

# Dalith

Eric Dumas

Character Sheet (RPGX) - v. 1.1.2



## CHARACTER BIO

Dalith is a **47** year old, **Small** sized, **Male Gnome**. Stands **3ft. 7in.** tall and weighs **47 lb.** World view is **Neutral Good** in nature. Currently a worshiper of **Segojan Earthcaller**.

CHARACTER LEVEL	CLASSES and LEVELS		
4	Druid 4		
CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
8,000	10,000	2,000	

<b>HP TRACK</b>	<b>NON LETHAL</b>	<b>AC TRACK</b>
-----------------	-------------------	-----------------

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES
<b>STR</b>	8	-1			<b>HP POINTS</b> 27	4d8 + 8		<b>SPEED</b> MOVE 15 ft.
<b>DEX</b>	14	+2			<b>AC ARMOR</b> 17	16 12 = 10 + 3 + 2 + 1 + 1 + 0 + 0	30% -6 +6	
<b>CON</b>	15	+2				NORMAL FLAT TOUCH AC	% SPELL FAILURE ARMOR CHECK MAX DEX SPELL RESIST	
<b>INT</b>	13	+1			<b>FORTITUDE CON</b> +6	TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER	<b>BASE ATTACK</b> +3	
<b>WIS</b>	18	+4			<b>REFLEX DEX</b> +3	= 4 + 2 + 0 + 0 + +2 vs. illusions	<b>INITIATIVE MODIFIER</b>	
<b>CHA</b>	15	+2			<b>WILL WIS</b> +8	= 4 + 4 + 0 + 0 +	+2 = 2 + 0	

<b>GRAPPLE</b> ATTACK BONUS	-2	= 3 + -1 + -4 + 0 +
<b>MELEE</b> ATTACK BONUS	+3	= 3 + -1 + 1 + 0 +
<b>RANGED</b> ATTACK BONUS	+6	= 3 + 2 + 1 + 0 +

## SKILLS

NAME (KEY ABILITY)	TOT	RNK	ABL	MSC
◆ Appraise (INT)	1	=	+ 1	+ 0
◆ Balance (DEX)*	-4	=	+ 2	+ -6
◆ Bluff (CHA)	1	=	+ 2	+ -1
◆ Climb (STR)*	-4	=	3	+ -1 + -6
◆ Concentration (CON)	2	=	+ 2	+ 0
◆ Craft (INT)	1	=	+ 1	+ 0
◆ Diplomacy (CHA)	3	=	+ 2	+ 1
◆ Disguise (CHA)	2	=	+ 2	+ 0
◆ Escape Artist (DEX)*	-4	=	+ 2	+ -6
◆ Forgery (INT)	1	=	+ 1	+ 0
◆ Gather Information (CHA)	2	=	+ 2	+ 0
◆ Handle Animal (CHA)	9	=	7	+ 2 + 0
◆ Heal (WIS)	4	=	+ 4	+ 0
◆ Hide (DEX)*	0	=	+ 2	+ -2
◆ Intimidate (CHA)	2	=	+ 2	+ 0
◆ Jump (STR)*	-19	=	+ -1	+ -18
◆ Knowledge (Nature) (INT)	12	=	7	+ 1 + 4
◆ Listen (WIS)	6	=	+ 4	+ 2
◆ Move Silently (DEX)*	-4	=	+ 2	+ -6
◆ Perform (CHA)	2	=	+ 2	+ 0
◆ Profession (Miner) (WIS)	5	=	1	+ 4 + 0
◆ Ride (DEX)	4	=	+ 2	+ 2
◆ Search (INT)	1	=	+ 1	+ 0
◆ Sense Motive (WIS)	3	=	+ 4	+ -1
◆ Spot (WIS)	4	=	+ 4	+ 0
◆ Survival (WIS)	13	=	7	+ 4 + 2
◆ Swim (STR)**	-6	=	7	+ -1 + -12
◆ Use Rope (DEX)	4	=	+ 2	+ 2

WEAPONS (DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL
🗡️ Mace, Heavy (B)	-1	1d6-1	x2
🗡️ Dagger, stone (P/S) +2 Skill (Sleight of Hand) [to conceal a dagger on your body], -2 Attack Roll [Inherent], -2 Damage Roll [Inherent]	-3	1d3-3	19-20/x2
		0 - 10 FT	11 - 20 FT
		-3	-5
		21 - 30 FT	31 - 40 FT
		-7	-9
		41 - 50 FT	-11
		51 - 60 FT	61 - 70 FT
		-13	-15
		71 - 80 FT	81 - 90 FT
		-17	-19
		91 - 100 FT	-21

👉 — Main hand (Primary)    ⚔️ — Off hand (Secondary)    🤖 — Two-handed    ⚙️ — Thrown

## ATTACK MODIFIERS

Gnome (+1 Attack Roll vs. Kobolds)  
+1 Attack Roll vs. Humanoid (Goblinoid)

ARMOR	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED
Leather, scale	+3	+6	-2	15%	15 ft.

SHIELD	ARMOR BONUS	ARMOR CHECK	SPELL FAIL
Shield, Heavy Wooden	+2	-2	15%

## DEFENSE MODIFIERS

NAME	MODIFIER	BONUS	CONDITION
Leather, scale	Armor Class	Armor + 3	-
Shield, Heavy Wooden	Armor Class	Shield + 2	-
Gnome	Armor Class vs. Monster Type	Dodge + 4	-

◆ Can be used untrained \* Armor Check penalty \*\* Armor Check x2

## SKILL MODIFIERS

Knowledge (Nature) Synergy (+2 Skill (Survival) in above ground natural environments)

EQUIPMENT DESCRIPTION	CHARGES	VALUE EACH	QTY	LBS	EQUIPMENT DESCRIPTION	CHARGES	VALUE EACH	QTY	LBS
<b>BACKPACK</b>									
Bedroll	1 sp		1	1.25 lb.	Cold Weather Outfit	8 gp		1	1.75 lb.
Blanket, Winter	5 sp		1	0.75 lb.	Everfull Mug	200 gp		1	0.25 lb.
Chalk, 1 Piece	1 cp		1	0 lb.	Explorer's Outfit	10 gp		1	2 lb.
Flint and Steel	1 gp		1	0 lb.	Purse	5 sp		1	0.1 lb.
Lantern, Bullseye	12 gp		1	3 lb.	Purse	5 sp		1	0.1 lb.
Oil, 1 pt. Flask	1 sp		1	1 lb.	Purse	5 sp		1	0.1 lb.
Rope, Silk (50 ft.)	10 gp		1	5 lb.	Thunderstone	30 gp		1	1 lb.
Waterskin	1 gp		1	1 lb.					
<b>INVENTORY</b>									
Backpack	2 gp		1	0.5 lb.	Bag of Endless Caltrops	800 gp		1	2 lb.
Mace, Heavy	12 gp		1	4 lb.	Boots of landing	500 gp		1	1 lb.
Pouch, Belt	1 gp		1	0.125 lb.	Dagger, stone	5 sp		1	1 lb.
Rod of Frost	1400 gp		1	5 lb.	Leather, scale	35 gp		1	10 lb.
Shield, Heavy Wooden	7 gp		1	5 lb.	Traveler's Outfit	1 gp		1	1.25 lb.
<b>POUCH, BELT</b>									
Gems, Semi-Precious Stones	500 gp		10	0.1 lb.	Gems, Fancy Stones	500 gp		5	0.05 lb.
Pearl of Power, 1st Level Spell	1000 gp		1	0 lb.	Gems, Ornamental Stones	150 gp		15	0.15 lb.
<b>PURSE</b>									
80 gp	80 gp		n/a	1.6 lb.					
<b>PURSE</b>									
100 gp	100 gp		n/a	2 lb.					
<b>PURSE</b>									
37 gp, 2 sp, 9 cp	37 gp		n/a	0.96 lb.					

CARRIED WEIGHT <b>52.035 lb.</b>	0 to 19 lb. LIGHT	20 to 39 lb. MEDIUM	40 to 60 lb. <b>HEAVY</b>	60 lb. OVER HEAD	120 lb. OFF GRND	300 lb. PUSH DRAG
-------------------------------------	----------------------	------------------------	------------------------------	------------------------	------------------------	-------------------------

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	Proficient	Untrained	Select	Select	Proficient
<b>Armor Proficiency (Light)</b> - Proficient in the wearing of all light armors. (System Reference Document 3.5 ).						
<b>Armor Proficiency (Medium)</b> - Proficient in the wearing of all medium armors. (Player's Handbook 89).						
<b>Augment Summoning</b> - Conjured creatures gain a +4 enhancement bonus to Strength and Constitution. (Player's Handbook 89).						
<b>Martial Weapon Proficiency</b> Scimitar - Proficient with a single martial weapon. (System Reference Document 3.5 ).						
<b>Shield Proficiency</b> - Proficient with all shields except tower shields. (System Reference Document 3.5 ).						
<b>Simple Weapon Proficiency</b> Club - Proficient with a single simple weapon. (Player's Handbook 100).						
<b>Simple Weapon Proficiency</b> Sling - Proficient with a single simple weapon. (Player's Handbook 100).						
<b>Simple Weapon Proficiency</b> Dagger - Proficient with a single simple weapon. (Player's Handbook 100).						
<b>Simple Weapon Proficiency</b> Spear - Proficient with a single simple weapon. (Player's Handbook 100).						
<b>Simple Weapon Proficiency</b> Dart - Proficient with a single simple weapon. (Player's Handbook 100).						
<b>Simple Weapon Proficiency</b> Shortspear - Proficient with a single simple weapon. (Player's Handbook 100).						
<b>Simple Weapon Proficiency</b> Sickle - Proficient with a single simple weapon. (Player's Handbook 100).						
<b>Simple Weapon Proficiency</b> Quarterstaff - Proficient with a single simple weapon. (Player's Handbook 100).						
<b>Spell Focus</b> Conjuration - +1 to the DC for all saving throws against spells from the school of magic you select. (Player's Handbook 100).						

PROTECTIVE ITEMS	BONUSES PROVIDED
Leather, scale	Armor + 3
Shield, Heavy Wooden	Shield + 2
Gnome	Dodge + 4

**CHARACTER FEATURES**

- DRUID**
- Animal Companion (Druid) - Grants an animal companion.
  - Druid Armor Restriction - Prohibited from wearing metal armor or carrying a metal shield.
  - Druid Code of Conduct - Druid code of conduct.
  - Nature Sense - +2 on Knowledge (Nature) and Survival skill checks.
  - Resist Nature's Lure - +4 on all saving throws vs. spell-like abilities of the fey.
  - Spontaneous Casting (Druid) - Can exchange a prepared spell to cast any Summon Nature's Ally.
  - Trackless Step - Leave no trail and cannot be tracked in natural surroundings (if desired).
  - Wild Empathy - Can improve the attitude of an animal.
  - Woodland Stride - Can move through undergrowth at normal speed without impairment.

- RACIAL**
- Gnome Spell-Like Abilities - Speak with Animals 1/day. If CHA 10 can cast Dancing Lights, Ghost Sound or Prestidigitation 1/day also.
  - Low-Light Vision - Can see twice as far as humans in starlight, moonlight, torchlight and similar conditions of poor illumination.

- USER**
- Trait - Honest - You are naturally straightforward and sincere.

- LANGUAGES**
- Common, Draconic, Druidic, Gnome

<b>COINS</b>	<b>NEW COINS GAINED IN PLAY</b>
217 gp, 2 sp 9 cp	

**DRUID SPELLS**

LEVELS	0	1	2	3	4	5	6	7	8	9
Per Day:	5	4	3	—	—	—	—	—	—	—
Save:	14	15	16	—	—	—	—	—	—	—

**0 LEVEL**

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE	SOURCE
	<b>Create Water</b>	V, S	15	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 215
	Creates 2 gallons/level of pure water.								
	<b>Cure Minor Wounds</b>	V, S	15	Yes (harmless); see text	1 standard action	Touch	Instantaneous	Will half (harmless); see text	System Reference Document 3.5
	Cures 1 point of damage.								
	<b>Detect Magic</b>	V, S	14	No	1 standard action	60 ft.	Concentration, up to 1 min./level (D)	None	System Reference Document 3.5
	Detects spells and magic items within 60 ft.								
	<b>Detect Poison</b>	V, S	14	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 219
	Detects poison in one creature or object.								
	<b>Flare</b>	V	14	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	Fortitude negates	System Reference Document 3.5
	Dazzles one creature (1 on attack rolls).								
	<b>Guidance</b>	V, S	14	Yes	1 standard action	Touch	1 minute or until discharged	Will negates (harmless)	System Reference Document 3.5
	+1 on one attack roll, saving throw, or skill check.								
	<b>Know Direction</b>	V, S	14		1 standard action	Personal	Instantaneous		System Reference Document 3.5
	You discern north.								
	<b>Light</b>	V, M, DF	14	No	1 standard action	Touch	10 min./level (D)	None	System Reference Document 3.5
	Object shines like a torch.								
	<b>Mending</b>	V, S	14	Yes (harmless, object)	1 standard action	10 ft.	Instantaneous	Will negates (harmless, object)	System Reference Document 3.5
	Makes minor repairs on an object.								
	<b>Purify Food and Drink</b>	V, S	14	Yes (object)	1 standard action	10 ft.	Instantaneous	Will negates (object)	System Reference Document 3.5
	Purifies 1 cu. ft./level of food or water.								
	<b>Read Magic</b>	V, S, F	14		1 standard action	Personal	10 min./level		System Reference Document 3.5
	Read scrolls and spellbooks.								
	<b>Resistance</b>	V, S, M, DF	14	Yes (harmless)	1 standard action	Touch	1 minute	Will negates (harmless)	System Reference Document 3.5
	Subject gains +1 on saving throws.								
	<b>Virtue</b>	V, S, DF	14	Yes (harmless)	1 standard action	Touch	1 min.	Fortitude negates (harmless)	System Reference Document 3.5
	Subject gains 1 temporary hp.								

**1st LEVEL**

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE	SOURCE
	<b>Calm Animals</b>	V, S	15	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	1 min./level	Will negates; see text	System Reference Document 3.5
	Calms (2d4 + level) HD of animals.								
	<b>Charm Animal</b>	V, S	15	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	1 hour/level	Will negates	System Reference Document 3.5
	Makes one animal your friend.								
	<b>Climb Walls</b>	V, S, M	15	Yes (harmless)	1 standard action	Touch	1 minute/level (D)	Will negates (harmless)	Spell Compendium 47
	Touched creature gains increased climbing ability.								
	<b>Cure Light Wounds</b>	V, S	16	Yes (harmless); see text	1 standard action	Touch	Instantaneous	Will half (harmless); see text	System Reference Document 3.5
	Cures 1d8 damage +1/level (max +5).								
	<b>Detect Animals or Plants</b>	V, S	15	No	1 standard action	Long (400 ft. + 40 ft./level)	Concentration, up to 10 min./level (D)	None	System Reference Document 3.5
	Detects kinds of animals or plants.								
	<b>Detect Snares and Pits</b>	V, S	15	No	1 standard action	60 ft.	Concentration, up to 10 min./level (D)	None	System Reference Document 3.5
	Reveals natural or primitive traps.								
	<b>Endure Elements</b>	V, S	15	Yes (harmless)	1 standard action	Touch	24 hours	Will negates (harmless)	Player's Handbook 226
	Exist comfortably in hot or cold environments.								
	<b>Entangle</b>	V, S, DF	15	No	1 standard action	Long (400 ft. + 40 ft./level)	1 min./level (D)	Reflex partial; see text	System Reference Document 3.5
	Plants entangle everyone in 40-ft.-radius circle.								
	<b>Faerie Fire</b>	V, S, DF	15	Yes	1 standard action	Long (400 ft. + 40 ft./level)	1 min./level (D)	None	Player's Handbook 229
	Outlines subjects with light, canceling blur, concealment, and the like.								

<b>Goodberry</b>	V, S, DF	15	Yes	1 standard action	Touch	One day/level	None	Player's Handbook 237
2d4 berries each cure 1 hp (max 8 hp/24 hours).								
<b>Hide from Animals</b>	S, DF	15	Yes	1 standard action	Touch	10 min./level (D)	Will negates (harmless)	System Reference Document 3.5
Animals cant perceive one subject/level.								
<b>Jump</b>	V, S, M	15	Yes	1 standard action	Touch	1 minute/level (D)	Will negates (harmless)	Player's Handbook 246
Subject gets bonus on Jump checks.								
<b>Longstrider</b>	V, S, M	15		1 standard action	Personal	1 hour/level (D)		Player's Handbook 249
Increases your speed.								
<b>Magic Fang</b>	V, S, DF	15	Yes (harmless)	1 standard action	Touch	1 min./level	Will negates (harmless)	Player's Handbook 250
One natural weapon of subject creature gets +1 on attack and damage rolls.								
<b>Magic Stone</b>	V, S, DF	15	Yes (harmless, object)	1 standard action	Touch	30 minutes or until discharged	Will negates (harmless, object)	Player's Handbook 251
Three stones gain +1 on attack, deal 1d6 +1 damage.								
<b>Obscuring Mist</b>	V, S	16	No	1 standard action	20 ft.	1 minute/level	None	Player's Handbook 258
Fog surrounds you.								
<b>Pass without Trace</b>	V, S, DF	15	Yes (harmless)	1 standard action	Touch	1 hour/level (D)	Will negates (harmless)	System Reference Document 3.5
One subject/level leaves no tracks.								
<b>Produce Flame</b>	V, S	15	Yes	1 standard action	0 ft.	1 min./level (D)	None	Player's Handbook 265
1d6 damage +1/level, touch or thrown.								
<b>Shilleagh</b>	V, S, DF	15	Yes (object)	1 standard action	Touch	1 min./level	Will negates (object)	System Reference Document 3.5
Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.								
<b>Speak with Animals</b>	V, S	15		1 standard action	Personal	1 min./level		System Reference Document 3.5
You can communicate with animals.								
<b>Summon Nature's Ally I</b>	V, S, DF	16	No	1 round	Close (25 ft. + 5 ft./2 levels)	1 round/level (D)	None	System Reference Document 3.5
Calls creature to fight.								
<b>Surefooted Stride</b>	V, S	15	No	1 standard action	Personal	1 minute/level	None	Spell Compendium 216
You can move over rubble as easily as you can over open ground.								

## 2nd LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE	SOURCE
	<b>Animal Messenger</b>	V, S, M	16	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	One day/level	None; see text	System Reference Document 3.5
Sends a Tiny animal to a specific place.									
	<b>Animal Trance</b>	V, S	16	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	Concentration	Will negates; see text	System Reference Document 3.5
Fascinates 2d6 HD of animals.									
	<b>Barkskin</b>	V, S, DF	16	Yes (harmless)	1 standard action	Touch	10 min./level	None	System Reference Document 3.5
Grants +2 (or higher) enhancement to natural armor.									
	<b>Bear's Endurance</b>	V, S, DF	16	Yes	1 standard action	Touch	1 minute/level	Will negates (harmless)	Player's Handbook 203
Subject gains +4 to Con for 1 minute/level.									
	<b>Bull's Strength</b>	V, S, M, DF	16	Yes (harmless)	1 standard action	Touch	1 minute/level	Will negates (harmless)	Player's Handbook 207
Subject gains +4 to Str for 1 minute/level.									
	<b>Cat's Grace</b>	V, S, M	16	Yes	1 standard action	Touch	1 min./level	Will negates (harmless)	System Reference Document 3.5
Subject gains +4 to Dex for 1 min./level.									
	<b>Chill Metal</b>	V, S, DF	16	Yes (object)	1 standard action	Close (25 ft. + 5 ft./2 levels)	7 rounds	Will negates (object)	Player's Handbook 209
Cold metal damages those who touch it.									
	<b>Delay Poison</b>	V, S, DF	17	Yes (harmless)	1 standard action	Touch	1 hour/level	Fortitude negates (harmless)	System Reference Document 3.5
Stops poison from harming subject for 1 hour/level.									
	<b>Earthen Grace</b>	S, M	16	Yes (harmless)	1 standard action	Touch	1 minute/level	Will negates (harmless)	Spell Compendium 76
Subject takes only nonlethal damage from stone and earth.									
	<b>Earthfast</b>	V, S	16	Yes (object)	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Spell Compendium 76
Doubles the hit points of stone structure or rock formation and increases hardness to 10.									
	<b>Fire Trap</b>	V, S, M	16	Yes	10 minutes	Touch	Permanent until discharged (D)	Reflex half; see text	Player's Handbook 231
Opened object deals 1d4 damage +1/level.									
	<b>Flame Blade</b>	V, S, DF	16	Yes	1 standard action	0 ft.	1 min./level (D)	None	System Reference Document 3.5
Touch attack deals 1d8 +1/two levels damage.									
	<b>Flaming Sphere</b>	V, S, M, DF	16	Yes	1 standard action	Medium (100 ft. + 10 ft./level)	1 round/level	Reflex negates	Player's Handbook 232
Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.									
	<b>Fog Cloud</b>	V, S	17	No	1 standard	Medium (100 ft. + 10 ft.)	10 minutes/level	None	Player's

Fog obscures vision.					action	level)			Handbook 232
<b>Gust of Wind</b>	V, S	16	Yes	1 standard action	60 ft.		1 round	Fortitude negates	Player's Handbook 238
Blows away or knocks down smaller creatures.									
<b>Heat Metal</b>	V, S, DF	16	Yes (object)	1 standard action	Close (25 ft. + 5 ft./2 levels)		7 rounds	Will negates (object)	Player's Handbook 239
Make metal so hot it damages those who touch it.									
<b>Hold Animal</b>	V, S	16	Yes	1 standard action	Medium (100 ft. + 10 ft. level)		1 round/level (D): see text	Will negates; see text	System Reference Document 3.5
Paralyzes one animal for 1 round/level.									
<b>Owl's Wisdom</b>	V, S, M, DF	16	Yes	1 standard action	Touch		1 minute/level	Will negates (harmless)	Player's Handbook 259
Subject gains +4 to Wis for 1 minute/level.									
<b>Reduce Animal</b>	V, S	16	No	1 standard action	Touch		1 hour/level (D)	None	System Reference Document 3.5
Shrinks one willing animal.									
<b>Resist Energy</b>	V, S, DF	16	Yes (harmless)	1 standard action	Touch		10 minutes/level	Fortitude negates (harmless)	Player's Handbook 272
Ignores 10 (or more) points of damage/attack from specified energy type.									
<b>Restoration, Lesser</b>	V, S	17	Yes (harmless)	3 rounds	Touch		Instantaneous	Will negates (harmless)	Player's Handbook 272
Dispels magical ability penalty or repairs 1d4 ability damage.									
<b>Soften Earth and Stone</b>	V, S, DF	16	No	1 standard action	Close (25 ft. + 5 ft./2 levels)		Instantaneous	None	System Reference Document 3.5
Turns stone to clay or dirt to sand or mud.									
<b>Spider Climb</b>	V, S, M	16	Yes (harmless)	1 standard action	Touch		10 minutes/level	Will negates (harmless)	Player's Handbook 283
Grants ability to walk on walls and ceilings.									
<b>Summon Nature's Ally II</b>	V, S, DF	17	No	1 round	Close (25 ft. + 5 ft./2 levels)		1 round/level (D)	None	System Reference Document 3.5
Calls creature to fight.									
<b>Summon Swarm</b>	V, S, M, DF	17	No	1 round	Close (25 ft. + 5 ft./2 levels)		Concentration + 2 rounds	None	System Reference Document 3.5
Summons swarm of bats, rats, or spiders.									
<b>Tree Shape</b>	V, S, DF	16		1 standard action	Personal		1 hour/level (D)		System Reference Document 3.5
You look exactly like a tree for 1 hour/level.									
<b>Warp Wood</b>	V, S	16	Yes (object)	1 standard action	Close (25 ft. + 5 ft./2 levels)		Instantaneous	Will negates (object)	System Reference Document 3.5
Bends wood (shaft, handle, door, plank).									
<b>Wood Shape</b>	V, S, DF	16	Yes (object)	1 standard action	Touch		Instantaneous	Will negates (object)	Player's Handbook 303
Rearranges wooden objects to suit you.									