

Aiven Green

CHARACTER NAME

Druid 5

CLASS

5 / 5

Character Level / CR

10000 / 15000

EXP / NEXT LEVEL

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

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILL

(wisdom)

TOTAL

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

TOTAL

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

TOTAL

+8

=

+4

+

+4

+

+0

+

+0

+

+0

+

Conditional Modifiers

TOTAL

+7

=

+3

+

+2

+

+1

+

+1

+

+0

+

TOTAL

+7

=

+3

+

+2

+

+1

+

+1

+

+0

+

TOTAL

+2

=

+3

+

+2

+

-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	+8	1d4+2	2W-P-(OH)	+2			1d4+2	
1H-O	+4	1d4+1	2W-P-(OL)	+4			1d4+2	
2H	+8	1d4+3	2W-OH	-2			1d4+1	
Range: 20 ft.		To Hit: +9			Damage: 1d4+2			
30 ft.		40 ft.		60 ft.		80 ft.		100 ft.
TH	+7	+7	+5		+3		+1	
Dam	1d4+2	1d4+2	1d4+2		1d4+2		1d4+2	

Sling (Small)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B	S	20/x2	5 ft.
Range: 30 ft.		To Hit: +8		Damage: 1d3+2				
50 ft.		100 ft.	150 ft.	200 ft.		250 ft.		
TH	+8	+6	+4	+2		+0		
Dam	1d3+2	1d3+2	1d3+2	1d3+2		1d3+2		
300 ft.		350 ft.	400 ft.	450 ft.		500 ft.		
TH	-2	-4	-6	-8		-10		
Dam	1d3+2	1d3+2	1d3+2	1d3+2		1d3+2		

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

*: 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 = 5 Hours

Skylar

PLAYER NAME

Strongheart

RACE

Halfling

Small / 5 ft.

SIZE / FACE

32

Male

AGE

32

Male

GENDER

HP

hit points

46

WOUNDS/CURRENT HP

AC

armor class

18

TOTAL

16

FLAT

13

TOUCH

10

BASE

4

ARMOR BONUS

1

SHIELD BONUS

2

STAT

1

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

0

DODGE

0

MISC

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+3

Meilikki

DEITY

3' 2"

HEIGHT

Brown

EYES

The Chondalwood

REGION

36 lbs.

WEIGHT

Green, Disheveled

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

POINTS

TOTAL SKILLPOINTS: 48		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 8/4	RANKS	MISC MODIFIER
✓	Appraise	INT	2	=	2				
✓	Balance	DEX	-1	=	2				+ -3
✓	Bluff	CHA	1	=	1				
✓	Climb	STR	1	=	2				+ -1
✓	Concentration	CON	11	=	3				+ 8
✓	Craft (Untrained)	INT	2	=	2				
✓	Craft (Woodworking)	INT	5	=	2				+ 3
✓	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	5	=	1				+ 4
✓	Heal	WIS	6	=	4				+ 2
✓	Hide	DEX	3	=	2				+ 1
✓	Intimidate	CHA	1	=	1				
✓	Jump	STR	-5	=	2				+ -7
✓	Knowledge (Nature)	INT	13	=	2				+ 7 + 4
✓	Listen	WIS	8	=	4				+ 2 + 2
✓	Move Silently	DEX	1	=	2				+ -1
✓	Ride	DEX	8	=	2				+ 6
✓	Search	INT	2	=	2				
✓	Sense Motive	WIS	4	=	4				
✓	Spellcraft	INT	10	=	2				+ 8
✓	Spot	WIS	7	=	4				+ 3
✓	Survival	WIS	11	=	4				+ 5 + 2
✓	Survival (Natural environments)	WIS	13	=	4				+ [5] + 4
✓	Swim	STR	-4	=	2				+ -6
✓	Use Rope	DEX	2	=	2				
				=	+				+
				=	+				+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.									

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Masterwork Shortspears (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) 6.5 lbs., 1 Bedroll (Small), 1 Inkpen, 1 Case (Map or Scroll), 53 Coin (Gold), 121 Coin (Platinum), 1 Book Volume 2 Flora and Fauna, 1 Coin (Silver), 2 Moss Agate, 1 Torch, 1 Rations (Trail/Per Day) (Small), 1 Ink (1 Oz. Vial), 1 Gem (Fire Opal)	Equipped	1	0.5	2.0
Bedroll (Small)	Backpack (Small)	1	1.25	0.1
Rations (Trail/Per Day) (Small)	Backpack (Small)	1	0.25	0.5
Book Volume 2 Flora and Fauna +2 Knowledge Nature for Flora and Fauna	Backpack (Small)	1	0.0	0.0
Case (Map or Scroll) 0 lbs., 20 Paper (Sheet)	Backpack (Small)	1	0.5	1.0
Paper (Sheet)	Case (Map or Scroll)	20	0.0 (0.0)	0.4 (8.0)
Ink (1 Oz. Vial)	Backpack (Small)	1	0.0	8.0
Inkpen	Backpack (Small)	1	0.0	0.1
Torch Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.	Backpack (Small)	1	1.0	0.01
Pouch (Belt) (Small) 1.54 lbs., 1 Signal Whistle, 1 Flint and Steel, 1 Coin (Copper), 1 Coin (Silver), 6 Bullet (Sling) (Small), 6 Goodberry, 23 Berry	Equipped	1	0.12	1.0
Bullet (Sling) (Small)	Pouch (Belt) (Small)	6	0.25 (1.5)	0.01 (0.06)
Berry	Pouch (Belt) (Small)	23	0.0 (0.0)	0.0 (0.0)
Flint and Steel	Pouch (Belt) (Small)	1	0.0	1.0
Goodberry	Pouch (Belt) (Small)	6	0.0 (0.0)	0.0 (0.0)
Signal Whistle	Pouch (Belt) (Small)	1	0.0	0.8
Action Point Action Points	Equipped	7	0.0 (0.0)	0.0 (0.0)
Handy Haversack 0 lbs.	Equipped	1	5.0	2000.0
Sling (Small) 0 lbs.	Carried	1	0.0	0.0
Dagger +1	Carried	1	1.0	2302.0
Everburning Torch Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.	Carried	1	1.0	110.0
TOTAL WEIGHT CARRIED/VALUE			32.19 lbs.	4860.57 gp

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

MONEY	
Coin (Crystal): 1	[Backpack (Small)]
Coin (Platinum): 121	[Backpack (Small)]
Coin (Gold): 53	[Backpack (Small)]
Coin (Silver): 1	[Equipped]
Coin (Silver): 1	[Pouch (Belt) (Small)]
Coin (Copper): 1	[Pouch (Belt) (Small)]
1 x Gem (Fire Opal) (500)	[Backpack (Small)]
2 x Moss Agate (10)	[Backpack (Small)]
Total = 1808.21 gp	

LANGUAGES	
Common, Druidic, Elven, Halfling, Sylvan	

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

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.	
Resist Nature's Lure (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.	
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]
+6 (+2 on Magical Beasts)	
Wild Shape (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
1/day for 5 hours	
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	
Ashbound	[Skylar's Homebrew - My Campaign]
The duration of your summoned nature's ally spells is doubled. Creature 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.	
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)	+10	DAM:	1d6+7	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	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 10 gallons of pure water.	<i>SR:</i> No	1 standard action	Instantaneous	Close (35 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 5 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 (35 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 (35 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	50 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	50 minutes	30 ft.	S	My: null
☐☐☐☐☐ Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> Purifies 5 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	50 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 5 rounds [D]	Close (35 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 5 rounds [D]	Close (35 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 5 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	50 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	5 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	5 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	5 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	5 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	5 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	5 minutes	Medium (150 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	5 minutes [D]; see text	Close (35 ft.)	S, DF	My: null
☐☐☐☐☐ Calm Animals <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Calms 2d4 + 5 HD of animals.	DC: 15, Will negates; see text <i>SR:</i> Yes	1 standard action	5 minutes	Close (35 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	50 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>5 hours</div>	<div>Close (35 ft.)</div>	<div>V, S</div> <div>Caster Level:5</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>5 rounds</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:5</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>5 minutes [D]</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:5</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>50 minutes [D]</div>	<div>Long (600 ft.)</div>	<div>V, S</div> <div>Caster Level:5</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>5 minutes [D] [fire source] or</div>	<div>Close (35 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:5</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>5 minutes</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:5</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:5</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>5 rounds</div>	<div>Personal</div>	<div>V</div> <div>Caster Level:5</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:5</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 50 minutes [D]</div>	<div>Long (600 ft.)</div>	<div>V, S</div> <div>Caster Level:5</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 50 minutes [D]</div>	<div>60 ft.</div>	<div>V, S</div> <div>Caster Level:5</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:5</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 + 5 rounds</div>	<div>Medium (150 ft.)</div>	<div>V, S</div> <div>Caster Level:5</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>5 minutes [D]</div>	<div>Long (600 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:5</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>5 minutes [D]</div>	<div>Long (600 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:5</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>5 rounds</div>	<div>Close (35 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:5</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>5 days</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:5</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>50 minutes [D]</div>	<div>Personal</div>	<div>V</div> <div>Caster Level:5</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 (35 ft.)</div>	<div>V, S</div> <div>Caster Level:5</div>	<div>My: null</div>
<div>■■■■■Hide from Animals</div> <div>School: Abjuration</div> <div>Effect: Animals can't perceive 5 subjects.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>50 minutes [D]</div>	<div>Touch</div>	<div>S, DF</div> <div>Caster Level:5</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>50 minutes</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:5</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>5 minutes [D]</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:5</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>5 hours [D]</div>	<div>Personal</div>	<div>V, S, M</div> <div>Caster Level:5</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>5 hours</div>	<div>Touch</div>	<div>V, M</div> <div>Caster Level:5</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>5 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:5</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:5</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>5 minutes</div>	<div>20 ft.</div>	<div>V, S</div> <div>Caster Level:5</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:5</div>	<div>My: null</div>
<div>■■■■■Pass without Trace</div> <div>School: Transmutation</div> <div>Effect: 5 subjects leaves no tracks.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>5 hours [D]</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:5</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>5 minutes [D]</div>	<div>0 ft.</div>	<div>V, S</div> <div>Caster Level:5</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:5</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>5 minutes</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:5</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>50 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:5</div>	<div>My: null</div>
			<div>* =Domain/Specialty Spell</div>		

Druid Spells

<div><div>Effect: +20 ft. to subject's burrow speed.</div><div>Remove Scent</div><div>School: Transmutation</div><div>Effect: Hides touched creatures scent.</div></div>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: Creature touched</div>	<div>50 minutes</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Resist Planar Alignment</div><div>School: Abjuration</div><div>Effect: Subject can resist penalties for being an opposed alignment on an aligned Outer Plane.</div></div>	<div>DC: 15, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Target: Creature touched</div>	<div>50 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Sandblast</div><div>School: Evocation</div><div>Effect: You fire hot sand that deals 1d6 nonlethal damage, stuns enemies.</div></div>	<div>DC: 15, Reflex half</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: 10 ft. radius burst centered on you</div>	<div>Instantaneous</div>	<div>10 ft.</div>	<div>V, S, DF</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Shillelagh</div><div>School: Transmutation</div><div>Effect: Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 5 minutes.</div></div>	<div>DC: 15, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action</div> <div>Target: One touched nonmagical oak club or quarterstaff</div>	<div>5 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level5</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>Slow Burn</div><div>School: Transmutation [Fire]</div><div>Effect: Fires burn twice as long.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>Target: 30-ft-radius spread</div>	<div>1 minute</div>	<div>Medium (150 ft.)</div>	<div>V, S, M/DF</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Snake's Swiftess</div><div>School: Transmutation</div><div>Effect: Subject immediately makes one attack.</div></div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Target: One allied creature</div>	<div>Instantaneous</div>	<div>Close (35 ft.)</div>	<div>V, S, M/DF</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Snowshoes</div><div>School: Transmutation</div><div>Effect: Subject walks easily on ice and snow.</div></div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Target: Creature touched</div>	<div>5 hours [D]</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Speak with Animals</div><div>School: Divination</div><div>Effect: You can communicate with animals.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>Target: You</div>	<div>5 minutes</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level5</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>Summon Nature's Ally I</div><div>School: Conjunction (Summoning)</div><div>Effect: Calls creature to fight.</div></div>	<div>SR: No</div>	<div>1 round</div> <div>Target: One summoned creature</div>	<div>5 rounds [D]</div>	<div>Close (35 ft.)</div>	<div>V, S, DF</div> <div>Caster Level5</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>Surefooted Stride</div><div>School: Transmutation</div><div>Effect: You can move over rubble as easily as you can over open ground.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>Target: You</div>	<div>5 minutes</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Thunderhead</div><div>School: Evocation [Electricity]</div><div>Effect: Small lightning bolts deal 1 damage per round.</div></div>	<div>DC: 15, Reflex negates; see text</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: One creature</div>	<div>5 rounds</div>	<div>Close (35 ft.)</div>	<div>V, S, M</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Traveler's Mount</div><div>School: Transmutation</div><div>Effect: Creature moves faster but can't attack.</div></div>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: Animal or magical beast touched</div>	<div>5 hours</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Updraft</div><div>School: Conjunction (Creation) [Air]</div><div>Effect: Column of wind lifts you aloft.</div></div>	<div>SR: No</div>	<div>1 swift action</div> <div>Target: You</div>	<div>Instantaneous</div>	<div>Personal</div>	<div>V, S, M</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Vigor, Lesser</div><div>School: Conjunction (Healing)</div><div>Effect: Creature heals 1 hp per round [max 15 rounds].</div></div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Target: Living creature touched</div>	<div>15 rounds [max 15]</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Vine Strike</div><div>School: Divination</div><div>Effect: You can sneak attack plant creatures for 1 round.</div></div>	<div>SR: No</div>	<div>1 swift action</div> <div>Target: You</div>	<div>1 round</div>	<div>Personal</div>	<div>V, DF</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Wall of Smoke</div><div>School: Conjunction (Creation)</div><div>Effect: Wall of black smoke obscures vision and nauseates those who pass through.</div></div>	<div>DC: 16, Fortitude partial; see text</div> <div>SR: No</div>	<div>1 standard action</div> <div>Target: A straight wall whose area is up to one 50-ft. square [S]</div>	<div>5 rounds</div>	<div>Close (35 ft.)</div>	<div>V, S</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Wings of the Sea</div><div>School: Transmutation</div><div>Effect: +30 ft. to subject's swim speed.</div></div>	<div>DC: 15, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Target: Creature touched</div>	<div>5 minutes</div>	<div>Touch</div>	<div>S, M</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Winter Chill</div><div>School: Transmutation [Cold]</div><div>Effect: Creature takes 1d6 cold damage and is fatigued.</div></div>	<div>DC: 15, Fortitude negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: One creature</div>	<div>Instantaneous</div>	<div>Close (35 ft.)</div>	<div>V, S</div> <div>Caster Level5</div>	<div>My: null</div>
<div><div>Wood Wose</div><div>School: Conjunction (Creation)</div><div>Effect: Nature spirit does simple tasks for you.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>Target: See text</div>	<div>5 hours</div>	<div>Close (35 ft.)</div>	<div>V, S, DF</div> <div>Caster Level5</div>	<div>My: null</div>

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Animal Messenger	DC: 16, None; see text	1 standard action	5 days	Close (35 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 Level5	
Animal Trance	DC: 16, Will negates; see text	1 standard action	Concentration	Close (35 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 Level5	
Barkskin		1 standard action	50 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Transmutation Effect: Grants +2 enhancement to natural armor.	SR: Yes (harmless)	Target: Living creature touched			Caster Level5	
Bear's Endurance	DC: 16, Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Transmutation Effect: Subject gains +4 to Con for 5 minutes.	SR: Yes	Target: Creature touched			Caster Level5	
Bull's Strength	DC: 16, Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	RSRD: SpellsA-B.rtf
School: Transmutation Effect: Subject gains +4 to Str for 5 minutes.	SR: Yes (harmless)	Target: Creature touched			Caster Level5	
Cat's Grace	DC: 16, Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	RSRD: SpellsC.rtf
School: Transmutation Effect: Subject gains +4 to Dex for 5 minutes.	SR: Yes	Target: Creature touched			Caster Level5	
Chill Metal	DC: 16, Will negates (object)	1 standard action	7 rounds	Close (35 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 2 creatures, no two of which can be more than 30 ft. apart; or 125 lbs of metal			Caster Level5	
Delay Poison	DC: 17, Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S, DF	RSRD: SpellsD-E.rtf
School: Conjunction (Healing) Effect: Stops poison from harming subject for 5 hours.	SR: Yes (harmless)	Target: Creature touched			Caster Level5	
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+5 fire damage.	SR: Yes	Target: Object touched			Caster Level5	
Flame Blade		1 standard action	5 minutes [D]	0 ft.	V, S, DF	RSRD: SpellsF-G.rtf
School: Evocation [Fire] Effect: Touch attack deals 1d8 +2 fire damage.	SR: Yes	Target: Sword-like beam			Caster Level5	
Flaming Sphere	DC: 16, Reflex negates	1 standard action	5 rounds	Medium (150 ft.)	V, S, M/DF	RSRD: SpellsF-G.rtf
School: Evocation [Fire] Effect: Creates rolling ball of fire, 2d6 damage, lasts 5 rounds.	SR: Yes	Target: 5-ft.-diameter sphere			Caster Level5	
Fog Cloud		1 standard action	50 minutes	Medium (150 ft.)	V, S	RSRD: SpellsF-G.rtf
School: Conjunction (Creation) Effect: Fog obscures vision.	SR: No	Target: Fog spreads in 20-ft. radius, 20 ft. high			Caster Level5	

Druid Spells

Gust of Wind <i>School:</i> Evocation [Air] <i>Effect:</i> Blows away or knocks down smaller creatures.	DC: 16, Fortitude negates <i>SR:</i> Yes	1 standard action	1 round	60 ft.	V, S	RSRD: SpellsF-G.rtf
Heat Metal <i>School:</i> Transmutation [Fire] <i>Effect:</i> Make metal so hot it damages those who touch it.	DC: 16, Will negates (object) <i>SR:</i> Yes (object)	1 standard action	7 rounds	Close (35 ft.)	V, S, DF	RSRD: SpellsH-L.rtf
Hold Animal <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Paralyzes one animal for 5 rounds.	DC: 16, Will negates; see text <i>SR:</i> Yes	1 standard action	5 rounds [D]; see text	Medium (150 ft.)	V, S	RSRD: SpellsH-L.rtf
Owl's Wisdom <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Wis for 5 minutes.	DC: 16, Will negates (harmless) <i>SR:</i> Yes	1 standard action	5 minutes	Touch	V, S, M/DF	RSRD: SpellsM-O.rtf
Reduce Animal <i>School:</i> Transmutation <i>Effect:</i> Shrinks one willing animal.	<i>SR:</i> No	1 standard action	5 hours [D]	Touch	V, S	RSRD: SpellsP-R.rtf
Resist Energy <i>School:</i> Abjuration <i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.	DC: 16, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	50 minutes	Touch	V, S, DF	RSRD: SpellsP-R.rtf
Restoration, Lesser <i>School:</i> Conjunction (Healing) <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.	DC: 17, Will negates (harmless) <i>SR:</i> Yes (harmless)	3 rounds	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
Soften Earth and Stone <i>School:</i> Transmutation [Earth] <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	<i>SR:</i> No	1 standard action	Instantaneous	Close (35 ft.)	V, S, DF	RSRD: SpellsS.rtf
Spider Climb <i>School:</i> Transmutation <i>Effect:</i> Grants ability to walk on walls and ceilings.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	50 minutes	Touch	V, S, M	RSRD: SpellsS.rtf
Summon Nature's Ally II <i>School:</i> Conjunction (Summoning) <i>Effect:</i> Calls creature to fight.	<i>SR:</i> No	1 round	5 rounds [D]	Close (35 ft.)	V, S, DF	RSRD: SpellsS.rtf
Summon Swarm <i>School:</i> Conjunction (Summoning) <i>Effect:</i> Summons swarm of bats, rats, or spiders.	<i>SR:</i> No	1 round	Concentration + 2 rounds	Close (35 ft.)	V, S, M/DF	RSRD: SpellsS.rtf
Tree Shape <i>School:</i> Transmutation <i>Effect:</i> You look exactly like a tree for 5 hours.	<i>SR:</i> No	1 standard action	5 hours [D]	Personal	V, S, DF	RSRD: SpellsT-Z.rtf
Warp Wood <i>School:</i> Transmutation <i>Effect:</i> Bends wood [shaft, handle, door, plank].	DC: 16, Will negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	Close (35 ft.)	V, S	RSRD: SpellsT-Z.rtf
Wood Shape <i>School:</i> Transmutation <i>Effect:</i> Rearranges wooden objects to suit you.	DC: 16, Will negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	Touch	V, S, DF	RSRD: SpellsT-Z.rtf

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
⚡⚡⚡⚡ Call Lightning <i>School:</i> Evocation [Electricity] <i>Effect:</i> Calls down 5 lightning bolts over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.	DC: 17, Reflex half SR: Yes	1 round	5 minutes	Medium (150 ft.)	V, S <i>Caster Level</i> 5	RSRD: SpellsC.rtf
⚡⚡⚡⚡ Cure Moderate Wounds <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Cures 2d8+5 damage.	DC: 18, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S <i>Caster Level</i> 5	RSRD: SpellsC.rtf
⚡⚡⚡⚡ Daylight <i>School:</i> Evocation [Light] <i>Effect:</i> 60-ft. radius of bright light.	SR: No	1 standard action	50 minutes [D] <i>Target:</i> Object touched	Touch	V, S <i>Caster Level</i> 5	RSRD: SpellsD-E.rtf
⚡⚡⚡⚡ Diminish Plants <i>School:</i> Transmutation <i>Effect:</i> Reduces size or blights growth of normal plants.	SR: No	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF <i>Caster Level</i> 5	RSRD: SpellsD-E.rtf
⚡⚡⚡⚡ Dominate Animal <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Subject animal obeys silent mental commands.	DC: 17, Will negates SR: Yes	1 round	5 rounds <i>Target:</i> One animal	Close (35 ft.)	V, S <i>Caster Level</i> 5	RSRD: SpellsD-E.rtf
⚡⚡⚡⚡ Magic Fang, Greater <i>School:</i> Transmutation <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action	5 hours <i>Target:</i> One living creature	Close (35 ft.)	V, S, DF <i>Caster Level</i> 5	RSRD: SpellsM-O.rtf
⚡⚡⚡⚡ Meld into Stone <i>School:</i> Transmutation [Earth] <i>Effect:</i> You and your gear merge with stone.	SR: No	1 standard action	50 minutes <i>Target:</i> You	Personal	V, S, DF <i>Caster Level</i> 5	RSRD: SpellsM-O.rtf
⚡⚡⚡⚡ Neutralize Poison <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	DC: 18, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	50 minutes <i>Target:</i> Creature or object of up to 5 cu. ft. touched	Touch	V, S, M/DF <i>Caster Level</i> 5	RSRD: SpellsM-O.rtf
⚡⚡⚡⚡ Plant Growth <i>School:</i> Transmutation <i>Effect:</i> Grows vegetation, improves crops.	SR: No	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF <i>Caster Level</i> 5	RSRD: SpellsP-R.rtf
⚡⚡⚡⚡ Poison <i>School:</i> Necromancy <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	DC: 17, Fortitude negates; see text SR: Yes	1 standard action	Instantaneous; see text <i>Target:</i> Living creature touched	Touch	V, S, DF <i>Caster Level</i> 5	RSRD: SpellsP-R.rtf
⚡⚡⚡⚡ Protection from Energy <i>School:</i> Abjuration <i>Effect:</i> Absorb 60 points of damage from one kind of energy.	DC: 17, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	50 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, DF <i>Caster Level</i> 5	RSRD: SpellsP-R.rtf
⚡⚡⚡⚡ Quench <i>School:</i> Transmutation <i>Effect:</i> Extinguishes nonmagical fires or one magic item.	DC: 17, None or Will negates (object) SR: No or Yes (object)	1 standard action	Instantaneous <i>Target:</i> 5 20-ft. cubes [S] or one fire-based magic item	Medium (150 ft.)	V, S, DF <i>Caster Level</i> 5	RSRD: SpellsP-R.rtf
⚡⚡⚡⚡ Remove Disease <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Cures all diseases affecting subject.	DC: 18, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S <i>Caster Level</i> 5	RSRD: SpellsP-R.rtf
⚡⚡⚡⚡ Sleet Storm <i>School:</i> Conjuraton (Creation) [Cold] <i>Effect:</i> Hampers vision and movement.	SR: No	1 standard action	5 rounds <i>Target:</i> Cylinder 40	Long (600 ft.)	V, S, M/DF <i>Caster Level</i> 5	RSRD: SpellsS.rtf
⚡⚡⚡⚡ Snare <i>School:</i> Transmutation <i>Effect:</i> Creates a magic booby trap.	SR: No	3 rounds	Until triggered or broken <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level	Touch	V, S, DF <i>Caster Level</i> 5	RSRD: SpellsS.rtf
⚡⚡⚡⚡ Speak with Plants <i>School:</i> Divination <i>Effect:</i> You can talk to normal plants and plant creatures.	SR: No	1 standard action	5 minutes <i>Target:</i> You	Personal	V, S <i>Caster Level</i> 5	RSRD: SpellsS.rtf
⚡⚡⚡⚡ Spike Growth <i>School:</i> Transmutation <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	DC: 17, Reflex partial SR: Yes	1 standard action	5 hours [D] <i>Target:</i> 5 20-ft. squares	Medium (150 ft.)	V, S, DF <i>Caster Level</i> 5	RSRD: SpellsS.rtf

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
		Target: Stone or stone object touched, up to 15 cu. ft.			Caster Level:5	
<div>Summon Nature's Ally III</div> <div>School: Conjuraction (Summoning)</div> <div>Effect: Calls creature to fight.</div>	SR: No	1 round	5 rounds [D]	Close (35 ft.)	V, S, DF	RSRD: SpellsS.rtf
		Target: One or more creatures, no two of which can be more than 30 ft. apart			Caster Level:5	
<div>Water Breathing</div> <div>School: Transmutation</div> <div>Effect: Subjects can breathe underwater.</div>	DC: 17, Will negates (harmless)	1 standard action	10 hours; see text	Touch	V, S, M/DF	RSRD: SpellsT-Z.rtf
	SR: Yes (harmless)	Target: Living creatures touched			Caster Level:5	
<div>Wind Wall</div> <div>School: Evocation [Air]</div> <div>Effect: Deflects arrows, smaller creatures, and gases.</div>	DC: 17, None; see text	1 standard action	5 rounds	Medium (150 ft.)	V, S, M/DF	RSRD: SpellsT-Z.rtf
	SR: Yes	Target: Wall up to 50 ft. long and 25 ft. high [S]			Caster Level:5	

* =Domain/Speciality Spell

Spellbook: Prepared Spells

Druid

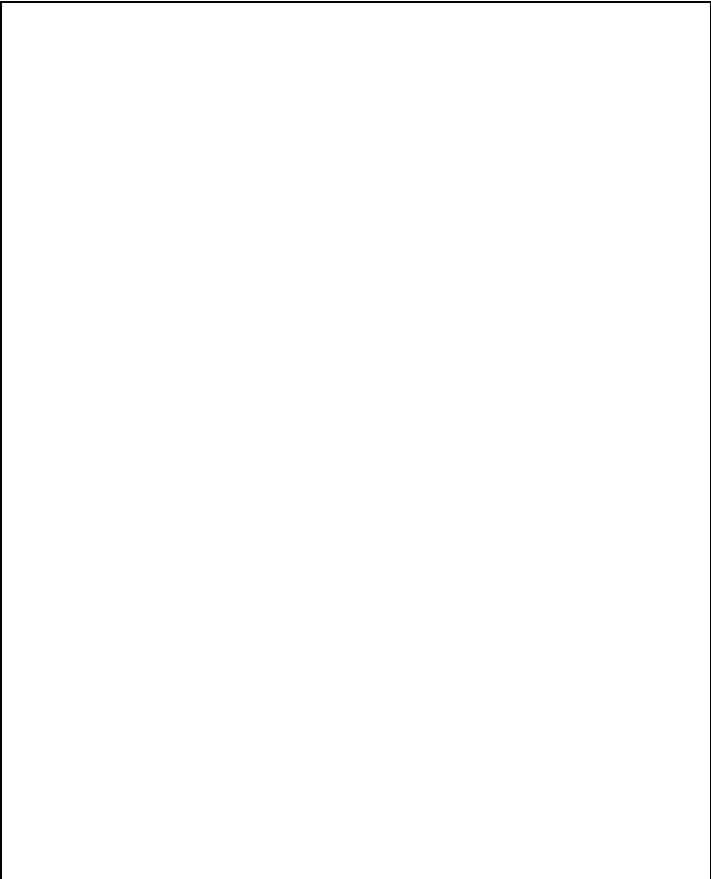
Level 0

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

Level 1

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

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: