

Rikar

Character Name

Druid 1

CLASS

1 (1)

Character Level (CR)

0 / 1000

EXP/NEXT LEVEL

Player Name

Orc / Humanoid

RACE

23

AGE

Female

GENDER

Nerull

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Neutral Evil

Alignment

Darkvision (60 ft.)

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

19 +4 19 +4

DEX

9 -1 9 -1

CON

10 +0 10 +0

INT

7 -2 7 -2

WIS

10 +0 10 +0

CHA

6 -2 6 -2

SAVING THROWS

TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP

FORTITUDE +2 = +2 + +0 + +0 + +0 + +0 +

REFLEX -1 = +0 + -1 + +0 + +0 + +0 +

WILL +2 = +2 + +0 + +0 + +0 + +0 +

MELEE

TOTAL +4 = BASE ATTACK BONUS +0 + STAT +4 + SIZE +0 + MISC +0 + EPIC +0 + TEMP

RANGED

-1 = +0 + -1 + +0 + +0 + +0 +

GRAPPLE

+4 = +0 + +4 + +0 + +0 + +0 +

UNARMED

TOTAL ATTACK BONUS +0 DAMAGE 1d3+4 CRITICAL 20/x2 REACH 5 ft.

Special Properties:

Shortspear

TOTAL ATTACK BONUS +4 DAMAGE 1d6+4

Range: 20 ft. To Hit: -1 Damage: 1d6+4

TH -3 -3 -5 -7 -9

Dam 1d6+4 1d6+4 1d6+4 1d6+4 1d6+4

Special Properties: A shortspear is small enough to wield one-handed. It may also be thrown.

Sling

TOTAL ATTACK BONUS +4 DAMAGE 1d4+4

Range: 30 ft. To Hit: -1 Damage: 1d4+4

TH -1 -3 -5 -7 -9

Dam 1d4+4 1d4+4 1d4+4 1d4+4 1d4+4

TH -11 -13 -15 -17 -19

Dam 1d4+4 1d4+4 1d4+4 1d4+4 1d4+4

Special Properties: A sling hurls lead bullets. It doesn't shoot as far as a crossbow, nor is it as powerful as a bow, but it's cheap and easy to improvise from common materials. Druids and halflings favor slings. Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you., and you take a -1 penalty on attack rolls.

Club

TOTAL ATTACK BONUS +4 DAMAGE 1d6+4

Range: 10 ft. To Hit: -1 Damage: 1d6+4

TH -1 -3 -5 -7 -9

Dam 1d6+4 1d6+4 1d6+4 1d6+4 1d6+4

Special Properties: A wooden club is so easy to find and fashion that it has no cost.

*: 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

*Leafweave Hide Medium +3 +5 -1 15

Hardness of 2 and 5 hp per inch

HP hit points 8

AC armor class 12

INITIATIVE modifier -1

Encumbrance Light

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED Walk 20 ft.

TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION DODGE Morale Insight Sacred Profane MISC

MISS CHANCE Arcane Spell Failure ARMOR CHECK PENALTY SPELL RESIST ACID RESIST COLD RESIST ELEC. RESIST FIRE RESIST

TOTAL SKILLPOINTS: 12

SKILLS MAX RANKS: 4/2/0

SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER

Appraise INT -2 = -2

Balance DEX -2 = -1 + -1

Bluff CHA -2 = -2

Climb STR 3 = 4 + -1

Concentration CON 0 = 0

Craft (Untrained) INT -2 = -2

Diplomacy CHA -2 = -2

Diplomacy (Wild Empathy (Animals)) CHA -1 = -2 + 1

Diplomacy (Wild Empathy (Magical Beasts)) CHA -5 = -2 + -3

Disguise CHA -2 = -2

Escape Artist DEX -2 = -1 + -1

Forgery INT -2 = -2

Gather Information CHA -2 = -2

Heal WIS 4 = 0 + 4

Hide DEX -2 = -1 + -1

Intimidate CHA -2 = -2

Jump STR -3 = 4 + -7

Knowledge (Untrained) INT -2 = -2

Listen WIS 4 = 0 + 4

Move Silently DEX -2 = -1 + -1

Ride DEX -1 = -1

Search INT -2 = -2

Sense Motive WIS 0 = 0

Spot WIS 0 = 0

Survival WIS 6 = 0 + 4 + 2

Swim STR 2 = 4 + -2

Use Rope DEX -1 = -1

= + +

= + +

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

Conditional Skill Modifiers:

Wild Empathy is +1 for Animals and +5 for Magical Beasts

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Peasant's Outfit	Equipped	1	2 / 0
This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.			
Leafweave Hide	Equipped	1	20 / 755
Hardness of 2 and 5 hp per inch			
Shortspear	Carried	1	3 / 1
A shortspear is small enough to wield one-handed. It may also be thrown.			
Sling	Carried	1	0 / 0
A sling hurls lead bullets. It doesn't shoot as far as a crossbow, nor is it as powerful as a bow, but it's cheap and easy to improvise from common materials. Druids and halflings favor slings. Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you., and you take a -1 penalty on attack rolls.			
Club	Carried	1	3 / 0
A wooden club is so easy to find and fashion that it has no cost.			
Scroll (Cure Light Wounds)	Carried	4	0 (0) / 25 (100)
□□□□ Cures 1d8+1 damage (PH P.215)			
Scroll (Entangle)	Carried	1	0 / 25
□			
TOTAL WEIGHT CARRIED/VALUE		26.05 lbs.	881gp

WEIGHT ALLOWANCE			
Light	116	Medium	233
Lift over head	350	Lift off ground	700
		Heavy	350
		Push / Drag	1750

MONEY	
Total =	0 gp [Unspent Funds = 19 gp]

MAGIC	
Languages	
Common, Druidic, Orc	

Other Companions	

Special Qualities	
Animal Companion (Ex)	[PH]

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.

Darkvision (Ex) [PH]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Light Sensitivity (Ex) [MM]

Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Nature Sense (Ex) [PH]

A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Spells [PH]

A druid casts divine spells. A druid must choose and prepare her spells in advance.

Spontaneous Casting [PH]

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 [PH]

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) [PH]

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 +-1 [PH]

Feats	
Storm Magic	[STO]
You gain a boost in spellcasting power during storms.	
All spells you cast while you are affected by a storm (either natural or magical) are at +1 caster level.	

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	3	1	—	—	—	—	—	—	—	—

LEVEL 0 / Per Day:3 / Caster Level:1

Name	School	Time	Duration	Range	Source
□□□□ Create Water [V, S] TARGET: Up to 2 gallons of water; EFFECT: Creates 2 gallons of pure water. [SR:No]	Conjuration (Creation) [Water, Water Shugenja]	1 standard action	Instantaneous	Close (25 ft.)	PH:p.215
□□□□ Cure Minor Wounds [V, S] TARGET: Creature touched; EFFECT: Cures 1 point of damage. [SR:Yes (harmless); see text; DC:10, 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:10, 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 1 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 (25 ft.)	PH:p.219
□□□□ Flare [V] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:10, Fortitude negates]	Evocation [Light, WuJenFire, Fire Shugenja]	1 standard action	Instantaneous	Close (25 ft.)	PH:p.232
□□□□ Guidance [V, S] TARGET: Creature touched; EFFECT: +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:10, 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, Fire Shugenja, Evocation]	1 standard action	10 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:10, 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:10, Fortitude negates (harmless)]	Necromancy	10 minutes	24 hours	Touch	BV:BoVD
□□□□ Purify Food and Drink [V, S] TARGET: 1 cu. ft. of contaminated food and water; EFFECT: Purifies 1 cu. ft. of food or water. [SR:Yes (object); DC:10, 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	10 minutes	Personal	PH:p.269
□□□□ Resistance [V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:10, Will negates (harmless)]	Abjuration [Earth Shugenja, Abjuration Dor]	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:10, Fortitude negates (harmless)]	Transmutation [Earth Shugenja]	1 standard action	1 min.	Touch	PH:p.298

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

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, WuJenFire]	1 round	Concentration, up to 1 round/level [D]	Close (25 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, WuJenWater]	1 round	Concentration, up to 1 round/level [D]	Close (25 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 [WuJenWood]	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:11, 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:11, 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 (110 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 (25 ft.)	SC:p.40
□□□□ Calm Animals [V, S] TARGET: Animals within 30 ft. of each other; EFFECT: Calms 2d4 + 1 HD of animals. [SR:Yes; DC:11, Will negates; see text]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	Close (25 ft.)	PH:p.207
□□□□ Camouflage [V,S] TARGET: You; EFFECT: Gain +10 circumstance bonus on Hide checks. [SR:No]	Transmutation	1 standard action	10 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:11, Will negates]	Enchantment (Charm) [Mind-Affecting]	1 standard action	1 hours	Close (25 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	1 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:11, 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	1 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 (440 ft.)	SC:p.49

* =Domain/Specialty Spell

Druid Spells

☐☐☐☐☐ Cold Fire	Transmutation [Cold]	1 standard action	1 minute/level [fire source] or Instantane	Close (25 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:11, No [fire] or Fortitude half]					
☐☐☐☐☐ Conjure Ice Beast I	Conjuration (Creation) [Cold]	1 round	1 rounds [D]	Close (25 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	1 hours	Medium (110 ft.)	Fr:p.92
[V,S,Frostfell] TARGET: 1 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+1 damage. [SR:Yes (harmless); see text; DC:11, 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:11, Will negates [harmless]]					
☐☐☐☐☐ Detect Animals or Plants	Divination	1 standard action	Concentration, up to 10 minutes [D]	Long (440 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 10 minutes [D]	60 ft.	PH:p.220
[V, S] TARGET: Cone-shaped emanation; EFFECT: Reveals natural or primitive traps. [SR:No]					
☐☐☐☐☐ Ease of Breath	Necromancy [Cold]	1 standard action	1 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:11, Will negates (harmless)]					
☐☐☐☐☐ Enrage Animal	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration +1 round/level	Medium (110 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	1 minutes [D]	Long (440 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:11, 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:11, Will negates (harmless)]					
☐☐☐☐☐ Faerie Fire	Evocation [Light, Fire Shugenja]	1 standard action	1 minutes [D]	Long (440 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 (25 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	1 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 (25 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:11, Will negates [harmless]]					
☐☐☐☐☐ Hide from Animals	Abjuration	1 standard action	10 minutes [D]	Touch	PH:p.241
[S, DF] TARGET: 1 creatures touched; EFFECT: Animals can't perceive 1 subjects. [SR:Yes; DC:11, 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:11, Fortitude negates; see text]					
☐☐☐☐☐ Ice Skate	Transmutation	1 standard action	10 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:11, Fort negates (harmless)]					
☐☐☐☐☐ Impede Sun's Brilliance	Abjuration	1 standard action	10 minutes	Close (25 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	1 minutes [D]	Medium (110 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:11, Reflex partial]					
☐☐☐☐☐ Ivory Flesh	Transmutation	1 standard action	1 hours	Touch	Fr:p.101
[V,S] TARGET: Creature touched; EFFECT: +5 Hide check in heavy snow or ice areas. [SR:Yes (harmless); DC:11, Will negates (harmless)]					
☐☐☐☐☐ Jump	Transmutation	1 standard action	1 minutes [D]	Touch	PH:p.246
[V, S, M] TARGET: Creature touched; EFFECT: Subject gets +10 enhancement bonus on Jump checks. [SR:Yes; DC:11, Will negates (harmless)]					
☐☐☐☐☐ Lion's Charge	Transmutation	1 swift action	1 round	Personal	SC:p.133
[V] TARGET: You; EFFECT: Gain pounce ability [make full attack after a charge].					
☐☐☐☐☐ Locate Water	Divination	1 standard action	Concentration, up to 10 minutes	Long (440 ft.)	Sa:p.117-118
[V,S,F,DF] TARGET: Cone-shaped emanation; EFFECT: See text. [SR:No]					
☐☐☐☐☐ Longstrider	Transmutation	1 standard action	1 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:11, Will negates [harmless]]					
☐☐☐☐☐ Magic Fang	Transmutation	1 standard action	1 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:11, 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:11, Will negates (harmless, object)]					
☐☐☐☐☐ Obscuring Mist	Conjuration (Creation) [WujenWater, Water]	1 standard action	1 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	1 hours [D]	Touch	PH:p.259
[V, S, DF] TARGET: 1 creatures touched; EFFECT: 1 subjects leaves no tracks. [SR:Yes (harmless); DC:11, 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:11, Reflex negates]					
☐☐☐☐☐ Produce Flame	Evocation [Fire, Fire Shugenja]	1 standard action	1 minutes [D]	0 ft.	PH:p.265
[V, S] TARGET: Flame in your palm; EFFECT: 1d6+1 damage, touch or thrown. [SR:Yes]					
☐☐☐☐☐ Raging Flame	Transmutation [Fire]	1 standard action	1 minute	Medium (110 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]					
☐☐☐☐☐ 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:11, Fortitude negates [harmless]]					

* =Domain/Speciality Spell

Druid Spells

☐☐☐☐	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 ghastrs or troglodytes. [SR:Yes; DC:11, 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:11, Will negates [harmless]]					
☐☐☐☐	Rot of Ages	Conjuration, Necromancy (Creation)	1 standard action; see 2 rounds		Close (25 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:11, 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:11, Reflex half]					
☐☐☐☐	Shillelagh	Transmutation	1 standard action	1 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 1 minutes. [SR:Yes (object); DC:11, 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:11, Will negates (harmless)]					
☐☐☐☐	Slow Burn	Transmutation [Fire]	1 standard action	1 minute	Medium (110 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 (25 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:11, Will negates [harmless]]					
☐☐☐☐	Snowdrift	Transmutation	1 standard action	Instantaneous	Touch	Fr:p.104
[V,S,M/DF]	TARGET: Snow touched, up to 11 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:11, Will negates [harmless]]					
☐☐☐☐	Snowsight	Transmutation	1 standard action	1 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	1 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 (110 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:11, Fortitude partial; see text]					
☐☐☐☐	Summon Desert Ally I	Conjuration (Summoning)	1 round	1 rounds [D]	Close (25 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	1 rounds [D]	Close (25 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 (25 ft.)	Sa:p.123
[V,S]	TARGET: One living creature; EFFECT: Cause heatstroke by inflicting 2d6 points nonlethal; see text. [SR:Yes; DC:11, 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:11, Fortitude negates (harmless)]					
☐☐☐☐	Thunderhead	Evocation [Electricity]	1 standard action	1 round/level	Close (25 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:11, 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:11, Will negates]					
☐☐☐☐	Updraft	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:11, 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 (25 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:11, Fortitude partial; see text]					
☐☐☐☐	Waste Strider	Transmutation	1 standard action	1 hours [D]	Touch	Sa:p.128
[V,S,DF]	TARGET: One touched creature; EFFECT: Unrestricted desert movement. [SR:Yes (harmless); DC:11, 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:11, Fortitude negates [harmless]]					
☐☐☐☐	Winter Chill	Transmutation [Cold]	1 standard action	Instantaneous	Close (25 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:11, Fortitude negates]					
☐☐☐☐	Wood Wose	Conjuration (Creation)	1 standard action	1 hour/level	Close (25 ft.)	SC:p.242
[V,S,DF]	TARGET: One nature servant; EFFECT: Summon minor nature spirit to perform simple natural tasks. [SR:No]					

* =Domain/Specialty Spell

Rikar

Orc

RACE

23

AGE

Female

GENDER

Darkvision (60 ft.)

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

/
HAIR / HAIR STYLE

PHOBIAS

/
PERSONALITY TRAITS

INTERESTS

/
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Nerull

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: