

WEIGHT ALLOWANCE			
Light	33	Medium	66
Lift over head	100	Lift off ground	200
		Heavy	100
		Push / Drag	500
MONEY			
Total= 0 gp [Unspent Funds = 900 gp]			
MAGIC			
Languages			
Common, Druidic, Elven, Gnomish			
Other Companions			
Special Qualities			
Animal Companion (Ex)	[Wizards of the Coast - Players Handbook, p.35]		
A druid may begin play with an animal companion. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind. 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.			
Elven Blood	[Wizards of the Coast - Players Handbook, p.18]		
For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.			
Half-Elf Racial Traits (Ex)	[Wizards of the Coast - Players Handbook]		
Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throw against enchantment spells or effects.			
Low-light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.			
+1 racial bonus on Listen, Search, and Spot checks: A half-elf does not have the elf's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of an elf.			
+2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people.			
Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.			
Low-Light Vision (Ex)	[Universal Rules, p.165]		
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.			
Nature Sense (Ex)	[Wizards of the Coast - Players Handbook, p.35]		
A druid gains a +2 bonus on Knowledge (nature) and Survival checks.			
Spells	[Wizards of the Coast - Players Handbook, p.34]		
A druid casts divine spells. A druid must choose and prepare her spells in advance.			
Spontaneous Casting	[Wizards of the Coast - Players Handbook, p.35]		
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. For example, a druid who has prepared repel vermin (a 4th-level spell) may lose repel vermin in order to cast summon nature's ally IV (also a 4th-level spell).			
Weapon and Armor Proficiency	[Wizards of the Coast - Players Handbook, p.34]		
Druids are proficient with various weapons and with light and medium armor but are prohibited from wearing metal armor; Druids are proficient with shields (except tower shields) but must use only wooden ones. A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spelllike class abilities while doing so and for 24 hours thereafter.			
Wild Empathy (Ex)	[Wizards of the Coast - Players Handbook, p.35]		
A druid can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check made to improve the attitude of a person (see Chapter 4: Skills). The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but she takes a -4 penalty on the check.			
Wild Empathy +3	[Wizards of the Coast - Players Handbook]		

Woodland Stride (Ex)	[Wizards of the Coast - Players Handbook, p.36]
Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her 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 her.	

Feats	
Self-Sufficient	[Wizards of the Coast - Player's Handbook, p.100]
You can take care of yourself in harsh environments and situations. You get a +2 bonus on all Heal checks and Survival checks.	

Proficiencies	
Club, Dagger, Dart, Grapple, NoProfReq, Quarterstaff, Ranged Spell, Scimitar, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch)	

Druid Spells

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

LEVEL 0 / Per Day:4 / Caster Level:2

Name	School	Time	Duration	Range	Source
□□□□ Create Water [V, S] TARGET: Up to 4 gallons of water; EFFECT: Creates 4 gallons of pure water. [SR:No]	Conjuration (Creation) [Water, Water Shugenja]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.215
□□□□ Cure Minor Wounds [V, S] TARGET: Creature touched; EFFECT: Cures 1 point of damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.216
□□□□ Dawn [V] TARGET: All creatures within a 15-ft.-radius burst centered on you; EFFECT: Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered]. [SR:Yes [harmless]; DC:13, Fortitude negates [harmless]]	Abjuration	1 swift action	Instantaneous	15 ft.	SC:p.59
□□□□ Detect Magic [V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]	Divination [Antimagic Domain, Divination]	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	PH:p.219
□□□□ Detect Poison [V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.219
□□□□ Flare [V] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:13, Fortitude negates]	Evocation [Light, Fire Domain, WujiFire, F1]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.232
□□□□ Guidance [V, S] TARGET: Creature touched; EFFECT: +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:13, Will negates (harmless)]	Divination [Air Shugenja]	1 standard action	1 minute or until discharged	Touch	PH:p.238
□□□□ Know Direction [V, S] TARGET: You; EFFECT: You discern north. [SR:No]	Divination [Air Shugenja]	1 standard action	Instantaneous	Personal	PH:p.246
□□□□ Light [V, M/DF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]	Evocation [Light, Evocation Domain, Fire Shugenja]	1 standard action	20 minutes [D]	Touch	PH:p.248
□□□□ Mending [V, S] TARGET: One object of up to 1 lb.; EFFECT: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
□□□□ Naturewatch [S] TARGET: Cone-shaped emanation; EFFECT: Same as deathwatch but only functions on plants and animals; see text. [SR:No]	Necromancy	1 standard action	10 minutes/level	30 ft.	SC:p.146
□□□□ Preserve Organ [V, S, DF] TARGET: one organ; EFFECT: Protects one detached organ from decay for 24 hours. [SR:Yes; DC:13, Fortitude negates (harmless)]	Necromancy	10 minutes	24 hours	Touch	BV:BoVD
□□□□ Purify Food and Drink [V, S] TARGET: 2 cu. ft. of contaminated food and water; EFFECT: Purifies 2 cu. ft. of food or water. [SR:Yes (object); DC:13, Will negates (object)]	Transmutation [Water Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.267
□□□□ Read Magic [V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]	Divination	1 standard action	20 minutes	Personal	PH:p.269
□□□□ Resistance [V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:13, Will negates (harmless)]	Abjuration [Abjuration Domain, Earth Shugenja]	1 standard action	1 minute	Touch	PH:p.272
□□□□ Virtue [V, S, DF] TARGET: Creature touched; EFFECT: Subject gains 1 temporary hp. [SR:Yes (harmless); DC:13, Fortitude negates (harmless)]	Transmutation [Earth Shugenja]	1 standard action	1 min.	Touch	PH:p.298

LEVEL 1 / Per Day:3 / Caster Level:2

Name	School	Time	Duration	Range	Source
□□□□ Animate Fire [V,S,M] TARGET: One Small fire; EFFECT: Create a small fire elemental. [SR:No]	Transmutation [Fire, WujiFire]	1 round	Concentration, up to 1 round/level [D]	Close (30 ft.)	SC:p.12
□□□□ Animate Water [V,S,M] TARGET: Cube of water up to 5 ft on a side; EFFECT: Create a small water elemental. [SR:No]	Transmutation [Water, WujiWater]	1 round	Concentration, up to 1 round/level [D]	Close (30 ft.)	SC:p.13
□□□□ Animate Wood [V,S,M] TARGET: One Small or smaller wooden object; EFFECT: Animates a wooden object to attack who you designate. [SR:No]	Transmutation [WujiWood]	1 round	Concentration, up to 1 round/level [D]	Touch	SC:p.13
□□□□ Aquatic Escape [V, S] TARGET: You; EFFECT: Take the form of a fish.	Transmutation (Polymorph)	1 swift action	1 round/level [D]	Personal	CS:null
□□□□ Aspect of the Wolf [V,S,M/DF] TARGET: You; EFFECT: You assume the physical appearance and many of the qualities of a wolf.	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.16
□□□□ Aura Against Flame [V,S] TARGET: You; EFFECT: Protects against first 10 points of fire damage, it also extinguishes flames; see text.	Abjuration	1 standard action	1 round/level	Personal	SC:p.18
□□□□ Babau Slime [V,S,M/DF] TARGET: Creature touched; EFFECT: Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]	Transmutation	1 standard action	1 minute/level	Touch	SC:p.22
□□□□ Beast Claws [V,S,M] TARGET: You; EFFECT: Change your hands into claws. Damage 1d4; Threat range 19-20. See text.	Transmutation	1 Standard Action	1 hour/level	Personal	SC:p.25
□□□□ Beastland Ferocity [V,S,DF] TARGET: Creature touched; EFFECT: Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]	Evocation [Electricity]	1 standard action	1 minute/level	Touch	SC:p.25
□□□□ Beget Bogun [V,S,M,XP] TARGET: Tiny Construct; EFFECT: Creates a natural homunculus. [SR:No]	Conjuration (Creation)	1 standard action	Instantaneous	Touch	SC:p.26
□□□□ Blockade [V, S, M] TARGET: 5-ft. cube of wood; EFFECT: Fill 5-ft. square with enormous block of wood. [SR:None]	Conjuration (Creation)	1 swift action	3 rounds	0 ft.	CS:null
□□□□ Branch to Branch [V,S] TARGET: You; EFFECT: Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.	Transmutation	1 standard action	1 hour/level [D]	Personal	SC:p.38
□□□□ Breath of the Jungle [V,S,DF] TARGET: Mist spreads in a 40-ft. radius, 20 ft. high; EFFECT: DC of saves vs. poison or disease increases by 2 [SR:No]	Transmutation	1 standard action	1 minute/level	Medium (120 ft.)	SC:p.39
□□□□ Buoyant Lifting [S,DF] TARGET: One willing creature/level, no two of which are more than 20 ft. apart; EFFECT: Travel to the surface at 60 ft/round. [SR:No]	Evocation	1 immediate action	1 minute/level [D]; see text	Close (30 ft.)	SC:p.40
□□□□ Calm Animals [V, S] TARGET: Animals within 30 ft. of each other; EFFECT: Calms 2d4 + 2 HD of animals. [SR:Yes; DC:14, Will negates; see text]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	2 minutes	Close (30 ft.)	PH:p.207
□□□□ Camouflage [V,S] TARGET: You; EFFECT: Gain +10 circumstance bonus on Hide checks. [SR:No]	Transmutation	1 standard action	20 minutes	Personal	CD:p.157
□□□□ Camouflage [V,S] TARGET: You; EFFECT: Gain +10 circumstance bonus on Hide checks.	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.43
□□□□ Charm Animal [V, S] TARGET: One animal; EFFECT: Makes one animal your friend. [SR:Yes; DC:14, Will negates]	Enchantment (Charm) [Mind-Affecting]	1 standard action	2 hours	Close (30 ft.)	PH:p.208
□□□□ Claws of the Bear [V,S] TARGET: You; EFFECT: Your hands become natural weapons that deal 1d8 with each attack.	Transmutation	1 standard action	1 round/level	Personal	SC:p.47
□□□□ Climbing Tree [V, S, DF] TARGET: A thin but sturdy tree; EFFECT: Temporarily grow a tall tree for use as a ladder. [SR:No]	Conjuration (Creation)	1 full round	2 minutes [D]	0 ft.	CM:p.99
□□□□ Climb Walls [V,S,M] TARGET: Creature touched; EFFECT: Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level. [SR:Yes [harmless]; DC:14, Will negates [harmless]]	Transmutation	1 standard action	1 minute/level [D]	Touch	SC:p.47
□□□□ Cloak of Shade [V,S,DF] TARGET: Creature Touched; EFFECT: Protects target from normal heat exposure. [SR:Yes (harmless)]	Abjuration	1 standard action	2 hour [D]	Touch	Sa:p.112
□□□□ Cloudburst [V,S] TARGET: 100-ft.-radius emanation; EFFECT: Heavy rain reduces visibility. -4 Spot & Search. [SR:No]	Evocation (Water)	1 round	10 minutes/level [D]	Long (480 ft.)	SC:p.49

* =Domain/Specialty Spell

Druid Spells

☐☐☐☐☐	Cold Fire	Transmutation [Cold]	1 standard action	1 minute/level [fire source] or Instantane	Close (30 ft.)	SC:p.50
[V,S,DF]	TARGET: One fire source [up to a 20-ft. cube] or one creature; see text; EFFECT: Flames deal cold damage; see text [SR:Yes [creature]; DC:14, No [fire] or Fortitude half]					
☐☐☐☐☐	Conjure Ice Beast I	Conjuration (Creation) [Cold]	1 round	2 rounds [D]	Close (30 ft.)	Fr:p.91
[V,S,DF]	TARGET: One conjured ice creature; EFFECT: Creates a creature to fight for you. [SR:No]					
☐☐☐☐☐	Crabwalk	Transmutation [Cold]	1 standard action	1 minute/level	Touch	SC:p.53
[V,S,M]	TARGET: Creature touched; EFFECT: When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack. [SR:No]					
☐☐☐☐☐	Crunchy Snow	Transmutation [Cold]	1 standard action	2 hours	Medium (120 ft.)	Fr:p.92
[V,S,Frostfell]	TARGET: 2 20-ft.-by-20-ft. square of snow; EFFECT: Cast on snow imposes -20 penalty to Move Silently checks. [SR:No]					
☐☐☐☐☐	Cure Light Wounds	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.215
[V, S]	TARGET: Creature touched; EFFECT: Cures 1d8+2 damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
☐☐☐☐☐	Deep Breath	Conjuration (Creation) [Air]	1 immediate action	1 round/level	Personal	SC:p.61
[V]	TARGET: You; EFFECT: Your lungs are constantly filled with air for the duration of the spell.					
☐☐☐☐☐	Delay Disease	Conjuration (Healing)	1 standard action	24 hours	Touch	SC:p.63
[V,S,DF]	TARGET: Creature touched; EFFECT: Halts any nonmagical disease for the duration of the spell. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐☐	Detect Animals or Plants	Divination	1 standard action	Concentration, up to 20 minutes [D]	Long (480 ft.)	PH:p.218
[V, S]	TARGET: Cone-shaped emanation; EFFECT: Detects kinds of animals or plants. [SR:No]					
☐☐☐☐☐	Detect Snares and Pits	Divination [Air Shugenja]	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	PH:p.220
[V, S]	TARGET: Cone-shaped emanation; EFFECT: Reveals natural or primitive traps. [SR:No]					
☐☐☐☐☐	Detect Snares and Pits	Divination	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	PH:p.220
[V, S]	TARGET: Cone-shaped emanation; EFFECT: [SR:No]					
☐☐☐☐☐	Divine Inspiration	Divination	1 standard action	1d4 rounds	Touch	BE:p.96
[Sacrifice]	TARGET: One creature touched; EFFECT: This spell helps to tip the momentum of combat in the favor of good, granting limited precognitive ability that enables the spell's recipient to circumvent the defenses of evil opponents. The target of the spell gains a +3 sacred bonus on all attack rolls made against evil creatures. This bonus does not apply to attacks made against nonevil creatures. Sacrifice: 1d2 points of Strength damage. [SR:Yes (harmless)]					
☐☐☐☐☐	Ease of Breath	Necromancy [Cold]	1 standard action	2 hours	Touch	Fr:p.93
[V,S,DF]	TARGET: Creature touched; EFFECT: Grants +20 bonus on Fortitude saves to resist altitude sickness & fatigue. [SR:No]					
☐☐☐☐☐	Endure Elements	Abjuration [WujenEarth, WujenFire, WujenI]	1 standard action	24 hours	Touch	PH:p.226
[V, S]	TARGET: Creature touched; EFFECT: Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐	Enrage Animal	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration +1 round/level	Medium (120 ft.)	SC:p.81
[V,S]	TARGET: One animal; EFFECT: Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal. [SR:Yes]					
☐☐☐☐☐	Entangle	Transmutation	1 standard action	2 minutes [D]	Long (480 ft.)	PH:p.227
[V, S, DF]	TARGET: Plants in a 40-ft.-radius spread; EFFECT: Plants entangle everyone in 40-ft.-radius circle. [SR:No; DC:14, Reflex partial; see text]					
☐☐☐☐☐	Extract Drug	Conjuration (Creation)	1 minute	Permanent	Touch	BV:BoVD
[V, S, F]	TARGET: one dose of drug; EFFECT: Creates drug from inanimate object. [SR:No]					
☐☐☐☐☐	Eyes of the Avoral	Transmutation	1 standard action	10 minutes/level	Touch	BE:p.99
[S]	TARGET: One creature; EFFECT: The subject gains an avoral's sharp eyesight, receiving a +8 racial bonus on Spot checks for the duration of the spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐	Faerie Fire	Evocation [Light, Fire Shugenja]	1 standard action	2 minutes [D]	Long (480 ft.)	PH:p.229
[V, S, DF]	TARGET: Creatures and objects within a 5-ft.-radius burst; EFFECT: Outlines subjects with light, canceling blur, concealment, and the like. [SR:Yes]					
☐☐☐☐☐	Foundation of Stone	Transmutation [Earth]	1 standard action	1 round/level	Close (30 ft.)	SC:p.99
[V,M]	TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. [SR:Yes [harmless]]					
☐☐☐☐☐	Goodberry	Transmutation	1 standard action	2 days	Touch	PH:p.237
[V, S, DF]	TARGET: 2d4 fresh berries touched; EFFECT: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. [SR:Yes]					
☐☐☐☐☐	Hawkeye	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.110
[V]	TARGET: You; EFFECT: Increases range increment by 50% and +5 competence bonus on Spot checks.					
☐☐☐☐☐	Healthful Rest	Conjuration (Healing)	10 minutes	24 hours	Close (30 ft.)	SC:p.111
[V,S]	TARGET: One creature/level, no two of which can be more than 30 feet apart; EFFECT: Doubles the natural healing rate. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐☐	Hide from Animals	Abjuration	1 standard action	20 minutes [D]	Touch	PH:p.241
[S, DF]	TARGET: 2 creatures touched; EFFECT: Animals can't perceive 2 subjects. [SR:Yes; DC:14, Will negates (harmless)]					
☐☐☐☐☐	Horrible Taste	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.116
[V,S,M]	TARGET: Creature or object touched; EFFECT: Animals must save after biting or refuse to bite the subject. [SR:No; DC:14, Fortitude negates; see text]					
☐☐☐☐☐	Ice Skate	Transmutation	1 standard action	20 minutes [D]	Touch	Fr:p.100
[V,S,DF]	TARGET: Creature touched; EFFECT: Increase base land speed by 60 feet across any icy surface, either level or inclined. [SR:Yes (harmless); DC:14, Fort negates (harmless)]					
☐☐☐☐☐	Impede Sun's Brilliance	Abjuration	1 standard action	20 minutes	Close (30 ft.)	Sa:p.117
[S]	TARGET: Cylinder {10 ft. radius, 20 ft. high}; EFFECT: Drops temperature by 20 degrees in a stationary area. [SR:No]					
☐☐☐☐☐	Impeding Stones	Transmutation	1 standard action	2 minutes [D]	Medium (120 ft.)	Ci:p.66
[V,S,DF]	TARGET: Brick, stone, or earthen surface in a 40-ft.-radius spread; EFFECT: Earthen ground and cobblestones crack and shift, hampering foes. Targets must make a Reflex save [each round] or be knocked prone. Success allows movement at half-speed. Forces Concentration checks. [SR:No; DC:14, Reflex partial]					
☐☐☐☐☐	Ivory Flesh	Transmutation	1 standard action	2 hours	Touch	Fr:p.101
[V,S]	TARGET: Creature touched; EFFECT: +5 Hide check in heavy snow or ice areas. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐	Jump	Transmutation	1 standard action	2 minutes [D]	Touch	PH:p.246
[V, S, M]	TARGET: Creature touched; EFFECT: Subject gets +10 enhancement bonus on Jump checks. [SR:Yes; DC:14, Will negates (harmless)]					
☐☐☐☐☐	Junglerazer	Necromancy	1 standard action	Instantaneous	120 ft.	SC:p.127
[V,S,M]	TARGET: 120-ft. line; EFFECT: Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy. [SR:Yes; DC:14, Reflex half]					
☐☐☐☐☐	Locate Water	Divination	1 standard action	Concentration, up to 20 minutes	Long (480 ft.)	Sa:p.117-118
[V,S,F,DF]	TARGET: Cone-shaped emanation; EFFECT: See text. [SR:No]					
☐☐☐☐☐	Longstrider	Transmutation	1 standard action	2 hours [D]	Personal	PH:p.249
[V, S, M]	TARGET: You; EFFECT: Increases your speed. [SR:No]					
☐☐☐☐☐	Low-Light Vision	Transmutation	1 standard action	1 hour/level	Touch	SC:p.134
[V,M]	TARGET: Creature touched; EFFECT: Target gains low-light vision. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐☐	Magic Fang	Transmutation	1 standard action	2 minutes	Touch	PH:p.250
[V, S, DF]	TARGET: Living creature touched; EFFECT: One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐	Magic Stone	Transmutation [Earth Shugenja]	1 standard action	30 minutes or until discharged	Touch	PH:p.251
[V, S, DF]	TARGET: Up to three pebbles touched; EFFECT: Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
☐☐☐☐☐	Obscuring Mist	Conjuration (Creation) [Storm Domain, Wuj]	1 standard action	2 minutes	20 ft.	PH:p.258
[V, S]	TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: Fog surrounds you. [SR:No]					
☐☐☐☐☐	Omen of Peril	Divination	1 round	Instantaneous	Personal	SC:p.149
[V,F]	TARGET: You; EFFECT: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be; see text.					
☐☐☐☐☐	Pass without Trace	Transmutation [Earth Shugenja]	1 standard action	2 hours [D]	Touch	PH:p.259
[V, S, DF]	TARGET: 2 creatures touched; EFFECT: 2 subjects leaves no tracks. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐	Path of Frost	Transmutation [Cold]	1 standard action; see 1 round/level		30 ft.	DM:p.71
[V, S]	TARGET: One 5-foot square per level [maximum 5], beginning adjacent to your space [S]; EFFECT: A pathway of solid ice races along the ground from your feet, creating a frozen strip that gives off wisps of moisture. This spell creates a pathway or area of slippery ice on the ground. Entering an affected square costs 2 squares of movement; a creature can avoid this hindrance by succeeding on a DC 10 Balance check. If the creature fails the save by 5 or more, it not only spends 2 squares of movement to enter the affected square, but it also falls prone in that square. In addition, any creature that starts its turn in an affected square or that enters an affected square takes 1 point of cold damage. If a creature enters more than one affected square on its turn, it takes damage for each square. This spell can be cast only on solid ground and has no effect when cast on the surface of water or other liquids. If you cast path of frost again before the duration of the first spell ends, any squares within the area of both castings deal 2 points of cold damage. More than two overlapping areas don't stack. Special: A white dragon capable of casting 3rd-level Sorcerer spells can cast this spell as a swift action. [SR:No; DC:14, Reflex negates]					
☐☐☐☐☐	Produce Flame	Evocation [Fire, Fire Shugenja]	1 standard action	2 minutes [D]	0 ft.	PH:p.265
[V, S]	TARGET: Flame in your palm; EFFECT: 1d6+2 damage, touch or thrown. [SR:Yes]					
☐☐☐☐☐	Raging Flame	Transmutation [Fire]	1 standard action	1 minute	Medium (120 ft.)	SC:p.164
[V,S]	TARGET: 30-ft.-radius spread; EFFECT: Causes existing fire to double their heat and radiance; see text. [SR:No]					

* =Domain/Specialty Spell

Druid Spells

☐☐☐☐	Ram's Might	Transmutation	1 standard action	1 minute/level	Personal	SC:p.166
[V,S]	TARGET: You; EFFECT: Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					
☐☐☐☐	Rapid Burrowing	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.166
[V,S,DF]	TARGET: Creature touched; EFFECT: Improves existing burrow speed by 20 ft. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]					
☐☐☐☐	Remove Scent	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.173
[V,S,M]	TARGET: Creature touched; EFFECT: Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes. [SR:Yes; DC:14, Will negates]					
☐☐☐☐	Resist Planar Alignment	Abjuration	1 standard action	1 round/level	Touch	SC:p.174
[V,S,DF]	TARGET: Creature touched; EFFECT: Grants limited protection from a plane's alignment traits; see text. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐	Rot of Ages	Conjuration, Necromancy (Creation)	1 standard action; see 2 rounds		Close (30 ft.)	DM:p.72
[V, S]	TARGET: One creature; EFFECT: A cloud of rotting plant and animal matter swirls up from the ground around your target, encompassing it in a whirlwind of decay. This spell encompasses your target in a cloud of rotting debris. The target is sickened for 2 rounds. Furthermore, all other creatures are treated as having concealment against the target. A successful Fortitude save negates the sickness, but not the concealment. Nonliving creatures are unaffected by the sickness effect. A living creature already under the effect of rot of ages that fails a save against a second casting of the spell is nauseated [rather than sickened] for as long as both effects last [and then sickened for the remainder of the second spell's duration]. Special: A black dragon capable of casting 3rd-level Sorcerer spells can cast this spell as a swift action. [SR:No; DC:14, Fortitude partial]					
☐☐☐☐	Sandblast	Evocation	1 standard action	Instantaneous	10 ft.	SC:p.180
[V,S,DF]	TARGET: 10-ft.-radius burst centered on your hands; EFFECT: Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round. [SR:Yes; DC:14, Reflex half]					
☐☐☐☐	Shillelagh	Transmutation	1 standard action	2 minutes	Touch	PH:p.278
[V, S, DF]	TARGET: One touched nonmagical oak club or quarterstaff; EFFECT: Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 2 minutes. [SR:Yes (object); DC:14, Will negates (object)]					
☐☐☐☐	Silvered Claws	Transmutation	1 standard action	1 minute/level	Touch	BE:p.107
[V, S, DF]	TARGET: One living creature touched; EFFECT: This spell allows the target to treat all of its natural attacks as silvered weapons. The spell affects slam attacks, fist or claw attacks, bite attacks, and any other natural weapons the target creature possesses. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage, however. Silvered claws can be made permanent with a permanency spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐	Slow Burn	Transmutation [Fire]	1 standard action	1 minute	Medium (120 ft.)	SC:p.192
[V,S,M/DF]	TARGET: 30-ft.-radius spread; EFFECT: Doubles the amount of time to put out a fire; see text. [SR:No]					
☐☐☐☐	Snake's Swiftess	Transmutation	1 standard action	Instantaneous	Close (30 ft.)	SC:p.193
[V,S,M/DF]	TARGET: One allied creature; EFFECT: Subject may make another single attack melee or ranged; see text. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐	Snowdrift	Transmutation	1 standard action	Instantaneous	Touch	Fr:p.104
[V,S,M/DF]	TARGET: Snow touched, up to 12 cu. ft.; EFFECT: Form existing snow into any shape that suits your purpose. [SR:No]					
☐☐☐☐	Snowshoes	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.194
[V,S]	TARGET: Creature touched; EFFECT: Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐	Snowsight	Transmutation	1 standard action	2 hours	Touch	Fr:p.104
[V,S,DF]	TARGET: Creature touched; EFFECT: See normal even in whiteout conditions. [SR:Yes (harmless)]					
☐☐☐☐	Speak with Animals	Divination [Water Shugenja]	1 standard action	2 minutes	Personal	PH:p.281
[V, S]	TARGET: You; EFFECT: You can communicate with animals. [SR:No]					
☐☐☐☐	Spider Hand	Transmutation	1 standard action	Concentration, up to 1 minute/level	Personal	BV:BoVD
[V, S]	TARGET: caster's hand; EFFECT: Caster's hand becomes a small monstrous spider. [SR:No]					
☐☐☐☐	Spore Field	Transmutation	1 standard action	1 minute/level	Medium (120 ft.)	CS:null
[V, S, DF]	TARGET: 10-ft.-radius spread; EFFECT: Mushrooms grow from ground, slowing movement and sickening living creatures. [SR:No; DC:14, Fortitude partial; see text]					
☐☐☐☐	Summon Desert Ally I	Conjuration (Summoning)	1 round	2 rounds [D]	Close (30 ft.)	Sa:p.122
[V,S,DF]	TARGET: One or more creatures, no two of which can be more than 30ft apart; EFFECT: Create a dustform creature [pg.161]; see text. [SR:No]					
☐☐☐☐	Summon Nature's Ally I	Conjuration (Summoning)	1 round	2 rounds [D]	Close (30 ft.)	PH:p.288
[V, S, DF]	TARGET: One summoned creature; EFFECT: Examples are Celestial: dog, owl, giant fire beetle, badger, monkey. Fiendish: dire rat, raven, monstrous centipede/scorpion/spider, snake, octopus, hawk Calls creature to fight. [SR:No]					
☐☐☐☐	Sunstroke	Necromancy	1 standard action	Instantaneous	Close (30 ft.)	Sa:p.123
[V,S]	TARGET: One living creature; EFFECT: Cause heatstroke by inflicting 2d6 points nonlethal; see text. [SR:Yes; DC:14, Fort partial; See text]					
☐☐☐☐	Surefooted Stride	Transmutation	1 standard action	1 minute/level	Personal	SC:p.216
[V,S]	TARGET: You; EFFECT: Move through difficult terrain at full speed. Gain +2 Climb checks. [SR:No]					
☐☐☐☐	Suspend Disease	Abjuration	1 standard action	24 hours	Touch	BV:BoVD
[V, S, M]	TARGET: One creature; EFFECT: Keeps disease from harming creature for 24 hours. [SR:Yes; DC:14, Fortitude negates (harmless)]					
☐☐☐☐	Thunderhead	Evocation [Electricity]	1 standard action	1 round/level	Close (30 ft.)	SC:p.219
[V,S,M]	TARGET: One creature; EFFECT: Miniature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage. [SR:Yes; DC:14, Reflex negates; see text]					
☐☐☐☐	Traveler's Mount	Transmutation	1 standard action	1 hour/level	Touch	SC:p.223
[V,S]	TARGET: Animal or magical beast touched; EFFECT: +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. [SR:Yes; DC:14, Will negates]					
☐☐☐☐	Twilight Luck	Abjuration [Good]	1 standard action	1 minute/level	Touch	BE:p.110
[V, Abstinence]	TARGET: One nonevil creature touched; EFFECT: By means of this spell, the caster can impart the luck of the fey to one nonevil being. The target gains a +1 luck bonus on all saving throws for the duration of the spell. Abstinence: The caster must refrain from imbibing alcohol for 3 days prior to casting this spell. [SR:Yes (harmless)]					
☐☐☐☐	Udraft	Conjuration (Creation) [Air]	1 swift action	Instantaneous	Personal	SC:p.228
[V,S,M]	TARGET: You; EFFECT: Gain 10 ft. per level of altitude, and then gently float back to the ground.					
☐☐☐☐	Vigor, Lesser	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 15]	Touch	SC:p.229
[V,S]	TARGET: Living creature touched; EFFECT: Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐	Vine Strike	Divination	1 swift action	1 round	Personal	SC:p.230
[V,DF]	TARGET: You; EFFECT: Allows sneak attacks against plants if you already have the ability.					
☐☐☐☐	Wall of Smoke	Conjuration (Creation)	1 standard action	1 round/level	Close (30 ft.)	SC:p.235
[V,S]	TARGET: A straight wall whose area is up to one 10-ft. square/level [S]; EFFECT: Makes a wall of black smoke, causes nausea; see text. [SR:No; DC:14, Fortitude partial; see text]					
☐☐☐☐	Waste Strider	Transmutation	1 standard action	2 hours [D]	Touch	Sa:p.128
[V,S,DF]	TARGET: One touched creature; EFFECT: Unrestricted desert movement. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐	Winged Watcher	Transmutation (Polymorph)	1 swift action	1 round/level [D]	Personal	CS:null
[V, S]	TARGET: You; EFFECT: You take the form of an owl [MM 277] or raven [MM 278], as chosen when you cast the spell.					
☐☐☐☐	Wings of the Sea	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[S,M]	TARGET: Creature touched; EFFECT: Increases creatures swim speed by 30 ft. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]					
☐☐☐☐	Winter Chill	Transmutation [Cold]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.241
[V,S]	TARGET: One creature; EFFECT: Creature must succeed on save or take 1d6 points of cold damage and become fatigued. [SR:Yes; DC:14, Fortitude negates]					
☐☐☐☐	Wood Wose	Conjuration (Creation)	1 standard action	1 hour/level	Close (30 ft.)	SC:p.242
[V,S,DF]	TARGET: One nature servant; EFFECT: Summon minor nature spirit to perform simple natural tasks. [SR:No]					

* =Domain/Speciality Spell

Celaena

Half-Elf

RACE

28

AGE

Female

GENDER

Low-Light Vision

VISION

None

ALIGNMENT

Right

DOMINANT HAND

5' 4"

HEIGHT

145 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: