

Ielequi Female Elf
Abjurer12Rgr6

NAME
Abj12 Rgr6
CLASS
18
TCL
162000
EXPERIENCE
171000
NEXT LEVEL

NPC

PLAYERNAME
Elf
Medium
5'3"
130 lbs
5'3"
130 lbs
HEIGHT
WEIGHT
0
Female
AGE
GENDER

Chaotic Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

Table with 4 columns: Ability Name, Ability Score, Ability Modifier, Temp Score, Temp Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

Table with 3 main sections: HP (Hit Points), AC (Armor Class), and SPEED. HP shows current and maximum values. AC shows armor class and bonuses. SPEED shows movement rate.

Table for INITIATIVE and BASE ATTACK. INITIATIVE shows modifier and total. BASE ATTACK shows bonus and total.

Table for SAVING THROWS. Rows include FORTITUDE (constitution), REFLEX (dexterity), and WILLPOWER (wisdom), showing total, base save, and modifiers.

Table for MELEE, RANGED, and GRAPPLE attacks. Shows total attack bonus, base attack bonus, and various modifiers.

Table for UNARMED attack. Shows total attack bonus, damage, and critical hit multiplier.

Table for ARMOR. Shows type, AC, max dex, check, and spell failure.

Table for EQUIPMENT. Shows item, location, qty, wt, and cost. Includes Outfit (Explorer's).

Table for WEIGHT ALLOWANCE. Shows weight limits for Light, Medium, and Heavy categories.

Table for FEATS. Lists various feats like Brew Potion, Craft Wand, Dodge, Empower Spell, etc., with their descriptions.

PROHIBITED
Illusion, Enchantment

Table for SKILLS. Lists various skills like Concentration, Craft (Alchemy), Heal, Knowledge (Dungeoneering), etc., with their key ability, skill modifier, and ranks.

SPECIAL ABILITIES

+2 bonus to Spellcraft when learning Abjuration
+2 racial saving throw bonus against enchantment spells or effects.
Animal Companion (Ex)
Evasion (Ex)
Immunity to magic sleep effects.
Improved Combat Style (Ex) - Ranger Archery
Summon Familiar
Wild Empathy (Ex)

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Draconic, Elven, Gnome, Goblin, Orc

# Wizard 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	5	5	5	4	3	2	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Arcane Mark</b> <i>Effect:</i> Inscribe a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	12 minute [D]	Medium (220 Feet)	V, S	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard action	12 round	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Message</b> <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	120 minutes	Medium (220 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes (object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	12 hour	10 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Cold]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	12 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	12 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Alarm</b> <i>Effect:</i> Wards an area for 24 hours.	15	None	1 standard action	24 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Chill Touch</b> <i>Effect:</i> 12 touches deal 1d6 damage and possibly 1 Str damage.	15	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Erase</b> <i>Effect:</i> Mundane or magical writing vanishes.	15	See text	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Jump</b> <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V, S, M	Yes	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Magic Weapon</b> <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Protection from Chaos</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ray of Enfeeblement</b> <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	15	None	1 standard action	12 minutes	Close (55 Feet)	V, S	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Reduce Person</b> <i>Effect:</i> Humanoid creature halves in size.	15	Fortitude negates	1 round	12 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Shield</b> <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	12 minutes [D]	Personal	V, S	No	Abjuration [Force]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>True Strike</b> <i>Effect:</i> +20 on your next attack roll.	15	None	1 standard action	See text	Personal	V, F	No	Divination

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Acid Arrow</b> <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	16	None	1 standard action	5 rounds	Long (880 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Arcane Lock</b> <i>Effect:</i> Magically locks a portal or chest.	16	None	1 standard action	Permanent	Touch	V, S, M	No	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Thoughts</b> <i>Effect:</i> Allows 'listening' to surface thoughts.	16	Will negates; see text	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S, F/DF	No	Divination (Mind-Affecting)
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Fog Cloud</b> <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	120 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Obscure Object</b> <i>Effect:</i> Masks object against scrying.	16	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Protection from Arrows</b> <i>Effect:</i> Subject immune to most ranged attacks.	16	Will negates (harmless)	1 standard action	12 hours or until discharged	Touch	V, S, F	Yes (harmless)	Abjuration

\* =Domain/Specialty Spell

Wizard Spells								
Pyrotechnics	16	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds Long (880 Feet) after creatures leave the smoke cloud; see text	V, S, M	Yes or No; see text	Transmutation	
Effect: Turns fire into blinding light or choking smoke.				Target: One fire source, up to a 20-ft. cube				
Web	16	Reflex negates; see text	1 standard action	120 minutes [D]	Medium (220 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.				Target: Webs in a 20-ft.-radius spread				

LEVEL 3								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Daylight	17	None	1 standard action	120 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.				Target: Object touched				
Dispel Magic	17	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
Explosive Runes	17	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]
Effect: Deals 6d6 damage when read.				Target: One touched object weighing no more than 10 lb.				
Haste	17	Fortitude negates (harmless)	1 standard action	12 rounds	Close (55 Feet)	V, S, M	Yes (harmless)	Transmutation
Effect: 12 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Keen Edge	17	Will negates (harmless, object)	1 standard action	120 minutes	Close (55 Feet)	V, S	Yes (harmless, object)	Transmutation
Effect: Doubles normal weapon's threat range.				Target: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting				
Magic Circle against Good	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
Effect: As protection spells, but 10-ft. radius and 120 minutes.				Target: 10-ft.-radius emanation from touched creature				
Magic Weapon, Greater	17	Will negates (harmless, object)	1 standard action	12 hours	Close (55 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
Effect: +1/four levels 5.				Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
Nondetection	17	Will negates (harmless, object)	1 standard action	12 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
Effect: Hides subject from divination, scrying.				Target: Creature or object touched				
Water Breathing	17	Will negates (harmless)	1 standard action	24 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subjects can breathe underwater.				Target: Living creatures touched				

LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Dimensional Anchor	18	None	1 standard action	12 minutes	Medium (220 Feet)	V, S	Yes (object)	Abjuration
Effect: Bars extradimensional movement.				Target: Ray				
Enlarge Person, Mass	18	Fortitude negates	1 round	12 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
Effect: Enlarges several creatures.				Target: 12 humanoid creatures, no two of which can be more than 30 ft. apart				
Fire Trap	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
Effect: Opened object deals 1d4+12 damage.				Target: Object touched				
Locate Creature	18	None	1 standard action	120 minutes	Long (880 Feet)	V, S, M	No	Divination
Effect: Indicates direction to familiar creature.				Target: Circle, centered on you, with a radius of 880 ft.				
Mnemonic Enhancer	18	None	10 minutes	Instantaneous	Personal	V, S, M, F	No	Transmutation
Effect: Wizard only. Prepares extra spells or retains one just cast.				Target: You				
Polymorph	18	None	1 standard action	12 minutes [D]	Touch	V, S, M	No	Transmutation
Effect: Gives one willing subject a new form.				Target: Willing living creature touched				

LEVEL 5								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Cone of Cold	19	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
Effect: 12d6 cold damage.				Target: Cone-shaped burst				
Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S, DF	Yes	Abjuration
Effect: Forces a creature to return to native plane.				Target: One extraplanar creature				
Magic Jar	19	Will negates; see text	1 standard action	12 hours or until you return to your body	Medium (220 Feet)	V, S, F	Yes	Necromancy
Effect: Enables possession of another creature.				Target: One creature				
Symbol of Pain	19	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
Effect: Triggered rune wracks nearby creatures with pain.				Target: One symbol				
Teleport	19	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Instantly transports you as far as 1200 miles.				Target: You and touched objects or other touched willing creatures				

LEVEL 6								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Circle of Death	20	Fortitude negates	1 standard action	Instantaneous	Medium (220 Feet)	V, S, M	Yes	Necromancy [Death]
Effect: Kills 12d4 HD of creatures.				Target: Several living creatures within a 40-ft.-radius burst				
Globe of Invulnerability	20	None	1 standard action	12 rounds [D]	10 ft.	V, S, M	No	Abjuration
Effect: As lesser globe of invulnerability, plus 4th-level spell effects.				Target: 10-ft.-radius spherical emanation, centered on you				
Guards and Wards	20	See text	30 minutes	24 hours [D]	Anywhere within the area to be warded	V, S, M, F	See text	Abjuration
Effect: Array of magic effects protect area.				Target: Up to 2400 sq. ft [S]				

* =Domain/Speciality Spell								
Ranger 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	0	2	0	0	0	0	0	0	0	0

LEVEL 1								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	15	None	1 standard action	12 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
Effect: Wards an area for 12 hours.				Target: 20-ft.-radius emanation centered on a point in space				
Animal Messenger	15	None; see text	1 standard action	6 days	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Sends a Tiny animal to a specific place.				Target: One Tiny animal				
Calm Animals	15	Will negates; see text	1 standard action	6 minutes	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Calms [2d4 + level] HD of animals.				Target: Animals within 30 ft. of each other				
Charm Animal	15	Will negates	1 standard action	6 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes one animal your friend.				Target: One animal				
Delay Poison	15	Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
Effect: Stops poison from harming subject for 6 hours.				Target: Creature touched				
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (640 Feet)	V, S	No	Divination
Effect: Detects kinds of animals or plants.				Target: Cone-shaped emanation				
* =Domain/Speciality Spell								

## Ranger Spells

☐☐☐☐☐	<b>Detect Poison</b>	15	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
	<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
☐☐☐☐☐	<b>Detect Snares and Pits</b>	15	None	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S	No	Divination
	<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐	<b>Endure Elements</b>	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Entangle</b>	15	Reflex partial; see text	1 standard action	6 minutes [D]	Long (640 Feet)	V, S, DF	No	Transmutation
	<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.				<i>Target:</i> Plants in a 40-ft.-radius spread				
☐☐☐☐☐	<b>Hide from Animals</b>	15	Will negates (harmless)	1 standard action	60 minutes [D]	Touch	S, DF	Yes	Abjuration
	<i>Effect:</i> Animals can't perceive 6 subjects.				<i>Target:</i> 6 creatures touched				
☐☐☐☐☐	<b>Jump</b>	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M	Yes	Transmutation
	<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Longstrider</b>	15	None	1 standard action	6 hours [D]	Personal	V, S, M	No	Transmutation
	<i>Effect:</i> Increases your speed.				<i>Target:</i> You				
☐☐☐☐☐	<b>Magic Fang</b>	15	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	<b>Pass without Trace</b>	15	Will negates (harmless)	1 standard action	6 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> 6 subjects leaves no tracks.				<i>Target:</i> 6 creatures touched				
☐☐☐☐☐	<b>Read Magic</b>	15	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
	<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
☐☐☐☐☐	<b>Resist Energy</b>	15	Fortitude negates (harmless)	1 standard action	60 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Speak with Animals</b>	15	None	1 standard action	6 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> You can communicate with animals.				<i>Target:</i> You				
☐☐☐☐☐	<b>Summon Nature's Ally I</b>	15	None	1 round	6 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One summoned creature				

\* =Domain/Speciality Spell