

## Jessabelle

NAME	
<b>Rgr14</b>	<b>91000</b>
CLASS	EXPERIENCE
<b>14</b>	<b>105000</b>
Character Level	NEXT LEVEL

## Rebekah Maitland

PLAYERNAME	
Elf (Wood)	Medium
RACE	SIZE
119	Female
AGE	GENDER

DEITY	
5' 1"	117 lbs.
HEIGHT	WEIGHT
Amber	Raven, Braids
EYES	HAIR

Neutral Good

ALIGNMENT

Low-light

VISION

-1

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	16	+3	16	+3
<b>DEX</b> Dexterity	20	+5	20	+5	20	+5
<b>CON</b> Constitution	10	+0	12	+1	12	+1
<b>INT</b> Intelligence	10	+0	10	+0	10	+0
<b>WIS</b> Wisdom	18	+4	18	+4	18	+4
<b>CHA</b> Charisma	14	+2	14	+2	14	+2

**VP**  
Vitality

99

WOUNDS/CURRENT HP	SUBDUAL DAMAGE

**WP**  
Wound Points

12

DAMAGE REDUCTION	SPEED
100%	100%
90%	90%
80%	80%
70%	70%
60%	60%
50%	50%
40%	40%
30%	30%
20%	20%
10%	10%
0%	0%

**AC**  
armor class

32 :  
TOTAL

$$\boxed{27} : \boxed{17} = \boxed{10} + \boxed{9}$$

FLAT                  TOUCH                  BASE                  ARMOR

$$\boxed{4} + \boxed{5}$$

$$\boxed{0} + \boxed{2}$$

	+	2	
RAI		MISC	MISC

30  
ARCANE

-2

0

## INITIATIVE

**+9 =**

$$+5 + +4$$

## BASE ATTACK

+1

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4/+9/+4

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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+10	= +9	+ +1	+ +0	+ +0	+ +0		
<b>REFLEX</b> (dexterity)	+14	= +9	+ +5	+ +0	+ +0	+ +0		
<b>WILL</b> (wisdom)	+8	= +4	+ +4	+ +0	+ +0	+ +0		

TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+17/+12/+7	= +14/+9/+4	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+19/+14/+9	= +14/+9/+4	+5	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+17/+12/+7	= +14/+9/+4	+3	+0	+0	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+3	20/x2

*Skirt of Dancing Blades			Current Hand	Type	Size	Critical
			Equipped	S	M	20/x2
	To Hit	Dam	To Hit		Dam	
1H-P	+20/+15/+10	1d4+5	2W-P-(OH)	+16/+11/+6		1d4+5
1H-O	+20/+15/+10	1d4+5	2W-P-(OL)	+18/+13/+8		1d4+5
2H	+20/+15/+10	1d4+6	2W-OH	+16/+11/+6		1d4+5
Special Properties		+2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, 30hp/inch and 15 hardness				

*Willow Blade 1			Current Hand	Type	Size	Critical
			Primary	S	M	19-20/x2
	To Hit	Dam	To Hit		Dam	
1H-P	+24/+19/+14	1d10+8	2W-P-(OH)	+20/+15/+10		1d10+8
1H-O	+24/+19/+14	1d10+8	2W-P-(OL)	+22/+17/+12		1d10+8
2H	+24/+19/+14	1d10+9	2W-OH	+20/+15/+10		1d10+8
Special Properties	+3 Bastard Sword, able to wield in one-hand., Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.					

*Willow Blade 2			CURRENT HAND	TYPE	SIZE	CRITICAL
			Off-hand	S	M	19-20/x2
	To Hit	Dam		To Hit		Dam
1H-P	+24/+19/+14	1d10+8	2W-P-(OH)	+20/+15/+10		1d10+8
1H-O	+24/+19/+14	1d10+8	2W-P-(OL)	+22/+17/+12		1d10+8
2H	+24/+19/+14	1d10+8	2W-OH	+22/+17/+12		1d10+8
Special Properties	+3 Bastard Sword, able to wield in one-hand., Bonded Weapon (ex):2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.					

