

Cecilia Lyell

Character Name
Druid 5
 CLASS
 5 (4) 15000 / 23000
 Character Level (CR) EXP/NEXT LEVEL

Marie

Player Name
Human / Humanoid
 RACE
 24 Female
 AGE GENDER

Sarenrae

Deity
Medium / 5 ft.
 SIZE / FACE
 Dark Green
 EYES

None

Region
5' 4" / 0 lbs.
 HEIGHT / WEIGHT
 Light Brown, Curly
 HAIR

Neutral Good

Alignment
Normal
 VISION
 25
 Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1		
DEX Dexterity	14	+2	14	+2		
CON Constitution	14	+2	14	+2		
INT Intelligence	10	+0	10	+0		
WIS Wisdom	21	+5	21	+5		
CHA Charisma	10	+0	10	+0		

HP hit points: **34**

AC armor class: **16** (TOTAL) **14** (FLAT) **12** (TOUCH) = **10** (BASE) + **4** (ARMOR BONUS) + **0** (SHIELD BONUS) + **2** (STAT) + **0** (SIZE) + **0** (NATURAL ARMOR) + **0** (DEFLECTION) + **0** (DODGE) + **0** (MORALE)

INITIATIVE modifier: **+8** (TOTAL) = **+2** (DEX MODIFIER) + **+6** (MISC MODIFIER)

Encumbrance **Medium**
 (rules applied)

SPEED
Walk 20 ft.

SKILLS TOTAL SKILLPOINTS: 25 MAX RANKS: 5/5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-1	=	2	+ -3
✓ Acrobatics (Jump)	DEX	-5	=	2	+ -7
✓ Appraise	INT	0	=	0	
✓ Bluff	CHA	0	=	0	
✓ Climb	STR	0	=	-1 + 1	
✓ Craft (Untrained)	INT	0	=	0	
✓ Diplomacy	CHA	0	=	0	
✓ Disguise	CHA	0	=	0	
✓ Escape Artist	DEX	0	=	2 + 1 + -3	
✓ Fly	DEX	7	=	2 + 5	
✓ Handle Animal	CHA	6	=	0 + 3 + 3	
✓ Heal	WIS	11	=	5 + 3 + 3	
✓ Intimidate	CHA	0	=	0	
Knowledge (Nature)	INT	10	=	0 + 5 + 5	
Linguistics(Undercommon)	INT	1	=	0 + 1	
✓ Perception	WIS	13	=	5 + 5 + 3	
✓ Perform (Untrained)	CHA	0	=	0	
✓ Ride	DEX	3	=	2 + 1	
✓ Sense Motive	WIS	5	=	5	
✓ Spellcraft	INT	6	=	0 + 3 + 3	
✓ Stealth	DEX	-1	=	2	+ -3
✓ Survival	WIS	11	=	5 + 1 + 5	
✓ Swim	STR	0	=	-1 + 1	

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+6	= +4	+2	+0	+0	+0	
REFLEX (dexterity)	+3	= +1	+2	+0	+0	+0	
WILL (wisdom)	+9	= +4	+5	+0	+0	+0	

Conditional Save Modifiers:
 +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	= +3	-1	+0	+0	0	
RANGED attack bonus	+5	= +3	+2	+0	+0	0	
CMB attack bonus	+2	= +3	-1	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+2	+2	+2	+2	+2	+2
CMD	14	14	14	14	14	14

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
UNARMED (nonlethal only)	+2	1d3-1	20/x2	5 ft.

*: 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
*Hide	Medium	+4	+4	-3	20

Druid Wildshape
 Uses per day
 Duration = 5 Hours

Storm Burst

Uses per Day

Storm Burst (Sp):As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6+2 points of nonlethal damage. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability 16 times per day [Paizo Inc. - Core Rulebook, p.48]

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EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Hide	Equipped	1	25 / 15	
Outfit (Artisan's)	Equipped	1	4 / 0	
Rope (Silk/50 ft.)	Equipped	1	5 / 10	
4 hp, DC 24 Strength check to burst				
Torch	Equipped	5	1 (5) / 0 (0.1)	
□□□□□				
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Rations (Trail/Per Day)	Equipped	10	1 (10) / 0.5 (5)	
□□□□□ □□□□□				
TOTAL WEIGHT CARRIED/VALUE		49 lbs.	30.1gp	

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

MONEY	
Total=	0 gp [Unspent Funds = 39.95 gp]

MAGIC	
Languages	
Common, Druidic, Undercommon	

Other Companions	

Traits	
Focused Mind	[Paizo Inc. - Advanced Player's Guide, p.329]
Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.	
Reactionary	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Attacks	
Spontaneous Casting	[Paizo Inc. - Core Rulebook, p.49]
You can channel stored spell energy into summoning spells that you haven't prepared ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower	
Storm Burst (Sp)	[Paizo Inc. - Core Rulebook, p.48]
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Special Qualities	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Weather	[Paizo Inc. - Core Rulebook, p.48]
With power over storm and sky, you can call down the wrath of the gods upon the world below.	
Nature Bond (Ex)	[Paizo Inc. - Core Rulebook, p.50]
At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously. The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in the Animal Companions section beginning on page 51. This animal is a loyal companion that accompanies the druid on her adventures. Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring	

24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.	
Nature Sense (Ex)	[Paizo Inc. - Core Rulebook, p.50]
You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.	
Orisons	[Paizo Inc. - Core Rulebook, p.49]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Resist Nature's Lure (Ex)	[Paizo Inc. - Core Rulebook, p.51]
You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as Blight, Entangle, Spike Growth, and Warp Wood.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Trackless Step (Ex)	[Paizo Inc. - Core Rulebook, p.51]
You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.	
Wild Empathy (Ex)	[Paizo Inc. - Core Rulebook, p.50/64]
You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+5 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, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.	
Wild Shape (Su)	[Paizo Inc. - Core Rulebook, p.51]
You can change shape 1 time / day for up to 5 hours You can change into any Small or Medium animal. When changing into an animal, this functions as Beast Shape I	
Woodland Stride (Ex)	[Paizo Inc. - Core Rulebook]
You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.	

Feats	
Augment Summoning	[Paizo Inc. - Core Rulebook, p.118]
Your summoned creatures are more powerful and robust than most.	
Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.	
Improved Initiative	[Paizo Inc. - Core Rulebook, p.127]
Your quick reflexes allow you to react quickly to danger.	
You get a +4 bonus on initiative checks.	
Natural Spell	[Paizo Inc. - Core Rulebook, p.131]
You can cast spells even while in a form that cannot normally cast spells.	
You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.	
Spell Focus (Conjuration)	[Paizo Inc. - Core Rulebook, p.134]
Any spells you cast of your chosen school of magic are more difficult to resist.	
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	

Domains	
Weather	
With power over storm and sky, you can call down the wrath of the gods upon the world below.	

Proficiencies	
Club, Dagger, Dart, Grapple, Quarterstaff, Scimitar, Scythe, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike	

Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	5+1	3+1	2+1	—	—	—	—	—	—
Concentration	+12									

LEVEL 0 / Per Day:4 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.262
[V, S] TARGET: Up to 10 gallons of water; <i>EFFECT</i> : This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You detect magical auras. [SR:No]					
□□□□ Detect Poison	Divination	1 standard action	Instantaneous	Close (35 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; <i>EFFECT</i> : You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
□□□□ Flare	Evocation [Light]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.284
[V] TARGET: Burst of light; <i>EFFECT</i> : This cantrip creates a burst of light. [SR:Yes; DC:15, Fortitude negates]					
□□□□ Guidance	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; <i>EFFECT</i> : This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:15, Will negates (harmless)]					
□□□□ Know Direction	Divination	1 standard action	Instantaneous	Personal	CR:p.304
[V, S] TARGET: You; <i>EFFECT</i> : When you cast this spell, you instantly know the direction of north from your current position.					
□□□□ Light	Evocation [Light]	1 standard action	50 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : This spell causes a touched object to glow like a torch. [SR:No]					
□□□□ Mending	Transmutation	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 5 lb.; <i>EFFECT</i> : This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
□□□□ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 5 cu. ft. of contaminated food and water; <i>EFFECT</i> : This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:15, Will negates (object)]					
□□□□ Read Magic	Divination	1 standard action	50 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <i>EFFECT</i> : You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					
□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.246
[V or S] TARGET: One Fine object; <i>EFFECT</i> : Iginites flammable objects. [SR:Yes (object); DC:15, Fortitude negates (object)]					
□□□□ Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 ft.)	CR:p.348
[V, S] TARGET: One living creature; <i>EFFECT</i> : Upon casting this spell, you target a living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

LEVEL 1 / Per Day:5+1 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□ Alter Winds	Transmutation, AirSchool [Air]	1 minute	5 hours	Touch	APG:p.201
[V, S] TARGET: immobile 10-ft.-radius emanation; <i>EFFECT</i> : Increase/decrease strength of natural winds. [SR:Yes; DC:16, Will negates]					
□□□□ Ant Haul	Transmutation	1 standard action	10 hours	Touch	APG:p.202
[V, S, M/DF] TARGET: creature touched; <i>EFFECT</i> : Triples carrying capacity of a creature. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
□□□□ Aspect of the Falcon	Transmutation (Polymorph)	1 standard action	5 minutes	Personal	APG:p.203
[V, S, DF] TARGET: You; <i>EFFECT</i> : Gives bonuses on Perception checks and ranged attacks.					
□□□□ Bristle	Transmutation	1 standard action	5 minutes	Touch	APG:p.207
[V, S, DF] TARGET: one creature; <i>EFFECT</i> : Trade natural armor bonus for a bonus on attacks with natural weapons. [SR:Yes; DC:16, Fortitude negates (harmless)]					
□□□□ Call Animal	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 hours [D]	see description	APG:p.209
[V, S, DF] TARGET: one animal whose CR is equal or less than 5; <i>EFFECT</i> : Makes an animal come to you. [SR:None]					
□□□□ Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes	Close (35 ft.)	CR:p.252
[V, S] TARGET: Animals within 30 ft. of each other; <i>EFFECT</i> : This spell soothes and quiets animals, rendering them docile and harmless. [SR:Yes; DC:16, Will negates]					
□□□□ Charm Animal	Enchantment (Charm) [Mind-Affecting]	1 standard action	5 hours	Close (35 ft.)	CR:p.254
[V, S] TARGET: One animal; <i>EFFECT</i> : This spell functions like charm person, except that it affects a creature of the animal type. [SR:Yes; DC:16, Will negates]					
□□□□ Cloak of Shade	Abjuration	1 standard action	5 hours [D]	Touch	APG:p.211
[V, S, M] TARGET: one creature per level; <i>EFFECT</i> : Reduces effects of sun exposure and heat. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:17, Will half (harmless); see text]					
□□□□ Detect Aberration	Divination	1 standard action	concentration, up to 50 minutes [D]	Long (600 ft.)	APG:p.215
[V, S] TARGET: cone-shaped emanation; <i>EFFECT</i> : Reveals presence of aberrations. [SR:No]					
□□□□ Detect Animals or Plants	Divination	1 standard action	Concentration, up to 50 minutes [D]	Long (600 ft.)	CR:p.266
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. [SR:No]					
□□□□ Detect Snares and Pits	Divination	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	CR:p.268
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. [SR:No]					
□□□□ Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; <i>EFFECT</i> : A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□ Entangle	Transmutation	1 standard action	5 minutes [D]	Long (600 ft.)	CR:p.278
[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; <i>EFFECT</i> : This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. [SR:No; DC:16, Reflex partial; see text]					
□□□□ Expedition Excavation	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.220
[V, S, M] TARGET: dirt in a 5-ft. cube; <i>EFFECT</i> : Moves 5-ft. cubes of earth. [SR:No; DC:16, see text]					
□□□□ Faerie Fire	Evocation [Light]	1 standard action	5 minutes [D]	Long (600 ft.)	CR:p.280
[V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; <i>EFFECT</i> : A pale glow surrounds and outlines the subjects who shed light as candles. [SR:Yes]					
□□□□ Feather Step	Transmutation	1 standard action	50 minutes	Close (35 ft.)	APG:p.221
[V, S] TARGET: one creature; <i>EFFECT</i> : Ignore movement penalty in difficult terrain. [SR:Yes; DC:16, Fortitude negates (harmless)]					
□□□□ Flare Burst	Evocation (Light)	1 standard action	Instantaneous	Close (35 ft.)	APG:p.223
[V] TARGET: 10-ft.-radius burst of light; <i>EFFECT</i> : This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point. [SR:Yes; DC:16, Fortitude negates]					
□□□□ Goodberry	Transmutation	1 standard action	5 days	Touch	CR:p.291
[V, S, DF] TARGET: 2d4 fresh berries touched; <i>EFFECT</i> : Casting goodberry makes 2d4 freshly picked berries magical. [SR:Yes]					
□□□□ Hide from Animals	Abjuration	1 standard action	50 minutes [D]	Touch	CR:p.296
[S, DF] TARGET: 5 creatures touched; <i>EFFECT</i> : Animals cannot sense the warded creatures. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□ Hydraulic Push	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.228
[V, S] TARGET: one creature or object; <i>EFFECT</i> : Wave of water bull rushes an enemy. [SR:Yes]					
□□□□ Jump	Transmutation	1 standard action	5 minutes [D]	Touch	CR:p.303
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□ Keen Senses	Transmutation	1 standard action	5 minutes [D]	Touch	APG:p.230
[V, M/DF] TARGET: creature touched; <i>EFFECT</i> : Subject gains +2 Perception, low-light vision. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□ Longstrider	Transmutation	1 standard action	5 hours [D]	Personal	CR:p.305
[V, S, M] TARGET: You; <i>EFFECT</i> : This spell gives you a +10 foot enhancement bonus to your base speed.					

* =Domain/Specialty Spell

Druid Spells

☐☐☐☐	Magic Fang	Transmutation	1 standard action	5 minutes	Touch	CR:p.308
[V, S, DF]	TARGET: Living creature touched; EFFECT: Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐	Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF]	TARGET: Up to three pebbles touched; EFFECT: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐	Negate Aroma	Transmutation	1 standard action	5 hours [D]	Close (35 ft.)	APG:p.234
[V, S, MDF]	TARGET: 5 creatures or objects touched; EFFECT: Subject cannot be tracked by scent. [SR:Yes; DC:16, Fortitude negates]					
☐☐☐☐	**Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	5 minutes [D]	20 ft.	CR:p.317
[V, S]	TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
☐☐☐☐	Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	5 minutes [D]	20 ft.	CR:p.317
[V, S, DF]	TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
☐☐☐☐	Pass without Trace	Transmutation	1 standard action	5 hours [D]	Touch	CR:p.318
[V, S, DF]	TARGET: 5 creatures touched; EFFECT: The subject or subjects of this spell do not leave footprints or a scent trail while moving. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐	Produce Flame	Evocation [Fire]	1 standard action	5 minutes [D]	0 ft.	CR:p.326
[V, S]	TARGET: Flame in your palm; EFFECT: Flames as bright as a torch appear in your open hand. [SR:Yes]					
☐☐☐☐	Shillelagh	Transmutation	1 standard action	5 minutes	Touch	CR:p.342
[V, S, DF]	TARGET: One touched nonmagical oak club or quarterstaff; EFFECT: Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐	Speak with Animals	Divination	1 standard action	5 minutes	Personal	CR:p.346
[V, S]	TARGET: You; EFFECT: You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.					
☐☐☐☐	Stone Fist	Transmutation, EarthSchool [Earth]	1 standard action	5 minutes [D]	Personal	APG:p.247
[V, S, M]	TARGET: You; EFFECT: Your unarmed strikes are lethal.					
☐☐☐☐	Summon Nature's Ally I	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	CR:p.354
[V, S, DF]	TARGET: One summoned creature; EFFECT: This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant]. [SR:No]					
☐☐☐☐	Touch of the Sea	Transmutation, WaterSchool	1 standard action	5 minutes	Touch	APG:p.250
[V, S, M]	TARGET: creature touched; EFFECT: Swim speed becomes 30 ft. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					

LEVEL 2 / Per Day:3+1 / Caster Level:5

Name	School	Time	Duration	Range	Source	
☐☐☐☐	Accelerate Poison	Transmutation, WaterSchool	1 standard action	Instantaneous	Touch	APG:p.201
[V, S, M]	TARGET: creature touched; EFFECT: Hastens targeted poison's onset [SR:Yes; DC:17, Fortitude negates]					
☐☐☐☐	Animal Messenger	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 day/level	Close (35 ft.)	CR:p.241
[V, S, M]	TARGET: One Tiny animal; EFFECT: You compel a Tiny animal to go to a spot you designate. [SR:Yes; DC:17, None; see text]					
☐☐☐☐	Animal Trance	Enchantment (Compulsion) [Mind-Affecting, 1]	1 standard action	Concentration	Close (35 ft.)	CR:p.241
[V, S]	TARGET: Animals or magical beasts with Intelligence 1 or 2; EFFECT: Your swaying motions and music [or singing, or chanting] compel animals and magical beasts to do nothing but watch you. [SR:Yes; DC:17, Will negates]					
☐☐☐☐	Aspect of the Bear	Transmutation (Polymorph)	1 standard action	5 minutes	Personal	APG:p.203
[V, S, DF]	TARGET: You; EFFECT: +2 AC and combat maneuver rolls.					
☐☐☐☐	Barkskin	Transmutation	1 standard action	50 minutes	Touch	CR:p.246
[V, S, DF]	TARGET: Living creature touched; EFFECT: Barkskin toughens a creature's skin granting a +2 enhancement bonus to the creature's existing natural armor bonus. [SR:Yes (harmless)]					
☐☐☐☐	Bear's Endurance	Transmutation	1 standard action	5 minutes	Touch	CR:p.246
[V, S, MDF]	TARGET: Creature touched; EFFECT: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:17, Will negates (harmless)]					
☐☐☐☐	Bull's Strength	Transmutation	1 standard action	5 minutes	Touch	CR:p.251
[V, S, MDF]	TARGET: Creature touched; EFFECT: The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐	Burning Gaze	Evocation, FireSchool [Fire]	1 standard action	5 rounds	Personal	APG:p.208
[V, S, MDF]	TARGET: You; EFFECT: Inflict 1d6 fire damage to creature. [SR:Yes; DC:17, Fortitude negates (see text)]					
☐☐☐☐	Campfire Wall	Evocation, FireSchool [Fire, Light]	1 standard action	10 hours; see below [D]	Close (35 ft.)	APG:p.210
[V, S, MDF]	TARGET: 20-ft.-radius sphere centered on fire source; EFFECT: Creates a shelter around a campfire. [SR:Yes]					
☐☐☐☐	Cat's Grace	Transmutation	1 standard action	5 minutes	Touch	CR:p.252
[V, S, M]	TARGET: Creature touched; EFFECT: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity. [SR:Yes; DC:17, Will negates (harmless)]					
☐☐☐☐	Chill Metal	Transmutation [Cold]	1 standard action	7 rounds	Close (35 ft.)	CR:p.254
[V, S, DF]	TARGET: Metal equipment of 2 creatures, no two of which can be more than 30 ft. apart; or 125 lbs. of metal, none of which can be more than 30 ft. away from any of the rest; EFFECT: Chill metal makes metal extremely cold. [SR:Yes (object); DC:17, Will negates (object)]					
☐☐☐☐	Delay Poison	Conjuration (Healing)	1 standard action	5 hours	Touch	CR:p.265
[V, S, DF]	TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
☐☐☐☐	Eagle Eye	Divination	1 minute	5 minutes [D]	Long (600 ft.)	APG:p.217
[V, S, DF]	TARGET: magical sensor; EFFECT: Creates a magical sensor high above you. [SR:No]					
☐☐☐☐	Elemental Speech	Divination, AirSchool, EarthSchool, FireSchool	1 standard action	5 minutes	Personal	APG:p.218
[V, S, M]	TARGET: You; EFFECT: Enables you to speak to elementals and some creatures.					
☐☐☐☐	Feast of Ashes	Transmutation	1 standard action	10 days [D]	Close (35 ft.)	APG:p.220
[V, S, M]	TARGET: one creature; EFFECT: A target starves with an insatiable hunger. [SR:Yes; DC:17, Fortitude negates]					
☐☐☐☐	Fire Trap	Abjuration, FireSchool [Fire]	10 minutes	Permanent until discharged [D]	Touch	CR:p.282
[V, S, M]	TARGET: Object touched; EFFECT: Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. [SR:Yes; DC:17, Reflex half; see text]					
☐☐☐☐	Flame Blade	Evocation [Fire]	1 standard action	5 minutes [D]	0 ft.	CR:p.283
[V, S, DF]	TARGET: Sword-like beam; EFFECT: A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. [SR:Yes]					
☐☐☐☐	Flaming Sphere	Evocation, FireSchool [Fire]	1 standard action	5 rounds	Medium (150 ft.)	CR:p.283
[V, S, MDF]	TARGET: 5-ft.-diameter sphere; EFFECT: A burning globe of fire rolls in whichever direction you point and burns those it strikes. [SR:Yes; DC:17, Reflex negates]					
☐☐☐☐	*Fog Cloud	Conjuration, WaterSchool (Creation)	1 standard action	50 minutes	Medium (150 ft.)	CR:p.284
[V, S]	TARGET: Fog spreads in 20-ft. radius; EFFECT: A bank of fog billows out from the point you designate. [SR:No]					
☐☐☐☐	Fog Cloud	Conjuration, WaterSchool (Creation)	1 standard action	50 minutes	Medium (150 ft.)	CR:p.284
[V, S]	TARGET: Fog spreads in 20-ft. radius; EFFECT: A bank of fog billows out from the point you designate. [SR:No]					
☐☐☐☐	Glide	Transmutation, AirSchool	1 standard action	until landing or 5 minutes [D]	Personal	APG:p.225
[V, S, MDF]	TARGET: You; EFFECT: You take no falling damage, move 60 ft./round while falling.					
☐☐☐☐	Gust of Wind	Evocation, AirSchool [Air]	1 standard action	1 round	60 ft.	CR:p.293
[V, S]	TARGET: Line-shaped gust of severe wind emanating out from you to the extreme of the range; EFFECT: This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path. [SR:Yes; DC:17, Fortitude negates]					
☐☐☐☐	Heat Metal	Transmutation [Fire]	1 standard action	7 rounds	Close (35 ft.)	CR:p.294
[V, S, DF]	TARGET: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 125 lbs. of metal, all of which must be within a 30-ft. circle; EFFECT: Heat metal causes metal objects to become red-hot. [SR:Yes (object); DC:17, Will negates (object)]					
☐☐☐☐	Hold Animal	Enchantment (Compulsion) [Mind-Affecting]		5 rounds [D]; see text		CR:p.296
[V, S]	TARGET: One animal; EFFECT: This spell functions like hold person, except that it affects an animal instead of a humanoid. [SR:Yes; DC:17, Will negates; see text]					
☐☐☐☐	Lockjaw	Transmutation	1 standard action	5 rounds	Touch	APG:p.232
[V, S, M]	TARGET: creature touched; EFFECT: Gives creature grab ability with a natural attack. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
☐☐☐☐	Natural Rhythm	Transmutation	1 standard action	5 rounds	Touch	APG:p.233
[V, S, M]	TARGET: creature touched; EFFECT: +1 on damage rolls with each hit 5. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐	Owl's Wisdom	Transmutation	1 standard action	5 minutes	Touch	CR:p.318
[V, S, MDF]	TARGET: Creature touched; EFFECT: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC:17, Will negates (harmless)]					
☐☐☐☐	Pox Pustules	Necromancy	1 standard action	5 minutes	Close (35 ft.)	APG:p.236
[V, S, M]	TARGET: one creature; EFFECT: Subject is sickened and has -4 Dex. [SR:Yes; DC:17, Fortitude negates]					

* =Domain/Specialty Spell

Druid Spells

Reduce Animal	Transmutation	1 standard action	5 hours [D]	Touch	CR:p.330
[V, S] TARGET: One willing animal of Small, Medium, Large, or Huge size; EFFECT: This spell functions like reduce person, except that it affects a single willing animal. [SR:No]					
Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	50 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Scent Trail	Transmutation	1 standard action	5 hours	Close (35 ft.)	APG:p.241
[V, S, M] TARGET: 5 creatures, no two of which can be more than 30 ft. apart; EFFECT: Trail: Leave trail for allies to follow. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Share Language	Divination	1 standard action	24 hours	Touch	APG:p.243
[V, S, M] TARGET: creature touched; EFFECT: Subject understands chosen language. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Slipstream	Conjuration, WaterSchool (Creation) [Water]	1 standard action	50 minutes [D]	Touch	APG:p.244
[V, S, M/DF] TARGET: creature touched; EFFECT: Wave boosts creature's speed. [SR:No; DC:18, Reflex negates (harmless)]					
Soften Earth and Stone	Transmutation [Earth]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.345
[V, S, DF] TARGET: 5 10-ft. squares; see text; EFFECT: When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. [SR:No]					
Spider Climb	Transmutation	1 standard action	50 minutes	Touch	CR:p.347
[V, S, M] TARGET: Creature touched; EFFECT: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Stone Call	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	5 rounds	Medium (150 ft.)	APG:p.247
[V, S, DF] TARGET: cylinder 40; EFFECT: 2d6 damage to all creatures in area. [SR:No]					
Summon Nature's Ally II	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	CR:p.354
[V, S, DF] TARGET: One summoned creature; EFFECT: This spell functions as summon nature's ally I, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind. [SR:No]					
Summon Swarm	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (35 ft.)	CR:p.354
[V, S, M/DF] TARGET: One swarm of bats, rats, or spiders; EFFECT: You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [SR:No]					
Tree Shape	Transmutation	1 standard action	5 hours [D]	Personal	CR:p.362
[V, S, DF] TARGET: You; EFFECT: This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.					
Warp Wood	Transmutation	1 standard action	Instantaneous	Close (35 ft.)	CR:p.368
[V, S] TARGET: 5 Small wooden objects, all within a 20-ft. radius; EFFECT: You cause wood to bend and warp, permanently destroying its straightness, form, and strength. [SR:Yes (object); DC:17, Will negates (object)]					
Wood Shape	Transmutation	1 standard action	Instantaneous	Touch	CR:p.370
[V, S, DF] TARGET: One touched piece of wood no larger than 15 cu. ft.; EFFECT: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. [SR:Yes (object); DC:17, Will negates (object)]					

LEVEL 3 / Per Day:2+1 / Caster Level:5

Name	School	Time	Duration	Range	Source
Aqueous Orb	Conjuration, WaterSchool (Creation) [Water]	1 standard action	5 rounds	Medium (150 ft.)	APG:p.202
[V, S, M] TARGET: 10-ft.-diameter sphere; EFFECT: Creates rolling sphere of water. [SR:No; DC:19, Reflex negates]					
**Call Lightning	Evocation [Electricity]	1 round	5 minutes	Medium (150 ft.)	CR:p.251
[V, S] TARGET: One or more 30-ft.-long vertical lines of lightning; EFFECT: Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. [SR:Yes; DC:18, Reflex half]					
Call Lightning	Evocation [Electricity]	1 round	5 minutes	Medium (150 ft.)	CR:p.251
[V, S] TARGET: One or more 30-ft.-long vertical lines of lightning; EFFECT: Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. [SR:Yes; DC:18, Reflex half]					
Cloak of Winds	Abjuration, AirSchool [Air]	1 standard action	5 minutes	Close (35 ft.)	APG:p.211
[V, S] TARGET: one living creature; EFFECT: Creates screen of strong wind around you. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
Command Plants	Transmutation	1 standard action	5 days	Close (35 ft.)	CR:p.257
[V] TARGET: Up to 10 HD of plant creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell allows you some degree of control over one or more plant creatures. [SR:Yes; DC:18, Will negates]					
Create Treasure Map	Divination	1 hour	Instantaneous	Touch	APG:p.214
[V, S, M] TARGET: one dead creature; EFFECT: Creates treasure map out of a creature's corpse. [SR:No]					
Cup of Dust	Transmutation	1 standard action	5 days [D]	Close (35 ft.)	APG:p.214
[V, S, M] TARGET: one creature; EFFECT: Causes a creature to become dehydrated. [SR:Yes; DC:18, Fortitude negates]					
Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 2d8+5 points of damage. [SR:Yes (harmless) or yes; see text; DC:19, Will half (harmless) or Will half; see text]					
Daylight	Evocation [Light]	1 standard action	50 minutes [D]	Touch	CR:p.264
[V, S] TARGET: Object touched; EFFECT: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. [SR:No]					
Diminish Plants	Transmutation	1 standard action	Instantaneous	See text	CR:p.270
[V, S, DF] TARGET: Or Area see text; EFFECT: This spell has two versions: Prune Growth and Stunt Growth. [SR:No]					
Dominate Animal	Enchantment (Compulsion) [Mind-Affecting]	1 round	5 rounds	Close (35 ft.)	CR:p.273
[V, S] TARGET: One animal; EFFECT: This spell allows you to enchant the targeted animal and direct it with simple commands such as "Attack," "Run," and "Fetch." [SR:Yes; DC:18, Will negates]					
Feather Step, Mass	Transmutation	1 standard action	50 minutes	Close (35 ft.)	APG:p.221
[V, S] TARGET: 5 creatures, no two of which can be more than 30 ft. apart; EFFECT: As feather step, except this spell affects multiple creatures. [SR:Yes; DC:18, Fortitude negates (harmless)]					
Hide Campsite	Illusion (Glamer)	10 minutes	10 hours [D]	Close (35 ft.)	APG:p.227
[V, S, M] TARGET: one 20-ft. cube; EFFECT: Hides all traces of your campsite. [SR:No; DC:18, Will disbelief (if interacted with)]					
Hydraulic Torrent	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	60 ft.	APG:p.229
[V, S] TARGET: 60-ft. line; EFFECT: Creates torrent of water that bull rushes any creature in its path. [SR:Yes]					
Lily Pad Stride	Transmutation	1 standard action	50 minutes [D]; see text	Long (600 ft.)	APG:p.232
[V, S, M] TARGET: trail of lily pads behind you; EFFECT: Walk across water on moving lily pads. [SR:No]					
Magic Fang (Greater)	Transmutation	1 standard action	5 hours	Close (35 ft.)	CR:p.309
[V, S, DF] TARGET: One living creature; EFFECT: This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Meld into Stone	Transmutation [Earth]	1 standard action	50 minutes	Personal	CR:p.312
[V, S, DF] TARGET: You; EFFECT: Meld into stone enables you to meld your body and possessions into a single block of stone.					
Nature's Exile	Transmutation	1 standard action	permanent	Touch	APG:p.233
[V, S, DF] TARGET: creature touched; EFFECT: Gives subject -10 on Survival checks. [SR:Yes; DC:18, Will negates]					
Neutralize Poison	Conjuration (Healing)	1 standard action	Instantaneous or 50 minutes; see text	Touch	CR:p.316
[V, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: You detoxify any sort of venom in the creature or object touched. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
Plant Growth	Transmutation	1 standard action	Instantaneous	See text	CR:p.322
[V, S, DF] TARGET: Or Area see text; EFFECT: Plant growth has different effects depending on the version chosen. [SR:No]					
Poison	Necromancy	1 standard action	Instantaneous; see text	Touch	CR:p.323
[V, S, DF] TARGET: Living creature touched; EFFECT: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. [SR:Yes; DC:18, Fortitude negates; see text]					
Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	50 minutes or until discharged	Touch	CR:p.327
[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants temporary immunity to the type of energy you specify when you cast it. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
Quench	Transmutation	1 standard action	Instantaneous	Medium (150 ft.)	CR:p.329
[V, S, DF] TARGET: 5 20-ft. cubes [S] or one fire-based magic item; EFFECT: Quench is often used to put out forest fires and other conflagrations. [SR:No or yes (object); DC:18, None or Will negates (object)]					
Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
Shifting Sand	Transmutation, EarthSchool [Earth]	1 standard action	5 rounds [D]	Medium (150 ft.)	APG:p.243
[V, S, M] TARGET: 20-ft. spread; EFFECT: Creates difficult terrain and erases tracks; can carry creatures or objects along. [SR:No; DC:18, Reflex negates; see text]					
Sleet Storm	Conjuration, WaterSchool (Creation) [Cold]	1 standard action	5 rounds	Long (600 ft.)	CR:p.344
[V, S, M/DF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy. [SR:No]					
Snare	Transmutation	3 rounds	Until triggered or broken	Touch	CR:p.344
[V, S, DF] TARGET: Touched nonmagical circle of vine, rope, or thong with a 12ft. diameter; EFFECT: This spell enables you to make a snare that functions as a magic trap. [SR:No]					

*=Domain/Specialty Spell

Druid Spells

☐☐☐☐☐	Speak with Plants	Divination	1 standard action	5 minutes	Personal	CR:p.346
[V, S]	TARGET: You; EFFECT: You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them.					
☐☐☐☐☐	Spike Growth	Transmutation	1 standard action	5 hours [D]	Medium (150 ft.)	CR:p.347
[V, S, DF]	TARGET: 5 20-ft. squares; EFFECT: Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. [SR:Yes; DC:18, Reflex partial]					
☐☐☐☐☐	Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
[V, S, M/DF]	TARGET: Stone or stone object touched, up to 15 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. [SR:No]					
☐☐☐☐☐	Summon Nature's Ally III	Conjuration (Summoning [see text])	1 round	5 rounds [D]	Close (35 ft.)	CR:p.354
[V, S, DF]	TARGET: One summoned creature; EFFECT: This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind. [SR:No]					
☐☐☐☐☐	Water Breathing	Transmutation, WaterSchool	1 standard action	10 hours; see text	Touch	CR:p.368
[V, S, M/DF]	TARGET: Living creatures touched; EFFECT: The transmuted creatures can breathe water freely. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐	Wind Wall	Evocation, AirSchool [Air]	1 standard action	5 rounds	Medium (150 ft.)	CR:p.370
[V, S, M/DF]	TARGET: Wall up to 50 ft. long and 25 ft. high [S]; EFFECT: An invisible vertical curtain of wind appears. [SR:Yes; DC:18, None; see text]					

* -Domain/Speciality Spell

Cecilia Lyell

Human

RACE

24

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 4"

HEIGHT

0 lbs.

WEIGHT

Dark Green

EYE COLOUR

Fair

SKIN COLOUR

Light Brown, Curly

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Sarenrae

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: