

**Wolvein** NAME: Drd2 CLASS: 2 Character Level: 2  
 2690 EXPERIENCE: 3000 NEXT LEVEL: 3000  
**Brandon** PLAYERNAME: Half-Elf RACE: Medium SIZE: 5' 10" HEIGHT: 120 lbs. WEIGHT: Low-light VISION: -3 POINTS: True Neutral ALIGNMENT

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	17	+3	17	+3	17	+3
<b>CON</b> Constitution	15	+2	15	+2	15	+2
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	18	+4	18	+4	18	+4
<b>CHA</b> Charisma	9	-1	9	-1	9	-1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
19				Walk 30 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
17	17	14	13	10	2	2	3	0	0	0		25	-2	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
modifier	+3	+3	+0

BASE ATTACK	bonus
	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	+3	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+3	+0	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+7	+3	+4	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+3	+1	+2	+0	+0	+0	

RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+4	+1	+3	+0	+0	+0	

GRAPPLE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+3	+1	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3	1d3+2	20/x2

Quarterstaff	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B/B	M	20/x2

TOTAL ATTACK BONUS	DAMAGE
+3	1d6+3

Special Properties

*Scimitar	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	S	M	18-20/x2

To Hit	Dam	To Hit	Dam
1H-P: +3	1d6+2	2W-P-(OH): -3	1d6+2
1H-O: -1	1d6+1	2W-P-(OL): -1	1d6+2
2H: +3	1d6+3	2W-OH: -7	1d6+1

Special Properties

Sling	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B	M	20/x2

Ammunition: Bullets (Sling/10)

To Hit	30 ft.	50 ft.	100 ft.	150 ft.	200 ft.
	+4	+4	+2	+0	-2

Dam	30 ft.	50 ft.	100 ft.	150 ft.	200 ft.
	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2

Special Properties

\*: 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
*Leather	Light	+2	+6	+0	10
*Shield, Heavy	Heavy	+2		-2	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5
✓ Appraise	INT	1	= 1	+ +	
✓ Balance	DEX	1	= 3	+ +	-2
✓ Bluff	CHA	-1	= -1	+ +	
✓ Climb	STR	0	= 2	+ +	-2
✓ Concentration	CON	7	= 2	+ 5.0	
✓ Craft (Untrained)	INT	1	= 1	+ +	
✓ Diplomacy	CHA	1	= -1	+ +	2
✓ Disguise	CHA	-1	= -1	+ +	
✓ Escape Artist	DEX	1	= 3	+ +	-2
✓ Forgery	INT	1	= 1	+ +	
✓ Gather Information	CHA	1	= -1	+ +	2
✓ Handle Animal	CHA	6	= -1	+ 5.0	2
✓ Heal	WIS	6	= 4	+ 2.0	
✓ Hide	DEX	1	= 3	+ +	-2
✓ Intimidate	CHA	-1	= -1	+ +	
✓ Jump	STR	0	= 2	+ +	-2
✓ Knowledge (Nature)	INT	6	= 1	+ 3.0	2
✓ Listen	WIS	6	= 4	+ 1.0	1
✓ Move Silently	DEX	1	= 3	+ +	-2
✓ Ride	DEX	9	= 3	+ 2.0	4
✓ Search	INT	2	= 1	+ +	1
✓ Sense Motive	WIS	4	= 4	+ +	
✓ Spellcraft	INT	4	= 1	+ 3.0	
✓ Spot	WIS	6	= 4	+ 1.0	1
✓ Survival	WIS	8	= 4	+ 2.0	2
✓ Swim	STR	-1	= 2	+ 1.0	-4
✓ Use Rope	DEX	3	= 3	+ +	
			= +	+ +	
			= +	+ +	

✓: can be used untrained. X: exclusive skills

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Backpack <small>11 lbs., 1 Lamp (Common), 1 Rope (Hempen/50 Ft.)</small>	Carried	1	2.0	2.0
Quarterstaff	Carried	1	4.0	0.0
Bullets, Sling (10)	Carried	1	5.0	0.1
☐ Bullets, Sling (10)	Sling	1	5.0	0.1
☐ Lamp (Common)	Backpack	1	1.0	0.1
Leather	Equipped	1	15.0	10.0
Explorer's Outfit	Equipped	1	8.0	0.0
Rope (Hempen/50 Ft.)	Backpack	1	10.0	1.0
Scimitar	Equipped	1	4.0	15.0
Shield, Heavy	Equipped	1	10.0	7.0
Sling <small>5 lbs., 1 Bullets, Sling (10)</small>	Carried	1	0.0	0.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			56 lbs. 35.3 gp	

## WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

## SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.	
Animal Companion (Ex)	
Elven Blood	
Immunity to sleep spells and similar magical effects.	
Nature Sense (Ex)	
Wild Empathy (Ex) +3	
Woodland Stride (Ex)	

## FEATS

Animal Affinity	You get a +2 bonus on all Handle Animal checks and Ride checks.
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Armor Proficiency (Light)	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)	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	You can use a shield and take only the standard penalties.

## PROFICIENCIES

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

Common, Druidic, Elven

### Animal Companion: Wolfie (Wolf)

HP:	16	AC:	14	INIT:	+2
FORT:	+5	REF:	+5	WILL:	+1
*Bite (Natural/Primary)	+3	DAM:	1d6+1	CRIT:	20/x2
Special:	Animal Traits, Link (Ex), Scent (Ex), Share Spells (Ex), Trip (Ex)				

# Druid Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water	14	None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 4 gallons of pure water.					<i>Target:</i> Up to 4 gallons of water			<i>Caster Level:</i> 2	
□□□□ Cure Minor Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
□□□□ Detect Magic	14	None	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 2	
□□□□ Detect Poison	14	None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 2	
□□□□ Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (30 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 2	
□□□□ Guidance	14	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
□□□□ Know Direction	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> You discern north.					<i>Target:</i> You			<i>Caster Level:</i> 2	
□□□□ Light	14	None	1 standard action	20 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 2	
□□□□ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 2	
□□□□ Purify Food and Drink	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 2 cu. ft. of food or water.					<i>Target:</i> 2 cu. ft. of contaminated food and water			<i>Caster Level:</i> 2	
□□□□ Read Magic	14	None	1 standard action	20 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 2	
□□□□ Resistance	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
□□□□ Virtue	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Calm Animals	15	Will negates; see text	1 standard action	2 minutes	Close (30 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 2 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other			<i>Caster Level:</i> 2	
□□□□ Charm Animal	15	Will negates	1 standard action	2 hours	Close (30 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal			<i>Caster Level:</i> 2	
□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+2 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
□□□□ Detect Animals or Plants	15	None	1 standard action	Concentration, up to 20 minutes [D]	Long (480 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 2	
□□□□ Detect Snares and Pits	15	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 2	
□□□□ Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
□□□□ Entangle	15	Reflex partial; see text	1 standard action	2 minutes [D]	Long (480 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 2	
□□□□ Faerie Fire	15	None	1 standard action	2 minutes [D]	Long (480 ft.)	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.					<i>Target:</i> Creatures and objects within a 5-ft.-radius burst			<i>Caster Level:</i> 2	
□□□□ Goodberry	15	None	1 standard action	2 days	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> 2d4 berries each cure 1 hp (max 8 hp/24 hours).					<i>Target:</i> 2d4 fresh berries touched			<i>Caster Level:</i> 2	
□□□□ Hide from Animals	15	Will negates (harmless)	1 standard action	20 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 2 subjects.					<i>Target:</i> 2 creatures touched			<i>Caster Level:</i> 2	
□□□□ Jump	15	Will negates (harmless)	1 standard action	2 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject gets bonus on Jump checks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
□□□□ Longstrider	15	None	1 standard action	2 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.					<i>Target:</i> You			<i>Caster Level:</i> 2	
□□□□ Magic Fang	15	Will negates (harmless)	1 standard action	2 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 2	

\* = Domain/Specialty Spell

## Druid Spells

□□□□□	Magic Stone	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.						<i>Target:</i> Up to three pebbles touched		<i>Caster Level:</i> 2		
□□□□□	Obscuring Mist	15	None	1 standard action	2 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.						<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 2		
□□□□□	Pass without Trace	15	Will negates (harmless)	1 standard action	2 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 2 subjects leaves no tracks.						<i>Target:</i> 2 creatures touched		<i>Caster Level:</i> 2		
□□□□□	Produce Flame	15	None	1 standard action	2 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsP-R.rtf
<i>Effect:</i> 1d6+2 damage, touch or thrown.						<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 2		
□□□□□	Shillelagh	15	Will negates (object)	1 standard action	2 minutes	Touch	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 2 minutes.						<i>Target:</i> One touched nonmagical oak club or quarterstaff		<i>Caster Level:</i> 2		
□□□□□	Speak with Animals	15	None	1 standard action	2 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.						<i>Target:</i> You		<i>Caster Level:</i> 2		
□□□□□	Summon Nature's Ally I	15	None	1 round	2 rounds [D]	Close (30 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.						<i>Target:</i> One summoned creature		<i>Caster Level:</i> 2		

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Animal Messenger	16	None; see text	1 standard action	2 days	Close (30 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Sends a Tiny animal to a specific place.						<i>Target:</i> One Tiny animal		<i>Caster Level:</i> 2		
□□□□□	Animal Trance	16	Will negates; see text	1 standard action	Concentration	Close (30 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Fascinates 2d6 HD of animals.						<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2		<i>Caster Level:</i> 2		
□□□□□	Barkskin	16	None	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Grants +2 enhancement to natural armor.						<i>Target:</i> Living creature touched		<i>Caster Level:</i> 2		
□□□□□	Bear's Endurance	16	Will negates (harmless)	1 standard action	2 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 2 minutes.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
□□□□□	Bull's Strength	16	Will negates (harmless)	1 standard action	2 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 2 minutes.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
□□□□□	Cat's Grace	16	Will negates (harmless)	1 standard action	2 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 2 minutes.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
□□□□□	Chill Metal	16	Will negates (object)	1 standard action	7 rounds	Close (30 ft.)	V, S, DF	Yes (object)	Transmutation [Cold]	RSRD: SpellsC.rtf
<i>Effect:</i> Cold metal damages those who touch it.						<i>Target:</i> Metal equipment of 1 creatures, no two of which can be more than 30 ft. apart; or 50 lbs of metal		<i>Caster Level:</i> 2		
□□□□□	Delay Poison	16	Fortitude negates (harmless)	1 standard action	2 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 2 hours.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
□□□□□	Fire Trap	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Opened object deals 1d4+2 fire damage.						<i>Target:</i> Object touched		<i>Caster Level:</i> 2		
□□□□□	Flame Blade	16	None	1 standard action	2 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Touch attack deals 1d8 +1 fire damage.						<i>Target:</i> Sword-like beam		<i>Caster Level:</i> 2		
□□□□□	Flaming Sphere	16	Reflex negates	1 standard action	2 rounds	Medium (120 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 2 rounds.						<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 2		
□□□□□	Fog Cloud	16	None	1 standard action	20 minutes	Medium (120 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Fog obscures vision.						<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 2		
□□□□□	Gust of Wind	16	Fortitude negates	1 standard action	1 round	60 ft.	V, S	Yes	Evocation [Air]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blows away or knocks down smaller creatures.						<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range		<i>Caster Level:</i> 2		
□□□□□	Heat Metal	16	Will negates (object)	1 standard action	7 rounds	Close (30 ft.)	V, S, DF	Yes (object)	Transmutation [Fire]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Make metal so hot it damages those who touch it.						<i>Target:</i> Metal equipment of 1 creatures, no two of which can be more than 30 ft. apart; or 50 lb. of metal, all of which must be within a 30-ft. circle		<i>Caster Level:</i> 2		
□□□□□	Hold Animal	16	Will negates; see text	1 standard action	2 rounds [D]; see text	Medium (120 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 2 rounds.						<i>Target:</i> One animal		<i>Caster Level:</i> 2		
□□□□□	Owl's Wisdom	16	Will negates (harmless)	1 standard action	2 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 2 minutes.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
□□□□□	Reduce Animal	16	None	1 standard action	2 hours [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Shrinks one willing animal.						<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size		<i>Caster Level:</i> 2		
□□□□□	Resist Energy	16	Fortitude negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first $[(1+1)*10]$ points of damage/attack from specified energy type.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
□□□□□	Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
□□□□□	Soften Earth and Stone	16	None	1 standard action	Instantaneous	Close (30 ft.)	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.						<i>Target:</i> 20 ft. square; see text		<i>Caster Level:</i> 2		
□□□□□	Spider Climb	16	Will negates	1	20 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf

\* =Domain/Speciality Spell

# Druid Spells

	(harmless)		standard action							
<i>Effect:</i> Grants ability to walk on walls and ceilings.										
□□□□ Summon Nature's Ally II	16	None	1 round	2 rounds [D]	<i>Target:</i> Creature touched	Close (30 ft.)	V, S, DF	No	<i>Caster Level:</i> 2	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 2	RSRD: SpellsS.rtf
□□□□ Summon Swarm	16	None	1 round	Concentration + 2 rounds	Close (30 ft.)	V, S, M/DF	No		Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Summons swarm of bats, rats, or spiders.					<i>Target:</i> One swarm of bats, rats, or spiders				<i>Caster Level:</i> 2	
□□□□ Tree Shape	16	None	1 standard action	2 hours [D]	Personal	V, S, DF	No		Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> You look exactly like a tree for 2 hours.					<i>Target:</i> You				<i>Caster Level:</i> 2	
□□□□ Warp Wood	16	Will negates (object)	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes (object)		Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Bends wood [shaft, handle, door, plank].					<i>Target:</i> 2 Small wooden objects, all within a 20-ft. radius				<i>Caster Level:</i> 2	
□□□□ Wood Shape	16	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)		Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Rearranges wooden objects to suit you.					<i>Target:</i> One touched piece of wood no larger than 12 cu. ft.				<i>Caster Level:</i> 2	

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: