

# Beewaah

Character Name: **Druid 4**  
 CLASS: **4 (4)**      EXP/NEXT LEVEL: **6000 / 10000**  
 Character Level (CR): **4**

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	18		+4		
<b>DEX</b> Dexterity	13		+1		
<b>CON</b> Constitution	20		+5		
<b>INT</b> Intelligence	14		+2		
<b>WIS</b> Wisdom	20		+5		
<b>CHA</b> Charisma	11		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+11	+4	+5	+0	+2	+0	
<b>REFLEX</b> (dexterity)	+2	+1	+1	+0	+0	+0	
<b>WILL</b> (wisdom)	+9	+4	+5	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+7	+3	+4	+0	+0	0	
<b>RANGED</b> attack bonus	+4	+3	+1	+0	+0	0	
<b>GRAPPLE</b> attack bonus	+7	+3	+4	+0	+0	+0	

*Quarterstaff +3;- (Cure Serious Wounds/Cleric/5th;-)		HAND	TYPE	SIZE	CRITICAL	REACH
		Two-Weapons	B/B	M	20/x2/2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+2;+2		1d6+7/+2				

*Quarterstaff +3;- (Cure Serious Wounds/Cleric/5th;-/Head 1 only)		HAND	TYPE	SIZE	CRITICAL	REACH
		Two-Weapons	B	M	20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	N/A	1d6+7	2W-P-(OH)	N/A	1d6+7	
1H-O	N/A	1d6+5	2W-P-(OL)	+6	1d6+7	
2H	+10	1d6+9	2W-OH	+2	1d6+5	

*Quarterstaff +3;- (Cure Serious Wounds/Cleric/5th;-/Head 2 only)		HAND	TYPE	SIZE	CRITICAL	REACH
		Two-Weapons	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+7		1d6+6				

\*: 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
*Ring of Protection +2		+2		+0	0
*Bracers of Armor +4		+4		+0	0

# Izzy

Player Name: **TreeSpirit / Humanoid**  
 RACE: **0**      GENDER: **Female**  
 AGE: **0**

HP	AC	INITIATIVE	ENCUMBRANCE	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
52	21	+1	Light				Walk 30 ft.
hit points	TOTAL: 21, FLAT: 20, TOUCH: 17, BASE: 10, ARMOR BONUS: 4, SHIELD BONUS: 0, STAT: 1, SIZE: 0, NATURAL ARMOR: 0, DEFLECTION: 2, DODGE: 0, Morale: 0, Insight: 0, Sacred: 0, Profane: 0, MISC: 4	TOTAL: +1, DEX MODIFIER: +1, MISC MODIFIER: +0					
armor class							
modifier							

Encumbrance: **Light**

None      None      True Neutral  
 Deity      Region      Alignment  
 Medium / 5 ft.      0' 0" / 0 lbs.      Normal  
 SIZE / FACE      HEIGHT / WEIGHT      VISION

TOTAL SKILLPOINTS: 36	SKILLS	MAX RANKS: 7/3.5
	SKILL NAME	KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER
✓	Appraise	INT 2 = 2
✓	Balance	DEX 1 = 1
✓	Bluff	CHA 0 = 0
✓	Climb	STR 4 = 4
✓	Concentration	CON 12 = 5 + 7
✓	Craft (Untrained)	INT 2 = 2
✓	Diplomacy	CHA 0 = 0
✓	Diplomacy (Wild Empathy (Animals))	CHA 4 = 0 + 4
✓	Disguise	CHA 0 = 0
✓	Escape Artist	DEX 1 = 1
✓	Forgery	INT 2 = 2
✓	Gather Information	CHA 0 = 0
✓	Heal	WIS 12 = 5 + 7
✓	Hide	DEX 1 = 1
✓	Intimidate	CHA 0 = 0
✓	Jump	STR 4 = 4
✓	Knowledge (Nature)	INT 11 = 2 + 7 + 2
✓	Listen	WIS 12 = 5 + 7
✓	Move Silently	DEX 1 = 1
✓	Perform (Untrained)	CHA 0 = 0
✓	Ride	DEX 1 = 1
✓	Search	INT 2 = 2
✓	Sense Motive	WIS 5 = 5
✓	Spellcraft	INT 3 = 2 + 1
✓	Spot	WIS 5 = 5
✓	Survival	WIS 12 = 5 + 7
✓	Survival (Natural environments)	WIS 14 = 5 + 7 + 2
✓	Swim	STR 4 = 4
✓	Use Rope	DEX 1 = 1
		= + +
		= + +

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

**Conditional Skill Modifiers:**  
 Wild Empathy is +4 for Animals and +0 for Magical Beasts

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Amulet ( AC Bonus (Luck) (+4)/ Protection from Energy/Cleric/13th)</b> <small>Luck bonus to armor class of +4</small>	Equipped	1	0 / 15,000
<b>Quarterstaff +3;- (Cure Serious Wounds/Cleric/5th;-)</b>	Equipped	1	4 / 48,300
<b>Ring of Protection +2</b>	Equipped	1	0 / 8,000
<b>Bracers of Armor +4</b>	Equipped	1	1 / 0
<b>Handy Haversack</b> <small>0 lbs., 1 Flask of the Whiskey Keg, 1 Figurine of the Faithful Hound</small>	Equipped	1	5 / 2,000
<b>Flask of the Whiskey Keg</b> <small>A flask of whiskey that carries as much liquor as a whole cask</small>	Handy Haversack	1	0 / 2,250
<b>Figurine of the Faithful Hound</b> <small>Becomes one of 3 kinds of dogs - pet, guard, hunting</small>	Handy Haversack	1	0 / 2,250
<b>Privy Ring</b> <small>This is one of a set of 8 Privy Rings found in the Scratchy Chest</small>	Equipped	1	0 / 0
<b>TOTAL WEIGHT CARRIED/VALUE</b>		10 lbs.	77,800gp
WEIGHT ALLOWANCE			
Light 100	Medium 200	Heavy 300	
Lift over head 300	Lift off ground 600	Push / Drag 1500	
MONEY			
			Total= 0 gp
MAGIC			
Languages			
Druidic, Sylvan			
Other Companions			

### Special Qualities

**Animal Companion (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind. A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. 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. A druid of 4th level or higher may select from alternative lists of animals (see below). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)

**Bonus Languages** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race. A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids. Druidic has its own alphabet.

**Nature Sense (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

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

**Resist Nature's Lure (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

**Spells** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below). To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier. Like

other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does. A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a cure spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

**Spontaneous Casting** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

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. Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**Trackless Step (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

**Weapon and Armor Proficiency** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below). Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. See the ironwood spell description.) 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 spell-like class abilities while doing so and for 24 hours thereafter.

**Wild Empathy (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. 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, but she takes a -4 penalty on the check.

**Woodland Stride (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

**Wild Empathy +4** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

You can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. 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 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. You can also 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.

### Feats

**Eyes in the Back of Your Head** [Wizards of the Coast - Revised (v.3.5) System Reference Document, DivineAbilitiesandFeats]

Attackers do not gain the usual +2 attack bonus when flanking you.

**Great Fortitude** [Wizards of the Coast - Revised (v.3.5) System Reference Document, DivineAbilitiesandFeats]

**Reference Document,  
Feats]**

You get a +2 bonus on all Fortitude saving throws.

**Proficiencies**

Club, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Scimitar, Shortspear,  
Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike

**Templates**

Base Race Type

Base Race Type ~ Humanoid

# Druid Spells

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

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

Name	School	Time	Duration	Range	Source
<b>□□□□ Create Water</b> [V, S] TARGET: Up to 8 gallons of water; <i>EFFECT</i> : Creates 8 gallons of pure water. [SR:No]	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsC
<b>□□□□ Cure Minor Wounds</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1 point of damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
<b>□□□□ Detect Magic</b> [V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	RSRD:SpellsD-E
<b>□□□□ Detect Poison</b> [V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects poison in one creature or small object. [SR:No]	Divination	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsD-E
<b>□□□□ Flare</b> [V] TARGET: Burst of light; <i>EFFECT</i> : Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:15, Fortitude negates]	Evocation [Light]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsF-G
<b>□□□□ Guidance</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:15, Will negates (harmless)]	Divination	1 standard action	1 minute or until discharged	Touch	RSRD:SpellsF-G
<b>□□□□ Know Direction</b> [V, S] TARGET: You; <i>EFFECT</i> : You discern north. [SR:No]	Divination	1 standard action	Instantaneous	Personal	RSRD:SpellsH-L
<b>□□□□ Light</b> [V, MDF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]	Evocation [Light]	1 standard action	40 minutes [D]	Touch	RSRD:SpellsH-L
<b>□□□□ Mending</b> [V, S] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : Makes minor repairs on an object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O
<b>□□□□ Purify Food and Drink</b> [V, S] TARGET: 4 cu. ft. of contaminated food and water; <i>EFFECT</i> : Purifies 4 cu. ft. of food or water. [SR:Yes (object); DC:15, Will negates (object)]	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsP-R
<b>□□□□ Read Magic</b> [V, S, F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]	Divination	1 standard action	40 minutes	Personal	RSRD:SpellsP-R
<b>□□□□ Resistance</b> [V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +1 on saving throws. [SR:Yes (harmless); DC:15, Will negates (harmless)]	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
<b>□□□□ Virtue</b> [V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains 1 temporary hp. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]	Transmutation	1 standard action	1 min.	Touch	RSRD:SpellsT-Z

## LEVEL 1 / Per Day:5 / Caster Level:4

Name	School	Time	Duration	Range	Source
<b>□□□□ Calm Animals</b> [V, S] TARGET: Animals within 30 ft. of each other; <i>EFFECT</i> : Calms 2d4 + 4 HD of animals. [SR:Yes; DC:16, Will negates; see text]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	4 minutes	Close (35 ft.)	RSRD:SpellsC
<b>□□□□ Charm Animal</b> [V, S] TARGET: One animal; <i>EFFECT</i> : Makes one animal your friend. [SR:Yes; DC:16, Will negates]	Enchantment (Charm) [Mind-Affecting]	1 standard action	4 hours	Close (35 ft.)	RSRD:SpellsC
<b>□□□□ Cure Light Wounds</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1d8+4 damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
<b>□□□□ Detect Animals or Plants</b> [V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects kinds of animals or plants. [SR:No]	Divination	1 standard action	Concentration, up to 40 minutes [D]	Long (560 ft.)	RSRD:SpellsD-E
<b>□□□□ Detect Snares and Pits</b> [V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals natural or primitive traps. [SR:No]	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft.	RSRD:SpellsD-E
<b>□□□□ Endure Elements</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:16, Will negates (harmless)]	Abjuration	1 standard action	24 hours	Touch	RSRD:SpellsD-E
<b>□□□□ Entangle</b> [V, S, DF] TARGET: Plants in a 40-ft.-radius spread; <i>EFFECT</i> : Plants entangle everyone in 40-ft.-radius circle. [SR:No; DC:16, Reflex partial; see text]	Transmutation	1 standard action	4 minutes [D]	Long (560 ft.)	RSRD:SpellsD-E
<b>□□□□ Faerie Fire</b> [V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; <i>EFFECT</i> : Outlines subjects with light, canceling blur, concealment, and the like. [SR:Yes]	Evocation [Light]	1 standard action	4 minutes [D]	Long (560 ft.)	RSRD:SpellsF-G
<b>□□□□ Goodberry</b> [V, S, DF] TARGET: 2d4 fresh berries touched; <i>EFFECT</i> : 2d4 berries each cure 1 hp [max 8 hp/24 hours]. [SR:Yes]	Transmutation	1 standard action	4 days	Touch	RSRD:SpellsF-G
<b>□□□□ Hide from Animals</b> [S, DF] TARGET: 4 creatures touched; <i>EFFECT</i> : Animals can't perceive 4 subjects. [SR:Yes; DC:16, Will negates (harmless)]	Abjuration	1 standard action	40 minutes [D]	Touch	RSRD:SpellsH-L
<b>□□□□ Jump</b> [V, S, M] TARGET: Creature touched; <i>EFFECT</i> : Subject gets +10 enhancement bonus on Jump checks. [SR:Yes; DC:16, Will negates (harmless)]	Transmutation	1 standard action	4 minutes [D]	Touch	RSRD:SpellsH-L
<b>□□□□ Longstrider</b> [V, S, M] TARGET: You; <i>EFFECT</i> : Increases your speed. [SR:No]	Transmutation	1 standard action	4 hours [D]	Personal	RSRD:SpellsH-L
<b>□□□□ Magic Fang</b> [V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:16, Will negates (harmless)]	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsM-O
<b>□□□□ Magic Stone</b> [V, S, DF] TARGET: Up to three pebbles touched; <i>EFFECT</i> : Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]	Transmutation	1 standard action	30 minutes or until discharged	Touch	RSRD:SpellsM-O
<b>□□□□ Obscuring Mist</b> [V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <i>EFFECT</i> : Fog surrounds you. [SR:No]	Conjuration (Creation)	1 standard action	4 minutes	20 ft.	RSRD:SpellsM-O
<b>□□□□ Pass without Trace</b> [V, S, DF] TARGET: 4 creatures touched; <i>EFFECT</i> : 4 subjects leaves no tracks. [SR:Yes (harmless); DC:16, Will negates (harmless)]	Transmutation	1 standard action	4 hours [D]	Touch	RSRD:SpellsP-R
<b>□□□□ Produce Flame</b> [V, S] TARGET: Flame in your palm; <i>EFFECT</i> : 1d6+4 damage, touch or thrown. [SR:Yes]	Evocation [Fire]	1 standard action	4 minutes [D]	0 ft.	RSRD:SpellsP-R
<b>□□□□ Shillelagh</b> [V, S, DF] TARGET: One touched nonmagical oak club or quarterstaff; <i>EFFECT</i> : Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 4 minutes. [SR:Yes (object); DC:16, Will negates (object)]	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsS
<b>□□□□ Speak with Animals</b> [V, S] TARGET: You; <i>EFFECT</i> : You can communicate with animals. [SR:No]	Divination	1 standard action	4 minutes	Personal	RSRD:SpellsS
<b>□□□□ Summon Nature's Ally I</b> [V, S, DF] TARGET: One summoned creature; <i>EFFECT</i> : Calls creature to fight. [SR:No]	Conjuration (Summoning)	1 round	4 rounds [D]	Close (35 ft.)	RSRD:SpellsS

## LEVEL 2 / Per Day:3 / Caster Level:4

Name	School	Time	Duration	Range	Source
<b>□□□□ Animal Messenger</b> [V, S, M] TARGET: One Tiny animal; <i>EFFECT</i> : Sends a Tiny animal to a specific place. [SR:Yes; DC:17, None; see text]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	4 days	Close (35 ft.)	RSRD:SpellsA-B
<b>□□□□ Animal Trance</b> [V, S] TARGET: Animals or magical beasts with Intelligence 1 or 2; <i>EFFECT</i> : Fascinates 2d6 HD of animals. [SR:Yes; DC:17, Will negates; see text]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration	Close (35 ft.)	RSRD:SpellsA-B
<b>□□□□ Barkskin</b> [V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : Grants +2 enhancement to natural armor. [SR:Yes (harmless)]	Transmutation	1 standard action	40 minutes	Touch	RSRD:SpellsA-B
<b>□□□□ Bear's Endurance</b> [V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Con for 4 minutes. [SR:Yes; DC:17, Will negates (harmless)]	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsA-B

\* =Domain/Specialty Spell

## Druid Spells

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Bull's Strength</b>	<b>Transmutation</b>	1 standard action	4 minutes	Touch	RSRD:SpellsA-B
[V, S, MDF] TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Str for 4 minutes. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Cat's Grace</b>	<b>Transmutation</b>	1 standard action	4 minutes	Touch	RSRD:SpellsC
[V, S, M] TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Dex for 4 minutes. [SR:Yes; DC:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Chill Metal</b>	<b>Transmutation [Cold]</b>	1 standard action	7 rounds	Close (35 ft.)	RSRD:SpellsC
[V, S, DF] TARGET: Metal equipment of 2 creatures, no two of which can be more than 30 ft. apart; or 100 lbs of metal. <b>EFFECT:</b> Cold metal damages those who touch it. [SR:Yes (object); DC:17, Will negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Delay Poison</b>	<b>Conjuration (Healing)</b>	1 standard action	4 hours	Touch	RSRD:SpellsD-E
[V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> Stops poison from harming subject for 4 hours. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Fire Trap</b>	<b>Abjuration [Fire]</b>	10 minutes	Permanent until discharged [D]	Touch	RSRD:SpellsF-G
[V, S, M] TARGET: Object touched; <b>EFFECT:</b> Opened object deals 1d4+4 fire damage. [SR:Yes; DC:17, Reflex half; see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Flame Blade</b>	<b>Evocation [Fire]</b>	1 standard action	4 minutes [D]	0 ft.	RSRD:SpellsF-G
[V, S, DF] TARGET: Sword-like beam; <b>EFFECT:</b> Touch attack deals 1d8 +2 fire damage. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Flaming Sphere</b>	<b>Evocation [Fire]</b>	1 standard action	4 rounds	Medium (140 ft.)	RSRD:SpellsF-G
[V, S, MDF] TARGET: 5-ft.-diameter sphere; <b>EFFECT:</b> Creates rolling ball of fire, 2d6 damage, lasts 4 rounds. [SR:Yes; DC:17, Reflex negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Fog Cloud</b>	<b>Conjuration (Creation)</b>	1 standard action	40 minutes	Medium (140 ft.)	RSRD:SpellsF-G
[V, S] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; <b>EFFECT:</b> Fog obscures vision. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Gust of Wind</b>	<b>Evocation [Air]</b>	1 standard action	1 round	60 ft.	RSRD:SpellsF-G
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the extreme of the range; <b>EFFECT:</b> Blows away or knocks down smaller creatures. [SR:Yes; DC:17, Fortitude negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Heat Metal</b>	<b>Transmutation [Fire]</b>	1 standard action	7 rounds	Close (35 ft.)	RSRD:SpellsH-L
[V, S, DF] TARGET: Metal equipment of 2 creatures, no two of which can be more than 30 ft. apart; or 100 lb. of metal, all of which must be within a 30-ft. circle; <b>EFFECT:</b> Make metal so hot it damages those who touch it. [SR:Yes (object); DC:17, Will negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Hold Animal</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	4 rounds [D]; see text	Medium (140 ft.)	RSRD:SpellsH-L
[V, S] TARGET: One animal; <b>EFFECT:</b> Paralyzes one animal for 4 rounds. [SR:Yes; DC:17, Will negates; see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Owl's Wisdom</b>	<b>Transmutation</b>	1 standard action	4 minutes	Touch	RSRD:SpellsM-O
[V, S, MDF] TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Wis for 4 minutes. [SR:Yes; DC:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Reduce Animal</b>	<b>Transmutation</b>	1 standard action	4 hours [D]	Touch	RSRD:SpellsP-R
[V, S] TARGET: One willing animal of Small, Medium, Large, or Huge size; <b>EFFECT:</b> Shrinks one willing animal. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Resist Energy</b>	<b>Abjuration</b>	1 standard action	40 minutes	Touch	RSRD:SpellsP-R
[V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> Ignores first 10 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Restoration, Lesser</b>	<b>Conjuration (Healing)</b>	3 rounds	Instantaneous	Touch	RSRD:SpellsP-R
[V, S] TARGET: Creature touched; <b>EFFECT:</b> Dispels magical ability penalty or repairs 1d4 ability damage. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Soften Earth and Stone</b>	<b>Transmutation [Earth]</b>	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsS
[V, S, DF] TARGET: 40 ft. square; see text; <b>EFFECT:</b> Turns stone to clay or dirt to sand or mud. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Spider Climb</b>	<b>Transmutation</b>	1 standard action	40 minutes	Touch	RSRD:SpellsS
[V, S, M] TARGET: Creature touched; <b>EFFECT:</b> Grants ability to walk on walls and ceilings. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Summon Nature's Ally II</b>	<b>Conjuration (Summoning)</b>	1 round	4 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, DF] TARGET: One or more creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Calls creature to fight. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Summon Swarm</b>	<b>Conjuration (Summoning)</b>	1 round	Concentration + 2 rounds	Close (35 ft.)	RSRD:SpellsS
[V, S, MDF] TARGET: One swarm of bats, rats, or spiders; <b>EFFECT:</b> Summons swarm of bats, rats, or spiders. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Tree Shape</b>	<b>Transmutation</b>	1 standard action	4 hours [D]	Personal	RSRD:SpellsT-Z
[V, S, DF] TARGET: You; <b>EFFECT:</b> You look exactly like a tree for 4 hours. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Warp Wood</b>	<b>Transmutation</b>	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsT-Z
[V, S] TARGET: 4 Small wooden objects, all within a 20-ft. radius; <b>EFFECT:</b> Bends wood [shaft, handle, door, plank]. [SR:Yes (object); DC:17, Will negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Wood Shape</b>	<b>Transmutation</b>	1 standard action	Instantaneous	Touch	RSRD:SpellsT-Z
[V, S, DF] TARGET: One touched piece of wood no larger than 14 cu. ft.; <b>EFFECT:</b> Rearranges wooden objects to suit you. [SR:Yes (object); DC:17, Will negates (object)]					

\* =Domain/Specialty Spell

## Spellbook: Prepared Spells

### Druid

Level 0	Level 1	Level 2
<input type="checkbox"/> Create Water	<input type="checkbox"/> Cure Light Wounds	<input type="checkbox"/> Delay Poison (DC:17)
<input type="checkbox"/> Cure Minor Wounds (DC:15)	<input type="checkbox"/> (DC:16)	<input type="checkbox"/> Resist Energy (DC:17)
<input type="checkbox"/> Detect Magic	<input type="checkbox"/> Goodberry	<input type="checkbox"/> Summon Swarm
<input type="checkbox"/> Detect Poison	<input type="checkbox"/> Obscuring Mist	
<input type="checkbox"/> Mending (DC:15)	<input type="checkbox"/> Speak with Animals	
	<input type="checkbox"/> Summon Nature's Ally I	

# Beewaah

TreeSpirit

RACE

0

AGE

Female

GENDER

VISION

True Neutral

ALIGNMENT

Ambidextrous

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

None

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**