

Aramil 'Pip' Liadon

CHARACTER NAME

d20E 1, d12E 8, Ranger

CLASS

9

Character Level

44000 / 45000

EXP / NEXT LEVEL

Adam

PLAYER NAME

Human

RACE

20

AGE

Medium

SIZE

Male

GENDER

None

REGION

172 lbs.

WEIGHT

Black

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

POINTS

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

22

+6

DEX

Dexterity

14

+2

CON

Constitution

20

+5

INT

Intelligence

14

+2

WIS

Wisdom

12

+1

CHA

Charisma

14

+2

HP

hit points

139

AC

armor class

25

TOTAL

FLAT

23

TOUCH

18

BASE

10

ARMOR BONUS

6

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

1

DEFLECTION

2

DODGE

0

MISC

4

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

SPEED

Walk 30 ft.

INITIATIVE

modifier

+6

TOTAL

+2

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

TOTAL SKILLPOINTS: 60

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

14

=

2

+

12

✓ Appraise

INT

2

=

2

✓ Athletics

STR

18

=

6

+

12

✓ Craft (Untrained)

INT

2

=

2

✓ Deception

CHA

14

=

2

+

12

✓ Endurance

CON

5

=

5

✓ Gather Information

CHA

2

=

2

✓ Heal

WIS

1

=

1

✓ Insight

WIS

12

=

1

+

11

✓ Martial Arts (Strength Based)

STR

18

=

6

+

12

✓ Perception

WIS

4

=

1

+

3

✓ Persuasion

CHA

4

=

2

+

2

✓ Persuasion (Diplomacy)

CHA

6

=

2

+

4

✓ Ride

DEX

2

=

2

✓ Stealth

DEX

14

=

2

+

12

✓ Survival

WIS

13

=

1

+

12

✓ Thievery

DEX

2

=

2

✓ Thievery (Sleight of Hand)

DEX

4

=

2

+

2

✓ Use Rope

DEX

2

=

2

=

+

+

=

+

+

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

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers
+4 against sleep and paralysis

FORTITUDE

(constitution)

+8

=

+3

+

+5

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+18

=

+10

+

+6

+

+0

+

+2

+

+0

+

RANGED

attack bonus

+14

=

+10

+

+2

+

+0

+

+2

+

+0

+

GRAPPLE

attack bonus

+18

=

+10

+

+6

+

+0

+

+2

+

+0

+

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+18/+18/+18/+18

1d3+6

Special Properties

Longbow (Growth Item / Chosen One/Strength)

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x3

5 ft.

Bow)

30 ft.

150 ft.

300 ft.

450 ft.

600 ft.

TH

+18/+18/+18/+18

+18/+18/+18/+18

+16/+16/+16/+16

+14/+14/+14/+14

+12/+12/+12/+12

Dam

1d8+10

1d8+10

1d8+10

1d8+10

1d8+10

Special Properties

Sentient Any Weapon Growth [+2]

*Longsword (Growth Item / Chosen One)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+22/+22/+22/+22

1d8+10

2W-P-(OH)

+16/+16/+16/+16

1d8+10

1H-O

+18/+18/+18/+18

1d8+7

2W-P-(OL)

+18/+18/+18/+18

1d8+10

2H

+22/+22/+22/+22

1d8+13

2W-OH

+12

1d8+7

Special Properties

Sentient Any Weapon Growth [+2]

*: 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

*Faerie Garb

Light

+6

+0

0

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Faerie Garb	Equipped	1	0.5	1.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
0 lbs.					
Claw	Carried	1	0.0	0.0	
Longbow (Growth Item / Chosen One/Strength Bow)	Carried	1	3.0	75.0	
0 lbs.					
Sentient Any Weapon Growth [+2]					
Longsword (Growth Item / Chosen One)	Equipped	1	4.0	15.0	
Sentient Any Weapon Growth [+2]					
TOTAL WEIGHT CARRIED/VALUE			7.5 lbs. 91.0 gp		

WEIGHT ALLOWANCE					
Light	173	Medium	346	Heavy	520
Lift over head	520	Lift off ground	1040	Push / Drag	2600

LANGUAGES	
Common, Draconic, Elven, Orc	

Special Attacks	
Any Weapon Rod	[Drew]
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
Augment Attack / Weapon Specialization (Longbow)	[Eclipse, p.50]
increase damage by +2 to selected weapon	
Augment Attack / Greater Weapon Specialization (Longsword)	[Eclipse, p.50]
increase damage by +2 to selected weapon	
Natural Weapon (Claw)	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
Warcraft	[Eclipse, p.10]
+10 BAB	
Warcraft / +1 to Weapon, no bab (Longsword, Longsword)	[Eclipse, p.10]
Warcraft / Weapon Focus (Longbow)	[Eclipse, p.10]
Increase selected weapon to hit by +1	
Warcraft / Weapon Focus, Greater (Longbow)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -5, Dying -6 and Dead -21	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	
Character Creation Fast Learner / Specialized for Increased Effect (Ranger Magic Level)	[Eclipse, p.17]
(+2) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
(+2) This ability grants 2 Skills per eclipse character level.	

DISADVANTAGES	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
Unarmored	[Eclipse, p.20]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	
Uncivilized	[Eclipse, p.20]
You do not fit into anything beyond a small tribe. Complex social situations, the sheet scale of cities and towns, and business and banking schemes (among other things) are all beyond your grasp. You stick out like a sore thumb in civilized areas and greatly prefer to stick with items, foods, and customs typical of your tribe. You start off with little or no access to advanced equipment or techniques for the setting, and often take a -4 penalty when dealing with civilized societies or technologies.	

Spell Caster Information	
Spell Points	[Eclipse]
Ranger	[Eclipse, p.11]
Ranger Level 6, Casterlevel is 6	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 328	
Adept (Martial Arts, Perception, Survival, Stealth)	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
Blind Fight	[Eclipse, p.50]
In melee, every time a character with Blind-Fight misses because of concealment, he or she may reroll his or her miss chance percentile roll once to see if he or she actually hits. He or she does not lose his or her Dex bonus to Armor Class, and the enemy doesn't get the usual +2 bonus, for being invisible. An invisible enemy's bonuses do still apply for ranged attacks. In poor light, the user's speed slows to normal.	
Blind Fight / Combat Awareness	[Eclipse, p.50]
prevents you from being flanked.	
Blind Fight / Darksense	[Eclipse, p.50]
extends a character's Blind-Fight senses out to a 10' radius. For the purposes of the bonuses and penalties of Blindfight this is the melee range. With ranged attacks the user takes no penalties due to lighting within this range.	
Blind Fight / Darksense Improved	[Eclipse, p.50]
(+3 CP) requires Darksense and extends a character's Blind-Fight senses out to a 30' radius. For the purposes of the bonuses and penalties of Blind-Fight, this is the melee range. With ranged weapons the user takes no penalties due to lighting within this range.	
Bonus Attack (2x)	[Eclipse, p.51]
Grants an additional attack at highest attack bonus with a -2 penalty for all attacks	
Bonus Attack / Improved (2x)	[Eclipse, p.51]
Reduces the penalties for your normal attack sequence by -2.	
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
Companion / Template	[Eclipse, p.27]
(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.	
Companion / Great Form	[Eclipse, p.27]
(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86).	
Animal Companion	[Eclipse, p.27]
You have an Animal Companion, Handling or "pushing" an animal companion is a free action and the master gains a +4 bonus on Handle Animal checks or "social" checks involving the companion., Their master opt to share the effects of spells and powers used on him or her with them if they're within five feet.	
Deep Sleep	[Eclipse, p.30]
Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.	
Deep Sleep / Meditation	[Eclipse, p.30]
(+6 CP) allows a character to regain his or her spells or Power whenever he or she has enough time to rest. At the very utmost, this can only work three times per day, and even arranging that is usually quite difficult.	
Damage Reduction 3/- (-)	[Eclipse, p.29]
This applies to all damage sources, including magical and energy-based attacks. Characters commonly specialize it by applying it only towards physical attacks, energy attacks, magical attacks, or another GM-approved specialty. The Corrupted modifier can be added by leaving an additional common "hole" in your defenses. For example, silver weaponry or fire spells would apply to physical reduction or magic defenses, respectively. ! You may take this ability multiple times. Each time, you add another type of damage reduction.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Evasive / Very Common Actions (Firing while in Melee)	[Eclipse, p.52]
Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time.	
Far Shot	[Eclipse, p.52]
(6 CP). Far Shot multiplies projectile weapon ranges by x1.5 and thrown weapon ranges by x2. This may be taken multiple times.	
Improved Initiative (2x)	[Eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
Legionary ~ Chosen One	[Drew, p.53]
Only Works with Chosen Ones., A Legionary has great coordination when fighting in a team. The character gains +1/2/3 bonus to AC, Attacks and Reflex Saves when teamed with 1-2/3-4/5+ others with who also possess this feat.	
Caster Level +1 / Specialized for Ranger (6x)	[Eclipse, p.11]
Mental Link	[Drew, Custom]
You are automatically in Mental Contact with your companions	

Pip's Orb	[Drew]
Grants Damage Reduction 3/-	
Raven Wolf Bonus	[Drew]
Grants the user a +2 Boost to Strength	
Skill Focus +1 (Perception)	[Eclipse, p.44]
+1 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	

Martial Arts	
Martial Arts Basic / Attack (4x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +4] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (4x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Basic / Toughness	[Eclipse, p.81]
You gain DR 1/-. This stacks with itself.	

Feats	
Feat Conversion to CP ~ 6 (5x)	[Eclipse, p.9]

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Martial Weapon, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer	

TEMPLATES	
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Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	2	—	—	—

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
Accelerated Movement <i>School:</i> Transmutation <i>Effect:</i> You can move at your normal speed while using Balance, Climb or Move Silently.	DC: 12, N/A <i>SR:</i> N/A	1 swift action	1 round/level [D]	Personal	S,M	SC: p.7
Alarm <i>School:</i> Abjuration <i>Effect:</i> Wards an area for 2 hours/level.	<i>SR:</i> No	Standard Action	2 hours/level [D]	Close (45 ft.)	V,S,F/DF	PHB: p.197
Animal Messenger <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Sends a Tiny animal to a specific place.	DC: 12, None; see text <i>SR:</i> Yes	Standard Action	1 day/level	Close (45 ft.)	V,S,M	PHB: p.198
Arrow Mind <i>School:</i> Divination <i>Effect:</i> Threaten adjacent squares and may make AoO. You do not provoke AoO when using the bow.	DC: 12, N/A <i>SR:</i> N/A	1 immediate action	1 minute/level [D]	Personal	V,S,M	SC: p.15
Aspect of the Wolf <i>School:</i> Transmutation <i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.	DC: 12, N/A <i>SR:</i> N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	SC: p.16
Blades of Fire <i>School:</i> Conjuration (Creation) [Fire] <i>Effect:</i> Adds 1d8 fire damage to your held weapons.	<i>SR:</i> No	1 swift action	1 round	Touch	V	SC: p.31
Bloodhound <i>School:</i> Divination <i>Effect:</i> Grants second check when tracking on a failed rolled.	DC: 12, N/A <i>SR:</i> N/A	1 standard action	24 hours [D]	Personal	V,S	SC: p.34
Branch to Branch <i>School:</i> Transmutation <i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.	DC: 12, N/A <i>SR:</i> N/A	1 standard action	1 hour/level [D]	Personal	V,S	SC: p.38
Calm Animals <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Calms 2d4 + 1/level HD of animals.	DC: 12, Will negates; see text <i>SR:</i> Yes	Standard Action	1 minute/level	Close (45 ft.)	V,S	PHB: p.207
Camouflage <i>School:</i> Transmutation <i>Effect:</i> Gain +10 circumstance bonus on Hide checks.	DC: 12, N/A <i>SR:</i> N/A	1 standard action	10 minutes/level	Personal	V,S	SC: p.43
Charm Animal <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> Makes one animal your friend.	DC: 12, Will negates <i>SR:</i> Yes	Standard Action	1 hour/level	Close (45 ft.)	V,S	PHB: p.208
Claws of the Bear <i>School:</i> Transmutation <i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.	DC: 12, N/A <i>SR:</i> N/A	1 standard action	1 round/level	Personal	V,S	SC: p.47
Climb Walls <i>School:</i> Transmutation <i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.	DC: 12, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	SC: p.47
Crabwalk <i>School:</i> Transmutation [Cold] <i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.	<i>SR:</i> No	1 standard action	1 minute/level	Touch	V,S,M	SC: p.53
Dawn <i>School:</i> Abjuration <i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].	DC: 12, Fortitude negates [harmless] <i>SR:</i> Yes [harmless]	1 swift action	Instantaneous	15 ft.	V	SC: p.59
Deep Breath <i>School:</i> Conjuration (Creation) [Air] <i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.	DC: 12, N/A <i>SR:</i> N/A	1 immediate action	1 round/level	Personal	V	SC: p.61
Delay Poison <i>School:</i> Conjuration (Healing) <i>Effect:</i> Stops poison from harming subject for 1 hour/level.	DC: 12, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	PHB: p.217
Detect Animals or Plants <i>School:</i> Divination <i>Effect:</i> Detects kinds of animals or plants.	<i>SR:</i> No	Standard Action	Concentration, up to 10 minutes/level [D]	Long (760 ft.)	V,S	PHB: p.218
Detect Favored Enemy <i>School:</i> Divination <i>Effect:</i> Reveals favored enemies.	<i>SR:</i> No	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S,DF	SC: p.64
Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	<i>SR:</i> No	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.219
Detect Snares and Pits <i>School:</i> Divination <i>Effect:</i> Reveals natural or primitive traps.	<i>SR:</i> No	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	PHB: p.220
Easy Trail <i>School:</i> Abjuration <i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.	<i>SR:</i> Yes	1 standard action	1 hour/level [D]	40 ft.	V,S	SC: p.76
Embrace the Wild <i>School:</i> Transmutation <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.	DC: 12, N/A <i>SR:</i> N/A	1 standard action	10 minutes/level [D]	Personal	V	SC: p.79
Endure Elements <i>School:</i> Abjuration <i>Effect:</i> Exist comfortably in hot or cold environments.	DC: 12, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	24 hours	Touch	V,S	PHB: p.226
Enrage Animal <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.	<i>SR:</i> Yes	1 standard action	Concentration +1 round/level	Medium (190 ft.)	V,S	SC: p.81
Entangle <i>School:</i> Transmutation <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	DC: 12, Reflex partial; see text <i>SR:</i> No	Standard Action	1 minute/level [D]	Long (760 ft.)	V,S, DF	PHB: p.227
Guided Shot <i>School:</i> Divination <i>Effect:</i> No range increment penalties and target denied AC bonus for anything less than total cover.	DC: 12, N/A <i>SR:</i> N/A	1 swift action	1 round	Personal	V,DF	SC: p.108
Hawkeye <i>School:</i> Transmutation <i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.	DC: 12, N/A <i>SR:</i> N/A	1 standard action	10 minutes/level [D]	Personal	V	SC: p.110
Healing Lorecall <i>School:</i> Divination <i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.	DC: 12, N/A <i>SR:</i> N/A	1 standard action	10 minutes/level	Personal	V,S,M	SC: p.110
Hide from Animals <i>School:</i> Abjuration	<i>SR:</i> Yes	Standard Action	10 minutes/level [D]	Touch	S, DF	PHB: p.241
		<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 9		
		* =Domain/Speciality Spell				

Ranger Spells

<i>Effect:</i> Animals can't perceive 1 subject/level.							
☐☐☐☐☐ Horrible Taste	DC: 12, Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.116	
<i>School:</i> Transmutation	SR: No	<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 9		
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.							
☐☐☐☐☐ Hunter's Mercy	DC: 12, N/A	1 standard action	1 round	Personal	S	SC: p.117	
<i>School:</i> Transmutation	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Your next bow attack automatically hits and threatens a critical.							
☐☐☐☐☐ Instant Search	DC: 12, N/A	1 swift action	1 round	Personal	V,S	SC: p.124	
<i>School:</i> Divination	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<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.							
☐☐☐☐☐ Jump	DC: 12, Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M	PHB: p.246	
<i>School:</i> Transmutation	SR: Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9		
<i>Effect:</i> Subject gets bonus on Jump checks.							
☐☐☐☐☐ Lay of the Land	DC: 12, N/A	3 rounds	Instantaneous	Personal	V,S,F,DF	SC: p.131	
<i>School:</i> Divination	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Learn area of 50 miles radius; see text							
☐☐☐☐☐ Lightfoot	DC: 12, N/A	1 swift	1 round	Personal	V	SC: p.132	
<i>School:</i> Transmutation	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> You don't provoke attacks of opportunity when moving.							
☐☐☐☐☐ Linked Perception	DC: 12, Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	Is This : p.117	
<i>School:</i> Divination	SR: Yes (harmless)	<i>Target:</i> 20-ft.-radius emanation centered on you			<i>Caster Level:</i> 9		
<i>Effect:</i> All allies get a shared awareness. +2 bonus on Spot and Listen checks per ally in the area [example: you and three allies would make +6].							
☐☐☐☐☐ Living Prints	DC: 12, N/A	1 standard action	1 hour/level	Personal	V,S	SC: p.134	
<i>School:</i> Divination	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> You perceive tracks as if they had just been made.							
☐☐☐☐☐ Locate City		1 round	Instantaneous	90 miles	V	Race Des: p.166	
<i>School:</i> Divination	SR: No	<i>Target:</i> 90 miles radius circle, centered on you			<i>Caster Level:</i> 9		
<i>Effect:</i> Sense the distance of your nearest community of minimum size you designate.							
☐☐☐☐☐ Longstrider		Standard Action	1 hour/level [D]	Personal	V,S,M	PHB: p.249	
<i>School:</i> Transmutation	SR: No	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Increases your speed.							
☐☐☐☐☐ Low-light Vision	DC: 12, Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	SC: p.134	
<i>School:</i> Transmutation	SR: Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9		
<i>Effect:</i> Target gains low-light vision.							
☐☐☐☐☐ Magic Fang	DC: 12, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.250	
<i>School:</i> Transmutation	SR: Yes (harmless)	<i>Target:</i> Living creature touched			<i>Caster Level:</i> 9		
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.							
☐☐☐☐☐ Marked Object	DC: 12, N/A	1 minute	24 hours/level	Personal	V,S,F	SC: p.139	
<i>School:</i> Divination	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Track owner of item with +10 Search and Survival; see text.							
☐☐☐☐☐ Naturewatch		1 standard action	10 minutes/level	30 ft.	S	SC: p.146	
<i>School:</i> Necromancy	SR: No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 9		
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.							
☐☐☐☐☐ Omen of Peril	DC: 12, N/A	1 round	Instantaneous	Personal	V,F	SC: p.149	
<i>School:</i> Divination	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.							
☐☐☐☐☐ Pass without Trace	DC: 12, Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S, DF	PHB: p.259	
<i>School:</i> Transmutation	SR: Yes (harmless)	<i>Target:</i> 1 creature/level touched			<i>Caster Level:</i> 9		
<i>Effect:</i> 1 subject/level leaves no tracks.							
☐☐☐☐☐ Ram's Might	DC: 12, N/A	1 standard action	1 minute/level	Personal	V,S	SC: p.166	
<i>School:</i> Transmutation	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.							
☐☐☐☐☐ Rapid Burrowing	DC: 12, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	SC: p.166	
<i>School:</i> Transmutation	SR: Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9		
<i>Effect:</i> Improves existing burrow speed by 20 ft.							
☐☐☐☐☐ Read Magic		Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269	
<i>School:</i> Divination	SR: No	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Read scrolls and spellbooks.							
☐☐☐☐☐ Remove Scent	DC: 12, Will negates	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.173	
<i>School:</i> Transmutation	SR: Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9		
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.							
☐☐☐☐☐ Resist Energy	DC: 12, Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	PHB: p.272	
<i>School:</i> Abjuration	SR: Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9		
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.							
☐☐☐☐☐ Resist Planar Alignment	DC: 12, Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	SC: p.174	
<i>School:</i> Abjuration	SR: Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9		
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.							
☐☐☐☐☐ Rhino's Rush	DC: 12, N/A	1 swift action	1 round	Personal	V,S	SC: p.176	
<i>School:</i> Transmutation	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Subject's charge attack deals double damage of first attack.							
☐☐☐☐☐ Scent		1 standard action	10 minutes/level	Touch	V,S,M	SC: p.180	
<i>School:</i> Transmutation	SR: Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9		
<i>Effect:</i> Bestows Scent ability with all the same powers.							
☐☐☐☐☐ Smell of Fear	DC: 12, Will negates	1 standard action	1 minute/level	Touch	V,S	SC: p.193	
<i>School:</i> Transmutation	SR: Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9		
<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].							
☐☐☐☐☐ Sniper's Shot	DC: 12, N/A	1 swift action	1 round	Personal	V,S	SC: p.194	
<i>School:</i> Divination	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<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.							
☐☐☐☐☐ Snowshoes	DC: 12, Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	SC: p.194	
<i>School:</i> Transmutation	SR: Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9		
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.							
☐☐☐☐☐ Speak with Animals		Standard Action	1 minute/level	Personal	V,S	PHB: p.281	
<i>School:</i> Divination	SR: No	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> You can communicate with animals.							
☐☐☐☐☐ Stalking Brand		1 standard action	24 hours/level	Close (45 ft.)	S	SC: p.204	
<i>School:</i> Transmutation	SR: Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 9		
<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.							
☐☐☐☐☐ Summon Nature's Ally I		1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	PHB: p.288	
<i>School:</i> Conjuraton (Summoning)	SR: No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 9		
<i>Effect:</i> Calls creature to fight.							
☐☐☐☐☐ Surefoot	DC: 12, N/A	1 standard action	10 minutes/level	Personal	V,S	SC: p.216	
<i>School:</i> Abjuration	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Gain +10 competence bonus to Balance, Climb, Jump, and Tumble checks.							
☐☐☐☐☐ Surefooted Stride		1 standard action	1 minute/level	Personal	V,S	SC: p.216	
<i>School:</i> Transmutation	SR: No	<i>Target:</i> You			<i>Caster Level:</i> 9		
* =Domain/Speciality Spell							

Ranger Spells

<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.							
□□□□□ Towering Oak	DC: 12, N/A	1 swift action	1 round/level	Personal	V,S	SC: p.221	
<i>School:</i> Illusion (Glamer)	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Gain +10 competence bonus on Intimidation checks and +2 Str bonus.							
□□□□□ Traveler's Mount	DC: 12, Will negates	1 standard action	1 hour/level	Touch	V,S	SC: p.223	
<i>School:</i> Transmutation	SR: Yes	<i>Target:</i> Animal or magical beast touched			<i>Caster Level:</i> 9		
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.							
□□□□□ Vine Strike	DC: 12, N/A	1 swift action	1 round	Personal	V,DF	SC: p.230	
<i>School:</i> Divination	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 9		
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.							
□□□□□ Wings of the Sea	DC: 12, Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	SC: p.240	
<i>School:</i> Transmutation	SR: Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9		
<i>Effect:</i> Increases creatures swim speed by 30 ft.							

* =Domain/Speciality Spell