\*: 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
*Breastplate +4 (Mithral)	Light	+9	+5	-1	15
30hp/inch and 15 hardness					
*Shield +2 (Heavy/Metal/Animated)	Heavy	+4		-1	15
floats in front of character requiring no hands, but still take normal penalties					
*Skirt of Dancing Blades		+2		+0	0
+2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, 30hp/inch and 15 hardness					

Skill Name		SKILLS					17/8.5
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	Misc Modifier	
					Ranks		
✓	Appraise	INT	0	=	0	+	+
✓	Balance	DEX	3	=	5	+	+ -2
✓	Bluff	CHA	2	=	2	+	+
✓	Climb	STR	3	=	3	+	2.0 + -2
✓	Concentration	CON	6	=	1	+	5.0 +
✓	Craft (Untrained)	INT	0	=	0	+	+
✓	Diplomacy	CHA	2	=	2	+	+
✓	Disguise	CHA	2	=	2	+	+
✓	Escape Artist	DEX	3	=	5	+	+ -2
✓	Forgery	INT	0	=	0	+	+
✓	Gather Information	CHA	2	=	2	+	+
	Handle Animal	CHA	10	=	2	+	8.0 +
✓	Heal	WIS	11	=	4	+	7.0 +
✓	Intimidate	CHA	2	=	2	+	+
✓	Jump	STR	11	=	3	+	1.0 + 7
	Knowledge (Nature)	INT	7	=	0	+	7.0 +
✓	Listen	WIS	13	=	4	+	7.0 + 2
✗	Psychic (Enhance Ability)	WIS	5	=	4	+	1.0 +
✗	Psychic (Enhance Senses)	WIS	7	=	4	+	3.0 +
✓ ✗	Psychic (Mental Contact)	CHA	6	=	2	+	4.0 +
✗	Psychic (Psychic Healing)	WIS	8	=	4	+	4.0 +
✓	Ride	DEX	6	=	5	+	1.0 +
✓	Search	INT	18	=	0	+	16.0 + 2
✓	Search (Secret doors and hidden compartments)	INT	2	=	0	+	+ 2
✓	Sense Motive	WIS	5	=	4	+	1.0 +
✓	Sneak	DEX	22	=	5	+	12.0 + 5
✓	Sneak (Hide)	DEX	11	=	5	+	8.0 + -2
	Speak Language(Kercpa, Sylvan, Undercommon)		3	=	0	+	3.0 +
✓	Spot	WIS	21	=	4	+	15.0 + 2
✓	Survival	WIS	19	=	4	+	15.0 +
	Survival (Natural environments)	WIS	19	=	4	+	15.0 +
	Survival (Tracking)	WIS	14	=	4	+	8.0 + 2
✓	Swim	STR	-1	=	3	+	+ -4
	Tumble	DEX	11	=	5	+	8.0 + -2
✓	Use Rope	DEX	7	=	5	+	2.0 +
				=		+	+
					=	+	+
✓: can be used untrained, ✗: exclusive skills							

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Bag of Holding (Type 1)	Carried	1	15.0	2500.0
0 lbs.				
Shield +2 (Heavy/Metal/Animated)	Equipped	1	15.0	16170.0
floats in front of character requiring no hands, but still take normal pnalties				
Belle's Boots	Equipped	1	1.0	10225.0
Bracers CON +2	Equipped	1	0.0	4000.0
(Bracers CON +2), Enhancement bonus to ability CON +2				
Breastplate +4 (Mithral)	Equipped	1	15.0	20200.0
30hp/inch and 15 hardness				
Brooch of Shielding	Equipped	1	0.0	1500.0
□□□□□ □				
Cape Protection from Evil//Cleric/1st	Equipped	1	0.0	1800.0
Gauntlets of Ogre Power	Equipped	1	4.0	4000.0
Minor Ring of Energy Resistance (Fire)	Equipped	1	0.0	12000.0
Absorbs 10 points of Fire damage				
Skirt of Dancing Blades	Equipped	1	0.0	80306.0
+2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, 30hp/inch and 15 hardness				
Vestment Natural Armor Bonus (Enhancement) (+2)	Equipped	1	0.0	8000.0
Natural Armor bonus to armor class of +2				
Willow Blade 1	Equipped	1	2.0	50335.0
+3 Bastard Sword, able to wield in one-hand., Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.				
Willow Blade 2	Equipped	1	2.0	50335.0
+3 Bastard Sword, able to wield in one-hand., Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.				
TOTAL WEIGHT CARRIED/VALUE			54 lbs.261371.0	gp

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL ABILITIES
+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Animal Companion (Ex)
Animal Friend Martial Arts Style: When both you and your companion flank an opponent you both gain a +2 competence bonus to damage.
Camouflage (Ex)
Elven hound companion
Evasion (Ex)
Favored Enemy (Aberration) +4
Favored Enemy (Giant) +2
Favored Enemy, Elf (Undead) +6
Gain special bonus to Elven Favored Enemies
Immunity to magic sleep effects.
Swift Tracker (Ex)
Two Weapon Fighting Combat Style
Wild Empathy (Ex) +16
Woodland Stride (Ex)

FEATS	
Ambidexterity	Ignore off-hand penalties
Animal Companion Elf	
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Focus	Gain +2 to Will saves while in your combat trance; Combat trance begins after first successful attack and lasts 10 rounds +1 per additional combat form feat.
Dual Strike	Dual Strike:-4 to standard attack with two weapons (One roll - Critical is primary weapon only)
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Sword Wind	Gain one extra attack at full attack bonus; all attacks are at -3.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Wild Talent (Psychic (Enhance Ability), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Psychic Healing))	
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.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Exotic Weapon Proficiency (Sword (Bastard))	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Weapon Focus (Sword (Bastard))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Exotic Weapon Proficiency (Sword (Bastard))	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Greater Two-Weapon Fighting	You get a third attack with your off-hand weapon, albeit at a -10 penalty.
Improved Two-Weapon Fighting	In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.
Powerful Two-Weapon Fighting	You are able to use a one-handed weapon in your off-hand as if it were a light weapon. Also, you may apply your Strength bonus instead of 1/2 your Strength bonus to weapon damage with an off-hand weapon, whether it is a light weapon, one-handed weapon, or part of a double weapon.
Strong Ally	
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

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, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsppear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven, Ker CPA, Sylvan, Undercommon

TEMPLATES
Elven Ranger Lv:1
Elven Ranger Lv:10
Elven Ranger Lv:4
Willow Blade
Truename

# Ranger Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	3	2	2	1

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Accelerated Movement	15	N/A	1 swift action	1 round/level [D]	Personal	S,M	N/A	Transmutation	SPELL CO: Pg.7
Effect: You can move at your normal speed while using Balance, Climb or Move Silently.					Target: You			Caster Level: 7	
Alarm	15	None	1 standard action	14 hours [D]	Close (40 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
Effect: Wards an area for 14 hours.					Target: 20-ft.-radius emanation centered on a point in space			Caster Level: 7	
Animal Messenger	15	None; see text	1 standard action	7 days	Close (40 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: Sends a Tiny animal to a specific place.					Target: One Tiny animal			Caster Level: 7	
Arrow Mind	15	N/A	1 immediate action	1 minute/level [D]	Personal	V,S,M	N/A	Divination	SPELL CO: Pg.15
Effect: Threaten adjacent squares and may make AoO. You do not provoke AoO when using the bow.					Target: You			Caster Level: 7	
Aspect of the Wolf	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.16
Effect: You assume the physical appearance and many of the qualities of a wolf.					Target: You			Caster Level: 7	
Blades of Fire	15	None	1 swift action	1 round	Touch	V	No	Conjuration (Creation) [Fire]	SPELL CO: Pg.31
Effect: Adds 1d8 fire damage to your held weapons.					Target: Up to two melee weapons you are wielding			Caster Level: 7	
Bloodhound	15	N/A	1 standard action	24 hours [D]	Personal	V,S	N/A	Divination	SPELL CO: Pg.34
Effect: Grants second check when tracking on a failed rolled.					Target: You			Caster Level: 7	
Branch to Branch	15	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.38
Effect: Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					Target: You			Caster Level: 7	
Calm Animals	15	Will negates; see text	1 standard action	7 minutes	Close (40 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Calms 2d4 + 7 HD of animals.					Target: Animals within 30 ft. of each other			Caster Level: 7	
Camouflage	15	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 7	
Charm Animal	15	Will negates	1 standard action	7 hours	Close (40 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Makes one animal your friend.					Target: One animal			Caster Level: 7	
Claws of the Bear	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.47
Effect: Your hands become natural weapons that deal 1d8 with each attack.					Target: You			Caster Level: 7	
Climb Walls	15	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.47
Effect: Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.					Target: Creature touched			Caster Level: 7	
Crabwalk	15	None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SPELL CO: Pg.53
Effect: When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.					Target: Creature touched			Caster Level: 7	
Dawn	15	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.59
Effect: Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].					Target: All creatures within a 15-ft.-radius burst centered on you			Caster Level: 7	
Deep Breath	15	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SPELL CO: Pg.61
Effect: Your lungs are constantly filled with air for the duration of the spell.					Target: You			Caster Level: 7	
Delay Poison	15	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
Effect: Stops poison from harming subject for 7 hours.					Target: Creature touched			Caster Level: 7	
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 70 minutes [D]	Long (680 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects kinds of animals or plants.					Target: Cone-shaped emanation			Caster Level: 7	
Detect Favord Enemy	15	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S,DF	No	Divination	SPELL CO: Pg.64
Effect: Reveals favored enemies.					Target: Quarter circle emanating from you to the extreme of the range			Caster Level: 7	
Detect Poison	15	None	1 standard action	Instantaneous	Close (40 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube			Caster Level: 7	
Detect Snares and Pits	15	None	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals natural or primitive traps.					Target: Cone-shaped emanation			Caster Level: 7	
Easy Trail	15	None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SPELL CO: Pg.76
Effect: Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.					Target: 40-ft. radius emanation centered on you			Caster Level: 7	
* =Domain/Speciality Spell									

## Ranger Spells

Embrace the Wild	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SPELL CO: Pg.79
<i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Endure Elements	15	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			<i>Caster Level:</i> 7	
Enrage Animal	15	None	1 standard action	Concentration +1 round/level	Medium (170 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.					<i>Target:</i> One animal			<i>Caster Level:</i> 7	
Entangle	15	Reflex partial; see text	1 standard action	7 minutes [D]	Long (680 ft.)	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			<i>Caster Level:</i> 7	
Guided Shot	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SPELL CO: Pg.108
<i>Effect:</i> No range increment penalties and target denied AC bonus for anything less than total cover.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Hawkeye	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SPELL CO: Pg.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Healing Lorecall	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SPELL CO: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuraction [Healing] spells. Can also heal more; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Hide from Animals	15	Will negates (harmless)	1 standard action	70 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 7 subjects.					<i>Target:</i> 7 creatures touched			<i>Caster Level:</i> 7	
Horrible Taste	15	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.					<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 7	
Hunters of Hades	15	N/A	1 standard action	1 round	Personal	S	N/A	Transmutation	SPELL CO: Pg.117
<i>Effect:</i> Your next bow attack automatically hits and threatens a critical.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Instant Search	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SPELL CO: Pg.124
<i>Effect:</i> You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Jump	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject gets +20 enhancement bonus on Jump checks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Lay of the Land	15	N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	N/A	Divination	SPELL CO: Pg.131
<i>Effect:</i> Learn area of 50 miles radius; see text					<i>Target:</i> You			<i>Caster Level:</i> 7	
Lightfoot	15	N/A	1 swift	1 round	Personal	V	N/A	Transmutation	SPELL CO: Pg.132
<i>Effect:</i> You don't provoke attacks of opportunity when moving.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Living Prints	15	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Divination	SPELL CO: Pg.134
<i>Effect:</i> You perceive tracks as if they had just been made.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Longstrider	15	None	1 standard action	7 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Low-light Vision	15	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SPELL CO: Pg.134
<i>Effect:</i> Target gains low-light vision.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Magic Fang	15	Will negates (harmless)	1 standard action	7 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			<i>Caster Level:</i> 7	
Marked Object	15	N/A	1 minute	24 hours/level	Personal	V,S,F	N/A	Divination	SPELL CO: Pg.139
<i>Effect:</i> Track owner of item with +10 Search and Survival; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Naturewatch	15	None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SPELL CO: Pg.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
Omen of Peril	15	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SPELL CO: Pg.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Pass without Trace	15	Will negates (harmless)	1 standard action	7 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 7 subjects leaves no tracks.					<i>Target:</i> 7 creatures touched			<i>Caster Level:</i> 7	
Ram's Might	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Rapid Burrowing	15	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Read Magic	15	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
* =Domain/Specialty Spell									

Ranger Spells									
<div><div></div><div></div><div></div><div></div><div></div></div> Remove Scent	15	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SPELL CO: Pg.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghaists or troglodytes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Resist Energy	15	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Resist Planar Alignment	15	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Rhino's Rush	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.176
<i>Effect:</i> Subject's charge attack deals double damage of first attack.					<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Scent	15	None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.180
<i>Effect:</i> Bestows Scent ability with all the same powers.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Smell of Fear	15	Will negates	1 standard action	1 minute/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.193
<i>Effect:</i> Bestow target with an aroma that attracts predatory animals that prefer to attack the target with +1 bonus per three caster levels [max +3].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Sniper's Shot	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SPELL CO: Pg.194
<i>Effect:</i> Your ranged attacks made before the start of your next turn can be a sneak attacks regardless of the distance, but only if you can sneak attack as the class ability.					<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Snowshoes	15	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Speak with Animals	15	None	1 standard action	7 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Stalking Brand	15	None	1 standard action	24 hours/level	Close (40 ft.)	S	Yes	Transmutation	SPELL CO: Pg.204
<i>Effect:</i> Marks a creature that you can see or detect magic despite using other magical means to conceal including invisibility, disguise self, polymorph self.					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Nature's Ally I	15	None	1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Surefoot	15	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.216
<i>Effect:</i> Gain +10 competence bonus to Balance, Climb, Jump, and Tumble checks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Surefooted Stride	15	None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SPELL CO: Pg.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Towering Oak	15	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Illusion (Glamer)	SPELL CO: Pg.221
<i>Effect:</i> Gain +10 competence bonus on Intimidation checks and +2 Str bonus.					<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Traveler's Mount	15	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<i>Target:</i> Animal or magical beast touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Vine Strike	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SPELL CO: Pg.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.					<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Wings of the Sea	15	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
LEVEL 2									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div></div><div></div><div></div><div></div><div></div></div> Align Fang	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.9
<i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Balancing Lorecall	16	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SPELL CO: Pg.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Barkskin	16	None	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Grants +3 enhancement to natural armor.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Bear's Endurance	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 7 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Briar Web	16	None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,DF	No	Transmutation	SPELL CO: Pg.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Burrow	16	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div></div><div></div><div></div><div></div><div></div></div> Camouflage, Mass	16	Will negates [harmless]	1 standard action	10 minutes/level	Medium (170 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart			<i>Caster Level:</i> 7	
* =Domain/Speciality Spell									



Ranger Spells										
■■■■■Cat's Grace	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf	
<i>Effect:</i> Subject gains +4 to Dex for 7 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7		
■■■■■Cure Light Wounds	16	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+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7		
■■■■■Curse of Impending Blades	16	None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,M/DF	Yes	Necromancy	SPELL CO: Pg.56	
<i>Effect:</i> -2 penalty to AC, cannot be dispelled.					<i>Target:</i> One creature			<i>Caster Level:</i> 7		
■■■■■Easy Climb	16	None [object]	1 standard action	10 minutes/level [D]	Medium (170 ft.)	V,S	Yes [object]	Transmutation	SPELL CO: Pg.76	
<i>Effect:</i> Changes the terrain to DC 10 for climb checks.					<i>Target:</i> Vertical path 10 ft. wide and 20 ft. tall/level			<i>Caster Level:</i> 7		
■■■■■Exacting Shot	16	Will negates [harmless,object]	1 swift action	1 minute/level	Touch	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.85	
<i>Effect:</i> Strike true with a ranged weapon against your favored enemy. Any threat for critical automatically succeeds.					<i>Target:</i> Ranged weapon touched			<i>Caster Level:</i> 7		
■■■■■Fell the Greatest Foe	16	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.90	
<i>Effect:</i> Deal 1d6 damage per size category difference.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7		
■■■■■Haste, Swift	16	N/A	1 swift action	1d4 rounds	Personal	V	N/A	Transmutation	SPELL CO: Pg.110	
<i>Effect:</i> Functions as Haste, except as noted.					<i>Target:</i> You			<i>Caster Level:</i> 7		
■■■■■Hold Animal	16	Will negates; see text	1 standard action	7 rounds [D]; see text	Medium (170 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf	
<i>Effect:</i> Paralyzes one animal for 7 rounds.					<i>Target:</i> One animal			<i>Caster Level:</i> 7		
■■■■■Jagged Tooth	16	Will negates [harmless]	1 standard action	10 minutes/level	Close (40 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.127	
<i>Effect:</i> Doubles the critical threat range of one natural weapon.					<i>Target:</i> One natural slashing or piercing weapon of target creatures			<i>Caster Level:</i> 7		
■■■■■Lion's Charge	16	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SPELL CO: Pg.133	
<i>Effect:</i> Gain pounce ability [make full attack after a charge].					<i>Target:</i> You			<i>Caster Level:</i> 7		
■■■■■Listening Lorecall	16	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.133	
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7		
■■■■■Nature's Favor	16	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SPELL CO: Pg.146	
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.					<i>Target:</i> Animal touched			<i>Caster Level:</i> 7		
■■■■■One With the Land	16	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.149	
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					<i>Target:</i> You			<i>Caster Level:</i> 7		
■■■■■Owl's Wisdom	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf	
<i>Effect:</i> Subject gains +4 to Wis for 7 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7		
■■■■■Protection from Energy	16	Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf	
<i>Effect:</i> Absorb 84 points of damage from one kind of energy.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7		
■■■■■Snare	16	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf	
<i>Effect:</i> Creates a magic booby trap.					<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level			<i>Caster Level:</i> 7		
■■■■■Speak with Plants	16	None	1 standard action	7 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf	
<i>Effect:</i> You can talk to normal plants and plant creatures.					<i>Target:</i> You			<i>Caster Level:</i> 7		
■■■■■Spike Growth	16	Reflex partial	1 standard action	7 hours [D]	Medium (170 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf	
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 7 20-ft. squares			<i>Caster Level:</i> 7		
■■■■■Summon Nature's Ally II	16	None	1 round	7 rounds [D]	Close (40 ft.)	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			<i>Caster Level:</i> 7		
■■■■■Train Animal	16	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SPELL CO: Pg.221	
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.					<i>Target:</i> Animal touched			<i>Caster Level:</i> 7		
■■■■■Tremorsense	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F/DF	N/A	Transmutation	SPELL CO: Pg.224	
<i>Effect:</i> You can automatically pinpoint the location of any object or creature within 30 feet that is in contact with the ground.					<i>Target:</i> You			<i>Caster Level:</i> 7		
■■■■■Wind Wall	16	None; see text	1 standard action	7 rounds	Medium (170 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf	
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S]			<i>Caster Level:</i> 7		

LEVEL 3										
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
■■■■■Align Fang, Mass	17	Will negates [harmless]	1 standard action	1 minute/level	Close (40 ft.)	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.9	
<i>Effect:</i> Same as algin fang, but on multiple creatures.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 7		
■■■■■Arrow Storm	17	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SPELL CO: Pg.16	
<i>Effect:</i> Attack 1 opponent/level within range of your bow.					<i>Target:</i> You			<i>Caster Level:</i> 7		
■■■■■Blade Storm	17	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SPELL CO: Pg.30	
<i>Effect:</i> Make an attack at every creature within reach; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7		
* =Domain/Speciality Spell										

## Ranger Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Blade Thirst</div> <div> <div>Effect:</div> <div>Grants weapon +3 enhancement and sheds light like a torch.</div> </div> </div> </div>	17	None [object]	1 swift action	1 round/level	Touch	V	Yes [object]	Transmutation	SPELL CO: Pg.31
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Bottle of Smoke</div> <div> <div>Effect:</div> <div>Creates a steed made of smoke.</div> </div> </div> </div>	17	None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SPELL CO: Pg.37
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Burrow, Mass</div> <div> <div>Effect:</div> <div>Same as Burrow, except effects multiple creatures.</div> </div> </div> </div>	17	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.41
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Charge of the Triceratops</div> <div> <div>Effect:</div> <div>Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor.</div> </div> </div> </div>	17	Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SPELL CO: Pg.45
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Command Plants</div> <div> <div>Effect:</div> <div>Sway the actions of one or more plant creatures.</div> </div> </div> </div>	17	Will negates	1 standard action	7 days	Close (40 ft.)	V	Yes	Transmutation	RSRD: SpellsC.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Cure Moderate Wounds</div> <div> <div>Effect:</div> <div>Cures 2d8+7 damage.</div> </div> </div> </div>	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Curse of Impending Blades, Mass</div> <div> <div>Effect:</div> <div>-2 penalty to AC to all creatures.</div> </div> </div> </div>	17	None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,M/DF	Yes	Necromancy	SPELL CO: Pg.57
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Darkvision</div> <div> <div>Effect:</div> <div>See 60 ft. in total darkness.</div> </div> </div> </div>	17	Will negates (harmless)	1 standard action	7 hours	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Decoy Image</div> <div> <div>Effect:</div> <div>Create duplicates of yourself and allies complete with smell, sound, visual, etc.</div> </div> </div> </div>	17	Will disbelief; see text	1 round	8 hours [D]	Long (680 ft.)	V,S	No	Illusion (Figment)	SPELL CO: Pg.61
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Diminish Plants</div> <div> <div>Effect:</div> <div>Reduces size or blights growth of normal plants.</div> </div> </div> </div>	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Find the Gap</div> <div> <div>Effect:</div> <div>Your first attack each round acts as a touch attack.</div> </div> </div> </div>	17	N/A	1 standard action	1 round/level	Personal	V	N/A	Divination	SPELL CO: Pg.91
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Forestfold</div> <div> <div>Effect:</div> <div>Grants +10 competence bonus on Hide and Move Silently checks.</div> </div> </div> </div>	17	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.98
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Heal Animal Companion</div> <div> <div>Effect:</div> <div>Functions as heal, except it only affects your animal companion.</div> </div> </div> </div>	17	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.110
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Magic Fang, Greater</div> <div> <div>Effect:</div> <div>One natural weapon of subject creature gets +1 on attack and damage rolls.</div> </div> </div> </div>	17	Will negates (harmless)	1 standard action	7 hours	Close (40 ft.)	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Mark of the Hunter</div> <div> <div>Effect:</div> <div>Gain +4 to your favored enemy bonuses against target; see text.</div> </div> </div> </div>	17	Will negates	1 standard action	1 minute/level	Medium (170 ft.)	V,S,M	Yes	Divination	SPELL CO: Pg.138
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Nature's Rampart</div> <div> <div>Effect:</div> <div>Shapes natural setting into a formidable defense.</div> </div> </div> </div>	17	None	10 minutes	Instantaneous	Medium (170 ft.)	V,S,F	No	Transmutation	SPELL CO: Pg.146
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Neutralize Poison</div> <div> <div>Effect:</div> <div>Immunizes subject against poison, detoxifies venom in or on subject.</div> </div> </div> </div>	17	Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Phantasmal Decoy</div> <div> <div>Effect:</div> <div>Create an illusion of a hated enemy.</div> </div> </div> </div>	17	Will disbelief [if interacted with]	1 standard action	1 round/level	Medium (170 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SPELL CO: Pg.155
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Plant Growth</div> <div> <div>Effect:</div> <div>Grows vegetation, improves crops.</div> </div> </div> </div>	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Reduce Animal</div> <div> <div>Effect:</div> <div>Shrinks one willing animal.</div> </div> </div> </div>	17	None	1 standard action	7 hours [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Remove Disease</div> <div> <div>Effect:</div> <div>Cures all diseases affecting subject.</div> </div> </div> </div>	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Repel Vermin</div> <div> <div>Effect:</div> <div>Insects, spiders, and other vermin stay 10 ft. away.</div> </div> </div> </div>	17	None or Will negates; see text	1 standard action	70 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Safe Clearing</div> <div> <div>Effect:</div> <div>Creates an area safe from attack like sanctuary spell; see text</div> </div> </div> </div>	17	Will negates; see text	10 minutes	1 hour/level	30 ft.	V,S	Yes	Abjuration	SPELL CO: Pg.179
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Snowshoes, Mass</div> <div> <div>Effect:</div> <div>Same as Snowshoes, except as noted.</div> </div> </div> </div>	17	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (40 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Summon Nature's Ally III</div> <div> <div>Effect:</div> <div>Calls creature to fight.</div> </div> </div> </div>	17	None	1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Tree Shape</div> <div> <div>Effect:</div> <div>Same as Snowshoes, except as noted.</div> </div> </div> </div>	17	None	1 standard	7 hours [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf

\* =Domain/Specialty Spell



# Ranger Spells

action					Target: You			Caster Level: 7	
Effect: You look exactly like a tree for 7 hours.									
■■■■■ Water Walk	17	Will negates (harmless)	1 standard action	70 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
Effect: Subject treads on water as if solid.					Target: 7 touched creatures			Caster Level: 7	
LEVEL 4									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Animal Growth	18	Fortitude negates	1 standard action	7 minutes	Medium (170 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: One animal/two levels doubles in size.					Target: Up to 3 animals [Gargantuan or smaller], no two of which can be more than 30 ft. apart			Caster Level: 7	
■■■■■ Aspect of the Earth Hunter	18	N/A	1 standard action	10 minutes/level	Personal	V,S,M,DF	N/A	Transmutation	SPELL CO: Pg.16
Effect: You assume the physical appearance and many of the qualities of a bulutte.					Target: You			Caster Level: 7	
■■■■■ Commune with Nature	18	None	10 minutes	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsC.rtf
Effect: Learn about terrain for 7 miles.					Target: You			Caster Level: 7	
■■■■■ Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 3d8+7 damage.					Target: Creature touched			Caster Level: 7	
■■■■■ Deeper Darkvision	18	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation	SPELL CO: Pg.62
Effect: The subject gains the ability to see 90 feet in total darkness.					Target: Creature touched			Caster Level: 7	
■■■■■ Foebane	18	Will negates [harmless,object]	1 standard action	1 round/level [D]	Touch	V,S	Yes [harmless,object]	Evocation	SPELL CO: Pg.96
Effect: Create +5 magic weapon with additional 2d6 points of damage; see text.					Target: Weapon touched			Caster Level: 7	
■■■■■ Freedom of Movement	18	Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
Effect: Subject moves normally despite impediments.					Target: You or creature touched			Caster Level: 7	
■■■■■ Implacable Pursuer	18	Will negates; see text	1 minute	1 hour/level [D]	Long (680 ft.)	V,S	Yes	Divination	SPELL CO: Pg.120
Effect: Gives direction and distance any time the target moves 10 ft.					Target: One creature			Caster Level: 7	
■■■■■ Land Womb	18	Will negates	1 standard action	10 minutes/level [D]	Touch	V,S	Yes	Abjuration	SPELL CO: Pg.130
Effect: Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.					Target: You and one other creature/level			Caster Level: 7	
■■■■■ Magic Fang, Superior	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.136
Effect: Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].					Target: You			Caster Level: 7	
■■■■■ Nondetection	18	Will negates (harmless, object)	1 standard action	7 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration	RSRD: SpellsM-O.rtf
Effect: Hides subject from divination, scrying.					Target: Creature or object touched			Caster Level: 7	
■■■■■ Planar Tolerance	18	None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.159
Effect: Gain temporary respite from the natural effects of a specific plane.					Target: One creature/level in a 20-ft. radius burst centered on you			Caster Level: 7	
■■■■■ Snakebite	18	N/A	1 standard action	1 round/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.193
Effect: Turns one of your arms into a venomous snake; see text.					Target: You			Caster Level: 7	
■■■■■ Summon Nature's Ally IV	18	None	1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.					Target: One or more creatures, no two of which can be more than 30 ft. apart			Caster Level: 7	
■■■■■ Surefooted Stride, Mass	18	None	1 standard action	1 minute/level	Close (40 ft.)	V,S	No	Transmutation	SPELL CO: Pg.216
Effect: Same as surefooted, excepted as noted.					Target: One creature/level, no two of which are more than 30 ft. apart			Caster Level: 7	
■■■■■ Swamp Stride	18	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SPELL CO: Pg.217
Effect: As tree stride, instead you use pools of water.					Target: You			Caster Level: 7	
■■■■■ Tree Stride	18	None	1 standard action	7 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
Effect: Step from one tree to another far away.					Target: You			Caster Level: 7	
■■■■■ Wild Runner	18	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.239
Effect: Assume the physical appearance and many abilities of a centaur [MM 32]; see text.					Target: You			Caster Level: 7	
* =Domain/Speciality Spell									

## Notes:

Character Sheet Notes: