	

Druid Spells

<div><div>■■■■■</div><div>Gust of Wind</div><div>School: Evocation [Air]</div><div>Effect: Blows away or knocks down smaller creatures.</div></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:7</div>	<div>RSRD: SpellsF-G.rtf</div>
<div><div>■■■■■</div><div>Heat Metal</div><div>School: Transmutation [Fire]</div><div>Effect: Make metal so hot it damages those who touch it.</div></div>	<div>DC: 16, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action7 rounds</div> <div>Close (40 ft.)</div> <div>Target: Metal equipment of 3 creatures, no two of which can be more than 30 ft. apart; or 175 lb. of metal, all of which must be within a 30-ft. circle</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsH-L.rtf</div>
<div><div>■■■■■</div><div>Hold Animal</div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>Effect: Paralyzes one animal for 7 rounds.</div></div>	<div>DC: 16, Will negates; see text</div> <div>SR: Yes</div>	<div>1 standard action7 rounds [D]; see text</div> <div>Medium (170 ft.)</div> <div>Target: One animal</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsH-L.rtf</div>
<div><div>■■■■■</div><div>Owl's Wisdom</div><div>School: Transmutation</div><div>Effect: Subject gains +4 to Wis for 7 minutes.</div></div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes</div>	<div>1 standard action7 minutes</div> <div>Touch</div> <div>Target: Creature touched</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsM-O.rtf</div>
<div><div>■■■■■</div><div>Reduce Animal</div><div>School: Transmutation</div><div>Effect: Shrinks one willing animal.</div></div>	<div>SR: No</div>	<div>1 standard action7 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:7</div>	<div>RSRD: SpellsP-R.rtf</div>
<div><div>■■■■■</div><div>Resist Energy</div><div>School: Abjuration</div><div>Effect: Ignores first 20 points of damage/attack from specified energy type.</div></div>	<div>DC: 16, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action70 minutes</div> <div>Touch</div> <div>Target: Creature touched</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsP-R.rtf</div>
<div><div>■■■■■</div><div>Restoration, Lesser</div><div>School: Conjuraton (Healing)</div><div>Effect: Dispels magical ability penalty or repairs 1d4 ability damage.</div></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:7</div>	<div>RSRD: SpellsP-R.rtf</div>
<div><div>■■■■■</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>	<div>SR: No</div>	<div>1 standard actionInstantaneous</div> <div>Close (40 ft.)</div> <div>Target: 70 ft. square; see text</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>■■■■■</div><div>Spider Climb</div><div>School: Transmutation</div><div>Effect: Grants ability to walk on walls and ceilings.</div></div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action70 minutes</div> <div>Touch</div> <div>Target: Creature touched</div>	<div>V, S, M</div> <div>Caster Level:7</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>■■■■■</div><div>Summon Nature's Ally II</div><div>School: Conjuraton (Summoning)</div><div>Effect: Calls creature to fight.</div></div>	<div>SR: No</div>	<div>1 round7 rounds [D]</div> <div>Close (40 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:7</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>■■■■■</div><div>Summon Swarm</div><div>School: Conjuraton (Summoning)</div><div>Effect: Summons swarm of bats, rats, or spiders.</div></div>	<div>SR: No</div>	<div>1 roundConcentration + 2 rounds</div> <div>Close (40 ft.)</div> <div>Target: One swarm of bats, rats, or spiders</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>■■■■■</div><div>Tree Shape</div><div>School: Transmutation</div><div>Effect: You look exactly like a tree for 7 hours.</div></div>	<div>SR: No</div>	<div>1 standard action7 hours [D]</div> <div>Personal</div> <div>Target: You</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsT-Z.rtf</div>
<div><div>■■■■■</div><div>Warp Wood</div><div>School: Transmutation</div><div>Effect: Bends wood [shaft, handle, door, plank].</div></div>	<div>DC: 16, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard actionInstantaneous</div> <div>Close (40 ft.)</div> <div>Target: 7 Small wooden objects, all within a 20-ft. radius</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsT-Z.rtf</div>
<div><div>■■■■■</div><div>Wood Shape</div><div>School: Transmutation</div><div>Effect: Rearranges wooden objects to suit you.</div></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 17 cu. ft.</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsT-Z.rtf</div>

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
<div><div>■■■■■</div><div>Call Lightning</div><div>School: Evocation [Electricity]</div><div>Effect: Calls down 7 lightning bolts over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.</div></div>	<div>DC: 17, Reflex half</div> <div>SR: Yes</div>	<div>1 round</div> <div>7 minutes</div> <div>Target: One or more 30-ft.-long vertical lines of lightning</div>	<div>7 minutes</div>	<div>Medium (170 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsC.rtf</div>
<div><div>■■■■■</div><div>Cure Moderate Wounds</div><div>School: Conjuraton (Healing)</div><div>Effect: Cures 2d8+7 damage.</div></div>	<div>DC: 18, Will half (harmless); see text</div> <div>SR: Yes (harmless); see text</div>	<div>1 standard action</div> <div>Instantaneous</div> <div>Target: Creature touched</div>	<div>Instantaneous</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsC.rtf</div>
<div><div>■■■■■</div><div>Daylight</div><div>School: Evocation [Light]</div><div>Effect: 60-ft. radius of bright light.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>70 minutes [D]</div> <div>Target: Object touched</div>	<div>70 minutes [D]</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsD-E.rtf</div>
<div><div>■■■■■</div><div>Diminish Plants</div><div>School: Transmutation</div><div>Effect: Reduces size or blights growth of normal plants.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>Instantaneous</div> <div>Target: See text</div>	<div>Instantaneous</div>	<div>See text</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsD-E.rtf</div>
<div><div>■■■■■</div><div>Dominate Animal</div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>Effect: Subject animal obeys silent mental commands.</div></div>	<div>DC: 17, Will negates</div> <div>SR: Yes</div>	<div>1 round</div> <div>7 rounds</div> <div>Target: One animal</div>	<div>7 rounds</div>	<div>Close (40 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsD-E.rtf</div>
<div><div>■■■■■</div><div>Magic Fang, Greater</div><div>School: Transmutation</div><div>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</div></div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>7 hours</div> <div>Target: One living creature</div>	<div>7 hours</div>	<div>Close (40 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsM-O.rtf</div>
<div><div>■■■■■</div><div>Meld into Stone</div><div>School: Transmutation [Earth]</div><div>Effect: You and your gear merge with stone.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>70 minutes</div> <div>Target: You</div>	<div>70 minutes</div>	<div>Personal</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsM-O.rtf</div>
<div><div>■■■■■</div><div>Neutralize Poison</div><div>School: Conjuraton (Healing)</div><div>Effect: Immunizes subject against poison, detoxifies venom in or on subject.</div></div>	<div>DC: 18, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>1 standard action</div> <div>70 minutes</div> <div>Target: Creature or object of up to 7 cu. ft. touched</div>	<div>70 minutes</div>	<div>Touch</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsM-O.rtf</div>
<div><div>■■■■■</div><div>Plant Growth</div><div>School: Transmutation</div><div>Effect: Grows vegetation, improves crops.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>Instantaneous</div> <div>Target: See text</div>	<div>Instantaneous</div>	<div>See text</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsP-R.rtf</div>
<div><div>■■■■■</div><div>Poison</div><div>School: Necromancy</div><div>Effect: Touch deals 1d10 Con damage, repeats in 1 minute.</div></div>	<div>DC: 17, Fortitude negates; see text</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Instantaneous; see text</div> <div>Target: Living creature touched</div>	<div>Instantaneous; see text</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsP-R.rtf</div>
<div><div>■■■■■</div><div>Protection from Energy</div><div>School: Abjuration</div><div>Effect: Absorb 84 points of damage from one kind of energy.</div></div>	<div>DC: 17, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>70 minutes or until discharged</div> <div>Target: Creature touched</div>	<div>70 minutes or until discharged</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsP-R.rtf</div>
<div><div>■■■■■</div><div>Quench</div><div>School: Transmutation</div><div>Effect: Extinguishes nonmagical fires or one magic item.</div></div>	<div>DC: 17, None or Will negates (object)</div> <div>SR: No or Yes (object)</div>	<div>1 standard action</div> <div>Instantaneous</div> <div>Target: 7 20-ft. cubes [S] or one fire-based magic item</div>	<div>Instantaneous</div>	<div>Medium (170 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsP-R.rtf</div>
<div><div>■■■■■</div><div>Remove Disease</div><div>School: Conjuraton (Healing)</div><div>Effect: Cures all diseases affecting subject.</div></div>	<div>DC: 18, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Instantaneous</div> <div>Target: Creature touched</div>	<div>Instantaneous</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsP-R.rtf</div>
<div><div>■■■■■</div><div>Sleet Storm</div><div>School: Conjuraton (Creation) [Cold]</div><div>Effect: Hampers vision and movement.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 rounds</div> <div>Target: Cylinder 40</div>	<div>7 rounds</div>	<div>Long (680 ft.)</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>■■■■■</div><div>Snare</div><div>School: Transmutation</div><div>Effect: Creates a magic booby trap.</div></div>	<div>SR: No</div>	<div>3 rounds</div> <div>Until triggered or broken</div> <div>Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level</div>	<div>Until triggered or broken</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>■■■■■</div><div>Speak with Plants</div><div>School: Divination</div><div>Effect: You can talk to normal plants and plant creatures.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 minutes</div> <div>Target: You</div>	<div>7 minutes</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>■■■■■</div><div>Spike Growth</div><div>School: Transmutation</div><div>Effect: Creatures in area take 1d4 damage, may be slowed.</div></div>	<div>DC: 17, Reflex partial</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>7 hours [D]</div> <div>Target: 7 20-ft. squares</div>	<div>7 hours [D]</div>	<div>Medium (170 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>RSRD: SpellsS.rtf</div>
* =Domain/Specialty Spell						

Druid Spells

<div>Stone Shape</div> <div>School: Transmutation [Earth]</div> <div>Effect: Sculpts stone into any shape.</div>	SR: No	1 standard action	Instantaneous	Touch	V, S, M/DF	RSRD: SpellsS.rtf
<div>Summon Nature's Ally III</div> <div>School: Conjunction (Summoning)</div> <div>Effect: Calls creature to fight.</div>	SR: No	1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	RSRD: SpellsS.rtf
<div>Water Breathing</div> <div>School: Transmutation</div> <div>Effect: Subjects can breathe underwater.</div>	DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action	14 hours; see text	Touch	V, S, M/DF	RSRD: SpellsT-Z.rtf
<div>Wind Wall</div> <div>School: Evocation [Air]</div> <div>Effect: Deflects arrows, smaller creatures, and gases.</div>	DC: 17, None; see text SR: Yes	1 standard action	7 rounds	Medium (170 ft.)	V, S, M/DF	RSRD: SpellsT-Z.rtf

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>Air Walk</div> <div>School: Transmutation [Air]</div> <div>Effect: Subject treads on air as if solid [climb at 45-degree angle].</div>	SR: Yes (harmless)	1 standard action	70 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
<div>Antiplant Shell</div> <div>School: Abjuration</div> <div>Effect: Keeps animated plants at bay.</div>	SR: Yes	1 standard action	70 minutes [D]	10 ft.	V, S, DF	RSRD: SpellsA-B.rtf
<div>Blight</div> <div>School: Necromancy</div> <div>Effect: Withers one plant or deals 7d6 damage to plant creature.</div>	DC: 18, Fortitude half; see text SR: Yes	1 standard action	Instantaneous	Touch	V, S, DF	RSRD: SpellsA-B.rtf
<div>Command Plants</div> <div>School: Transmutation</div> <div>Effect: Sway the actions of one or more plant creatures.</div>	DC: 18, Will negates SR: Yes	1 standard action	7 days	Close (40 ft.)	V	RSRD: SpellsC.rtf
<div>Control Water</div> <div>School: Transmutation [Water]</div> <div>Effect: Raises or lowers bodies of water.</div>	DC: 18, None; see text SR: No	1 standard action	70 minutes [D]	Long (680 ft.)	V, S, M/DF	RSRD: SpellsC.rtf
<div>Cure Serious Wounds</div> <div>School: Conjunction (Healing)</div> <div>Effect: Cures 3d8+7 damage.</div>	DC: 19, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
<div>Dispel Magic</div> <div>School: Abjuration</div> <div>Effect: Cancels magical spells and effects.</div>	SR: No	1 standard action	Instantaneous	Medium (170 ft.)	V, S	RSRD: SpellsD-E.rtf
<div>Flame Strike</div> <div>School: Evocation [Fire]</div> <div>Effect: Smite foes with divine fire for 7d6 damage.</div>	DC: 18, Reflex half SR: Yes	1 standard action	Instantaneous	Medium (170 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
<div>Freedom of Movement</div> <div>School: Abjuration</div> <div>Effect: Subject moves normally despite impediments.</div>	DC: 18, Will negates (harmless) SR: Yes (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	RSRD: SpellsF-G.rtf
<div>Giant Vermin</div> <div>School: Transmutation</div> <div>Effect: Turns centipedes, scorpions, or spiders into giant vermin.</div>	SR: Yes	1 standard action	7 minutes	Close (40 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
<div>Ice Storm</div> <div>School: Evocation [Cold]</div> <div>Effect: Hail deals 5d6 damage in cylinder 40 ft. across.</div>	SR: Yes	1 standard action	1 full round	Long (680 ft.)	V, S, M/DF	RSRD: SpellsH-L.rtf
<div>Reincarnate</div> <div>School: Transmutation</div> <div>Effect: Brings dead subject back in a random body.</div>	DC: 18, None; see text SR: Yes (harmless)	10 minutes	Instantaneous	Touch	V, S, M, DF	RSRD: SpellsP-R.rtf
<div>Repel Vermin</div> <div>School: Abjuration</div> <div>Effect: Insects, spiders, and other vermin stay 10 ft. away.</div>	DC: 18, None or Will negates; see text SR: Yes	1 standard action	70 minutes [D]	10 ft.	V, S, DF	RSRD: SpellsP-R.rtf
<div>Rusting Grasp</div> <div>School: Transmutation</div> <div>Effect: Your touch corrodes iron and alloys.</div>	SR: No	1 standard action	See text	Touch	V, S, DF	RSRD: SpellsP-R.rtf
<div>Scrying</div> <div>School: Divination (Scrying)</div> <div>Effect: Spies on subject from a distance.</div>	DC: 18, Will negates SR: Yes	1 hour	7 minutes	See text	V, S, M/DF, F	RSRD: SpellsS.rtf
<div>Spike Stones</div> <div>School: Transmutation [Earth]</div> <div>Effect: Creatures in area take 1d8 damage, may be slowed.</div>	DC: 18, Reflex partial SR: Yes	1 standard action	7 hours [D]	Medium (170 ft.)	V, S, DF	RSRD: SpellsS.rtf
<div>Summon Nature's Ally IV</div> <div>School: Conjunction (Summoning)</div> <div>Effect: Calls creature to fight.</div>	SR: No	1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	RSRD: SpellsS.rtf

* =Domain/Specialty Spell

Spellbook: Prepared Spells

Druid

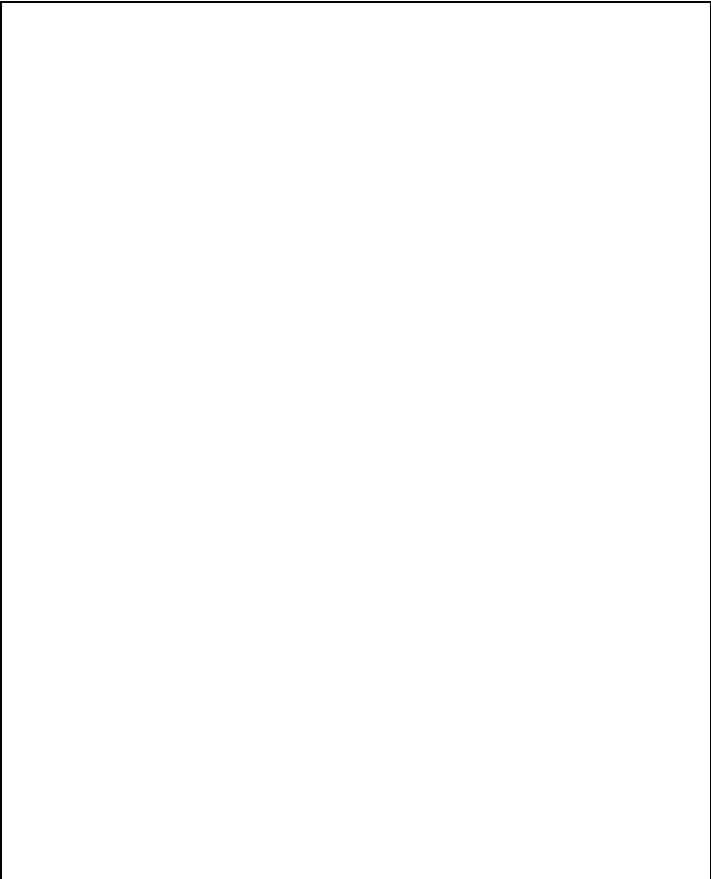
Level 0

- ☐ Create Water (DC:)
- ☐ Resistance (DC:14)

Level 1

- ☐ Entangle (DC:15)
- ☐ Produce Flame (DC:)

Aiven Green



Description:
Biography:

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

Notes:

Character Sheet Notes: