

Gelthan

NAME
 Rog3 Drd3 15150
 CLASS EXPERIENCE
 6 21000
 Character Level NEXT LEVEL

Skip Franklin

PLAYERNAME
 Half-Elf Medium
 RACE SIZE
 22 Male
 AGE GENDER

DEITY
 5' 9" 170 lbs.
 HEIGHT WEIGHT
 ,
 EYES HAIR

Chaotic Neutral

ALIGNMENT
 Low-Light, Normal
 VISION
 -1
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	9	-1	9	-1	9	-1
DEX Dexterity	15	+2	15	+2	15	+2
CON Constitution	11	+0	11	+0	11	+0
INT Intelligence	13	+1	13	+1	13	+1
WIS Wisdom	15	+2	15	+2	15	+2
CHA Charisma	11	+0	11	+0	11	+0

HP hit points: 23

AC armor class: 17
 TOTAL: 15 (Flat) : 13 (Touch) = 10 (Base) + 4 (Armor Bonus) + 0 (Shield Bonus) + 2 (Stat) + 0 (Size) + 0 (Natural) + 1 (Misc) = 23

INITIATIVE modifier: +2
 TOTAL: +2 (DEX modifier) + 0 (Misc modifier) = +2

BASE ATTACK bonus: +4

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 20'

MISS CHANCE: []

ARCANE SPELL FAILURE: 15

ARMOR CHECK PENALTY: -3

SPELL RESIST: 0

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+5	+4	+0	+1	+0	+0		
REFLEX (dexterity)	+7	+4	+2	+1	+0	+0		
WILL (wisdom)	+7	+4	+2	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	+4	-1	+0	+0	+0	
RANGED attack bonus	+6	+4	+2	+0	+0	+0	
GRAPPLE attack bonus	+3	+4	-1	+0	+0	+0	

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

*Crossbow, Light	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	P	M	19-20/x2
Ammunition: Bolt (Crossbow) +1 (25 bolts, (Bolt (Crossbow)+1 (Enhancement to Weapon or Ammunition)/Masterwork))				
To Hit	+7	+7	+5	+3
Dam	1d8+1	1d8+1	1d8+1	1d8+1
Special Properties				

Woodland Staff	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B/B	M	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+5		1d6+1		
Special Properties	+2 Quarterstaff, use of Speak w/Animals, Charm Animal, Barkskin, Wall of Thorns once/day as at weilder's caster level			

*: 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
*Studded Leather +1	Light	+4	+5	+0	15
(Studded Leather (+1 (Enhancement to Armor)/Masterwork))					
*Ring of Protection +1		+1		+0	0

#	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	
						RANKS	MISC MODIFIER
#	Appraise	INT	1	= 1	+	+	
#	Balance	DEX	1	= 2	+	-1	
#	Bluff	CHA	0	= 0	+	+	
#	Climb	STR	-4	= -1	+	-3	
#	Concentration	CON	0	= 0	+	+	
#	Craft (Untrained)	INT	1	= 1	+	+	
#	Diplomacy	CHA	2	= 0	+	2	
#	Disable Device	INT	10	= 1	+ 9.0	+	
#	Disguise	CHA	0	= 0	+	+	
#	Escape Artist	DEX	-1	= 2	+	-3	
#	Forgery	INT	1	= 1	+	+	
#	Gather Information	CHA	2	= 0	+	2	
#	Handle Animal	CHA	2	= 0	+ 2.0	+	
#	Heal	WIS	4	= 2	+ 2.0	+	
#	Hide	DEX	7	= 2	+ 6.0	-1	
#	Intimidate	CHA	0	= 0	+	+	
#	Jump	STR	-6	= -1	+ 2.0	-7	
#	Listen	WIS	10	= 2	+ 7.0	1	
#	Move Silently	DEX	7	= 2	+ 6.0	-1	
#	Open Lock	DEX	10	= 2	+ 8.0	+	
#	Perform (Dance)	CHA	2	= 0	+ 2.0	+	
#	Ride	DEX	2	= 2	+	+	
#	Search	INT	10	= 1	+ 8.0	1	
#	Sense Motive	WIS	2	= 2	+	+	
#	Spot	WIS	10	= 2	+ 7.0	1	
#	Survival	WIS	7	= 2	+ 3.0	2	
#	Swim	STR	-5	= -1	+ 2.0	-6	
#	Tumble	DEX	4	= 2	+ 5.0	-3	
#	Use Rope	DEX	2	= 2	+	+	

#: can be used untrained. #: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 27.5 lbs., 1 Bedroll, 1 Wand of Summon Nature's Ally I (7), 1 Leather, 1 Flint and Steel, 1 Healer's Kit, 1 Lantern (Hooded), 3 Oil (1 Pt. Flask), 1 Rations (Trail/Per Day), 1 Sack, 1 Waterskin		1	2.0	2.0	
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Bedroll	Backpack	1	5.0	0.1	
Bolt, Crossbow 19 bolts #	Carried	1	0.1	0.1	
Bolt (Crossbow) +1 25 bolts, (Bolt (Crossbow)+1 (Enhancement to Weapon or Ammunition)/Masterwork) 20 bolts remaining #	Crossbow, Light	1	0.1	47.0	
Crossbow, Light 0.1 lbs., 1 Bolt (Crossbow) +1	Equipped	1	4.0	35.0	
Flint and Steel	Backpack	1	0.0	1.0	
Healer's Kit	Backpack	1	1.0	50.0	
Lantern (Hooded)	Backpack	1	2.0	7.0	
Leather	Backpack	1	15.0	10.0	
Oil (1 Pt. Flask)	Backpack	3	1.0 (3.0)	0.1 (0.3)	
Explorer's Outfit	Equipped	1	8.0	0.0	
Rations (Trail/Per Day)	Backpack	1	1.0	0.5	
Ring of Protection +1	Equipped	1	0.0	2000.0	
Sack 0 lbs.	Backpack	1	0.5	0.1	
Studded Leather +1 (Studded Leather (+1 (Enhancement to Armor)/Masterwork))	Equipped	1	20.0	1175.0	
Thieves' Tools	Carried	1	1.0	30.0	
Wand of Summon Nature's Ally I (Wand (Summon Nature's Ally I/Druid/4th)) ##### ##	Backpack	1	0.0	420.0	
Waterskin 0 lbs.	Backpack	1	0.0	1.0	
Woodland Staff +2 Quarterstaff, use of Speak w/Animals, Charm Animal, Barkskin, Wall of Thorns once/day as at weilder's caster level	Carried	1	4.0	16600.0	
TOTAL WEIGHT CARRIED/VALUE			30.2 lbs.	21379.1 gp	

WEIGHT ALLOWANCE					
Light	30	Medium	60	Heavy	90
Lift over head	90	Lift off ground	180	Push / Drag	450

MONEY	
1189 Gold	Total = 0.0 gp

SPECIAL ABILITIES
+2 racial bonus on saving throws against enchantment spells or effects.
Animal Companion (Ex)
Elven Blood
Evasion (Ex)
Immunity to sleep spells and similar magical effects.
Nature Sense (Ex)
Sneak Attack +2d6
Trackless Step (Ex)
Trap Sense (Ex) +1
Trapfinding
Wild Empathy (Ex) +3
Woodland Stride (Ex)

FEATS	
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Stealthy	You get a +2 bonus on all Hide checks and Move Silently checks.
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.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Halbspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike

LANGUAGES
Common, Druidic, Elven

Animal Companion: Nariz (Wolf)					
HP:	25	AC:	16	INIT:	+2
FORT:	+6	REF:	+6	WILL:	+2
Special:	Evasion (Ex), 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	2	0	0	0	0	0	0	0

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
#####	Create Water	12	None	1 standard action	Instantaneous	Close (30')	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
	<i>Effect:</i> Creates 6 gallons of pure water.					<i>Target:</i> Up to 6 gallons of water				
#####	Cure Minor Wounds	12	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				
#####	Detect Magic	12	None	1 standard action	Concentration, up to 3 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				
#####	Detect Poison	12	None	1 standard action	Instantaneous	Close (30')	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				
#####	Flare	12	Fortitude negates	1 standard action	Instantaneous	Close (30')	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light				
#####	Guidance	12	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				
#####	Know Direction	12	None	1 standard action	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsH-L.rtf
	<i>Effect:</i> You discern north.					<i>Target:</i> You				
#####	Light	12	None	1 standard action	30 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				
#####	Mending	12	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.				
#####	Purify Food and Drink	12	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Purifies 3 cu. ft. of food or water.					<i>Target:</i> 3 cu. ft. of contaminated food and water				
#####	Read Magic	12	None	1 standard action	30 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
#####	Resistance	12	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				
#####	Virtue	12	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				

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
#####	Calm Animals	13	Will negates; see text	1 standard action	3 minutes	Close (30')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
	<i>Effect:</i> Calms 2d4 + 3 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other				
#####	Charm Animal	13	Will negates	1 standard action	3 hours	Close (30')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
	<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal				
#####	Cure Light Wounds	13	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+3 damage.					<i>Target:</i> Creature touched				
#####	Detect Animals or Plants	13	None	1 standard action	Concentration, up to 30 minutes [D]	Long (520')	V, S	No	Divination	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation				
#####	Detect Snares and Pits	13	None	1 standard action	Concentration, up to 30 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				
#####	Endure Elements	13	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				
#####	Entangle	13	Reflex partial; see text	1 standard action	3 minutes [D]	Long (520')	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				
#####	Faerie Fire	13	None	1 standard action	3 minutes [D]	Long (520')	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				
#####	Goodberry	13	None	1 standard action	3 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				
#####	Hide from Animals	13	Will negates (harmless)	1 standard action	30 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Animals can't perceive 3 subjects.					<i>Target:</i> 3 creatures touched				
#####	Jump	13	Will negates (harmless)	1 standard action	3 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				
#####	Longstrider	13	None	1 standard action	3 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Increases your speed.					<i>Target:</i> You				
#####	Magic Fang	13	Will negates (harmless)	1 standard action	3 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				

* =Domain/Specialty Spell

Druid Spells

#####	Magic Stone	13	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	
#####	Obscuring Mist	13	None	1 standard action	3 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	
#####	Pass without Trace	13	Will negates (harmless)	1 standard action	3 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
	<i>Effect:</i> 3 subjects leaves no tracks.								<i>Target:</i> 3 creatures touched	
#####	Produce Flame	13	None	1 standard action	3 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsP-R.rtf
	<i>Effect:</i> 1d6+3 damage, touch or thrown.								<i>Target:</i> Flame in your palm	
#####	Shillelagh	13	Will negates (object)	1 standard action	3 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 3 minutes.								<i>Target:</i> One touched nonmagical oak club or quarterstaff	
#####	Speak with Animals	13	None	1 standard action	3 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
	<i>Effect:</i> You can communicate with animals.								<i>Target:</i> You	
#####	Summon Nature's Ally I	13	None	1 round	3 rounds [D]	Close (30')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect:</i> Calls creature to fight.								<i>Target:</i> One summoned creature	

LEVEL 2

#####	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
#####	Animal Messenger	14	None; see text	1 standard action	3 days	Close (30')	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	
#####	Animal Trance	14	Will negates; see text	1 standard action	Concentration	Close (30')	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	
#####	Barkskin	14	None	1 standard action	30 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	
#####	Bear's Endurance	14	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Subject gains +4 to Con for 3 minutes.								<i>Target:</i> Creature touched	
#####	Bull's Strength	14	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Subject gains +4 to Str for 3 minutes.								<i>Target:</i> Creature touched	
#####	Cat's Grace	14	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
	<i>Effect:</i> Subject gains +4 to Dex for 3 minutes.								<i>Target:</i> Creature touched	
#####	Chill Metal	14	Will negates (object)	1 standard action	7 rounds	Close (30')	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 75 lbs of metal	
#####	Delay Poison	14	Fortitude negates (harmless)	1 standard action	3 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Stops poison from harming subject for 3 hours.								<i>Target:</i> Creature touched	
#####	Fire Trap	14	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+3 fire damage.								<i>Target:</i> Object touched	
#####	Flame Blade	14	None	1 standard action	3 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	
#####	Flaming Sphere	14	Reflex negates	1 standard action	3 rounds	Medium (130')	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 3 rounds.								<i>Target:</i> 5-ft.-diameter sphere	
#####	Fog Cloud	14	None	1 standard action	30 minutes	Medium (130')	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	
#####	Gust of Wind	14	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	
#####	Heat Metal	14	Will negates (object)	1 standard action	7 rounds	Close (30')	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 75 lb. of metal, all of which must be within a 30-ft. circle	
#####	Hold Animal	14	Will negates; see text	1 standard action	3 rounds [D]; see text	Medium (130')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Paralyzes one animal for 3 rounds.								<i>Target:</i> One animal	
#####	Owl's Wisdom	14	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Subject gains +4 to Wis for 3 minutes.								<i>Target:</i> Creature touched	
#####	Reduce Animal	14	None	1 standard action	3 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	
#####	Resist Energy	14	Fortitude negates (harmless)	1 standard action	30 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.								<i>Target:</i> Creature touched	
#####	Restoration, Lesser	14	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	
#####	Soften Earth and Stone	14	None	1 standard action	Instantaneous	Close (30')	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> 30 ft. square; see text	
#####	Spider Climb	14	Will negates (harmless)	1 standard action	30 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
	<i>Effect:</i> Grants ability to walk on walls and ceilings.								<i>Target:</i> Creature touched	
#####	Summon Nature's Ally II	14	None	1 round	3 rounds [D]	Close (30')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<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	

* =Domain/Specialty Spell

Druid Spells

#####	Summon Swarm	14	None	1 round	Concentration + 2 rounds	Close (30')	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				
#####	Tree Shape	14	None	1 standard action	3 hours [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> You look exactly like a tree for 3 hours.					<i>Target:</i> You				
#####	Warp Wood	14	Will negates (object)	1 standard action	Instantaneous	Close (30')	V, S	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Bends wood [shaft, handle, door, plank].					<i>Target:</i> 3 Small wooden objects, all within a 20-ft. radius				
#####	Wood Shape	14	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 13 cu. ft.				

* =Domain/Speciality Spell

Gelthan

Half-Elf

RACE

22

AGE

Male

GENDER

Low-Light, Normal

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 9"

HEIGHT

170 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Note: Lost 1 STR and gained 1 WIS during Moathouse adventure at L2.

Biography:

Notes:

Character Sheet Notes: