

Jessabelle

NAME
Rgr15 105000
CLASS EXPERIENCE
15 120000
Character Level NEXT LEVEL

Rebekah Maitland

PLAYERNAME
Elf (Wood) Medium
RACE SIZE
121 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	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED												
STR Strength	14	+2	16	+3	16	+3	HP hit points	115									Walk 70 ft.												
DEX Dexterity	20	+5	20	+5	20	+5	AC armor class	34	29	:	17	=	10	+	9	+	4	+	5	+	0	+	4	+	2		30	-2	0
								TOTAL	FLAT	TOUCH	BASE		ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC		MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST						
CON Constitution	10	+0	12	+1	12	+1	INITIATIVE modifier	+9	=	+5	+	+4	SKILLS KEY ABILITY SKILL MODIFIER ABILITY MODIFIER MAX RANKS 18/9 MISC MODIFIER RANKS MISC MODIFIER																
INT Intelligence	10	+0	10	+0	10	+0																							
WIS Wisdom	18	+4	18	+4	18	+4																							
CHA Charisma	14	+2	14	+2	14	+2	BASE ATTACK bonus	+15/+10/+5																					

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+18/+13/+8	+15/+10/+5	+3	+0	+0	+0	
RANGED attack bonus	+20/+15/+10	+15/+10/+5	+5	+0	+0	+0	
GRAPPLE attack bonus	+18/+13/+8	+15/+10/+5	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+19/+14/+9	1d3+3	20/x2	5 ft.

*Skirt of Dancing Blades	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	S	M	20/x2	10 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+21/+21	1d4+5	2W-P-(OH)	+17/+17	1d4+5
1H-O	+21/+21	1d4+5	2W-P-(OL)	+19/+19	1d4+5
2H	+21/+21	1d4+6	2W-OH	+17/+17	1d4+5
Special Properties	+2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, can be loosed to attack on its own, Deflection bonus to armor class of %CHOICE, floats in front of character requiring no hands, but still take normal pnalities, 30hp/inch and 15 hardness (3)				

*Willow Blade 1	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+22/+22/+17/+12	1d10+8	2W-P-(OH)	+18/+18/+13/+8	1d10+8
1H-O	+22/+22/+17/+12	1d10+8	2W-P-(OL)	+20/+20/+15/+10	1d10+8
2H	+22/+22/+17/+12	1d10+9	2W-OH	+18/+18/+13	1d10+8
Special Properties	+3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

*Willow Blade 2	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+25/+20/+15	1d10+8	2W-P-(OH)	+21/+16/+11	1d10+8
1H-O	+25/+20/+15	1d10+8	2W-P-(OL)	+23/+18/+13	1d10+8
2H	+25/+20/+15	1d10+8	2W-OH	+23/+18/+13	1d10+8
Special Properties	+3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

*: 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
*Breast Plate +4	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 pnalities					
*Skirt of Dancing Blades		+2		+0	0
+2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, can be loosed to attack on its own, Deflection bonus to armor class of %CHOICE, floats in front of character requiring no hands, but still take normal pnalities, 30hp/inch and 15 hardness (3)					
*Vestment of Natural Protection +2		+2		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
✓ Appraise	INT	0	= 0 +	+	
✓ Balance	DEX	5	= 5 +	+	
✓ 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 +	+	
✓ X Diplomacy (Wild Empathy)	CHA	21	= 2 +	+	19
✓ 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	+	
✓ Hide	DEX	21	= 5 + 18.0	+ -2	
✓ Intimidate	CHA	2	= 2 +	+	
✓ Jump	STR	25	= 3 + 1.0	+	21
✓ Knowledge (Nature)	INT	9	= 0 + 7.0	+	2
✓ Knowledge (The Planes)	INT	2	= 0 + 2.0	+	
✓ Listen	WIS	26	= 4 + 18.0	+	4
✓ Move Silently	DEX	26	= 5 + 18.0	+	3
X Psychic (Enhance Ability)	WIS	5	= 4 + 1.0	+	
X Psychic (Enhance Senses)	WIS	6	= 4 + 2.0	+	
X X Psychic (Mental Contact)	CHA	6	= 2 + 4.0	+	
X X Psychic (Psychic Healing)	WIS	8	= 4 + 4.0	+	
✓ Ride	DEX	8	= 5 + 1.0	+	2
✓ Search	INT	19	= 0 + 17.0	+	2
✓ Sense Motive	WIS	5	= 4 + 1.0	+	
✓ Speak Language(Kercpa, Sylvan, Undercommon)		3	= 0 + 3.0	+	
✓ Spot	WIS	26	= 4 + 18.0	+	4
✓ Survival	WIS	20	= 4 + 16.0	+	
✓ Swim	STR	-1	= 3 +	+	-4
✓ Tumble	DEX	12	= 5 + 9.0	+ -2	
✓ Use Rope	DEX	7	= 5 + 2.0	+	
			= +	+	
			= +	+	

✓: can be used untrained. X: exclusive skills

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+13		1d6+3			
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bag of Holding (Type 1)	Carried	1	15.0	2500.0	
0 lbs.					
Belle's Boots	Equipped	1	1.0	10225.0	
Bracers of Health +2	Equipped	1	0.0	0.0	
Brooch of Shielding	Equipped	1	0.0	1500.0	
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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	209306.0	
+2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, can be loosed to attack on its own, Deflection bonus to armor class of %CHOICE, floats in front of character requiring no hands, but still take normal pnalities, 30hp/1inch and 15 hardness (3)					
Vestment of Natural Protection +2	Equipped	1	0.0	0.0	
Willow Blade 1	Equipped	1	2.0	50335.0	
+3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
Willow Blade 2	Equipped	1	2.0	50335.0	
+3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
Breast Plate +4	Equipped	1	15.0	20200.0	
30hp/1inch and 15 hardness					
Shield +2 (Heavy/Metal/Animated)	Equipped	1	15.0	16170.0	
floats in front of character requiring no hands, but still take normal pnalities					
Bite	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			54 lbs.	376571.0 gp	

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

SPECIAL ABILITIES	
Animal Friend Martial Arts Style: When both you and your companion flank an opponent you both gain a +2 competence bonus to damage.	
Elven hound companion - Gain an Elven Hound Companion	

SPECIAL ATTACKS	
Elf Favored Enemy (Undead) (Ex)	
+3	
Favored Enemy (Aberration) (Ex)	
+4	
Favored Enemy (Giant) (Ex)	
+2	
Favored Enemy (Outsider (Evil)) (Ex)	
+4	

SPECIAL QUALITIES	
Two Weapon Fighting Combat Style	
Camouflage (Ex)	
May hide in any natural terrain even if the terrain does not grant cover or concealment.	
Dire Companion (Ex)	
Your companion becomes a dire version.	
Immunity to magic sleep effects	
+2 racial saving throw bonus against enchantment spells or effects	
Evasion (Ex)	
If subjected to an attack that allows a Reflex save for half damage, you take no damage on a successful save.	
Fast Movement (Ex)	
Land based speed increases by 30	
Favored Enemy (Ex)	
Gain a bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage against favored enemies.	
Night Eyes (Ex)	
Gain lowlight vision, gain a +1 circumstance bonus against color based spell effects, such as Color spray.	
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	
Of Wolf and Man (Ex)	
You take on more aspects of a wolf, bite damage increases to 1d6 and gain +2 natural armor bonus, and Listen and Spot checks. No penalty to feinting in combat against animals.	
Predator's Aura (Su)	
You radiate an aura of predatory, savage menace (Bonus to Intimidate Checks, already calculated)	
Spirit of the Wolf (Ex)	
Gain a bite attack (1d4) at -5 to hit	
Summon the Pack (Su)	
Once per day may summon [standard action to howl] 3d6 normal wolves which arrive after 2d6 rounds, serving for one hour as you command. (Commands - Attack, Come, Defend, Down, Fetch, Guard and Track)	
Swift Tracker (Ex)	
Move at normal speed while tracking without penalty, take only -10 penalty to tracking if moving double speed.	
Animal Companion (Ex)	
Animal Companion ~ Lupine, you can communicate Telepathically with chosen animal companion up to 160 ft.	
Scent (Ex)	
Detect opponents within 60 feet, if the opponent is upwind range is 90 feet, if downwind then only 30 feet.	
Unleash the Beast (Su)	
Humananiods and Giants must save vs. DC 15 or become inflicted with Lycanthropy when you bite them. You are Immune to Lycanthropy.	
Wild Empathy (Ex)	
+19 to Diplomacy check against animals (+15 on Magical Beasts) - takes 1 minute	
Wolf Form (Su)	
3/day may transform yourself, or another willing being, into the shape of a wolf, same as a polymorph spell cast by a druid of level 15	
Wolf in Man's Clothing (Su)	
Gain the alternative form ability of a werewolf lord, you may assume the shape of a normal wolf, a dire wolf or a bipedal hybrid form, at will as a standard action. Hybrid and Dire form grants damage reduction 10/silver. Dire Form grants double bite damage (2d6). You are considered a Natural Lycanthrope and are Immune to the effects of another Wolf Master's wolf mastery class ability.	
Wolf Mastery (Su)	
1/day you can dominate any form of wolf, including werewolves, as by the spell dominate monster as a 15 level sorcerer	
Woodland Stride (Ex)	
Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her).	

FEATS	
Ambidexterity	Ignore off-hand penalties
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.
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 up to 15 from all melee attack rolls and add the same number to all melee damage rolls.
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.
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.
Strong Ally	Your animal companion is more powerful than that of other rangers.
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.

PROFICIENCIES
Axe (Throwing), Battleaxe, Bite, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, 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

LANGUAGES
Common, Elven, Ker CPA, Sylvan, Undercommon

TEMPLATES
Truename
1-Belle - Wolf Master
Psychic Wild Feat Pool

Ranger Spells

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

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	SC: Pg.7
<i>Effect:</i> You can move at your normal speed while using Balance, Climb or Move Silently.					<i>Target:</i> You			<i>Caster Level:</i> 7	
A Lance of Disruption	15	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
<i>Effect:</i> Beam of force causes 5d4+14 to all in the area of effect					<i>Target:</i> From caster 5ft wide beam out to 60ft length			<i>Caster Level:</i> 7	
Alarm		None	1 standard action	2 hours/level [D]	Close (40 ft.)	V,S,F/DF	No	Abjuration	PHB: pg.197
<i>Effect:</i> Wards an area for 2 hours/level.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 7	
Animal Messenger	15	None; see text	1 standard action	1 day/level	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 7	
Arrow Mind	15	N/A	1 immediate action	1 minute/level [D]	Personal	V,S,M	N/A	Divination	SC: Pg.15
<i>Effect:</i> Threaten adjacent squares and may make AoO. You do not provoke AoO when using the bow.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Aspect of the Wolf	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Blades of Fire		None	1 swift action	1 round	Touch	V	No	Conjuration (Creation) [Fire]	SC: Pg.31
<i>Effect:</i> Adds 1d8 fire damage to your held weapons.					<i>Target:</i> Up to two melee weapons you are wielding			<i>Caster Level:</i> 7	
Bloodhound	15	N/A	1 standard action	24 hours [D]	Personal	V,S	N/A	Divination	SC: Pg.34
<i>Effect:</i> Grants second check when tracking on a failed rolled.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Branch to Branch	15	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.38
<i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Calm Animals	15	Will negates; see text	1 standard action	1 minute/level	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.					<i>Target:</i> Animals within 30 ft. of each other			<i>Caster Level:</i> 7	
Camouflage	15	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Charm Animal	15	Will negates	1 standard action	1 hour/level	Close (40 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.208
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal			<i>Caster Level:</i> 7	
Claws of the Bear	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Climb Walls	15	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Crabwalk		None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: Pg.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Dawn	15	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: Pg.59
<i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].					<i>Target:</i> All creatures within a 15-ft.-radius burst centered on you			<i>Caster Level:</i> 7	
Deep Breath	15	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Delay Poison	15	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Detect Animals or Plants		None	1 standard action	Concentration, up to 10 minutes/level [D]	Long (680 ft.)	V,S	No	Divination	PHB: pg.218
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
Detect Favord Enemy		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S,DF	No	Divination	SC: Pg.64
<i>Effect:</i> Reveals favored enemies.					<i>Target:</i> Quarter circle emanating from you to the extreme of the range			<i>Caster Level:</i> 7	
Detect Poison		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 7	
Detect Snares and Pits		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: Pg.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.					<i>Target:</i> 40-ft. radius emanation centered on you			<i>Caster Level:</i> 7	
Embrace the Wild	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: 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	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	

* =Domain/Speciality Spell

Ranger Spells

Enrage Animal	None	1 standard action	Concentration +1 round/level	Medium (170 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	SC: Pg.81	
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.				Target: One animal					
Entangle	15	Reflex partial; see text	1 standard 1 minute/level [D] action	Long (680 ft.)	V,S, DF	No	Transmutation	PHB: pg.227	
Effect: Plants entangle everyone in 40-ft.-radius circle.				Target: Plants in a 40-ft.-radius spread			Caster Level: 7		
Guided Shot	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: Pg.108
Effect: No range increment penalties and target denied AC bonus for anything less than total cover.				Target: You			Caster Level: 7		
Hawkeye	15	N/A	1 standard 10 minutes/level [D] action	Personal	V	N/A	Transmutation	SC: Pg.110	
Effect: Increases range increment by 50% and +5 competence bonus on Spot checks.				Target: You			Caster Level: 7		
Healing Lorecall	15	N/A	1 standard 10 minutes/level action	Personal	V,S,M	N/A	Divination	SC: Pg.110	
Effect: Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.				Target: You			Caster Level: 7		
Hide from Animals	15	Will negates (harmless)	1 standard 10 minutes/level [D] action	Touch	S, DF	Yes	Abjuration	PHB: pg.241	
Effect: Animals can't perceive 1 subject/level.				Target: 1 creature/level touched			Caster Level: 7		
Horrible Taste	15	Fortitude negates; see text	1 standard 10 minutes/level action	Touch	V,S,M	No	Transmutation	SC: Pg.116	
Effect: Animals must save after biting or refuse to bite the subject.				Target: Creature or object touched			Caster Level: 7		
Hunter's Mercy	15	N/A	1 standard 1 round action	Personal	S	N/A	Transmutation	SC: Pg.117	
Effect: Your next bow attack automatically hits and threatens a critical.				Target: You			Caster Level: 7		
Instant Search	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SC: Pg.124
Effect: You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.				Target: You			Caster Level: 7		
Jump	15	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M	Yes	Transmutation	PHB: pg.246	
Effect: Subject gets bonus on Jump checks.				Target: Creature touched			Caster Level: 7		
Lay of the Land	15	N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	N/A	Divination	SC: Pg.131
Effect: Learn area of 50 miles radius; see text				Target: You			Caster Level: 7		
Lightfoot	15	N/A	1 swift	1 round	Personal	V	N/A	Transmutation	SC: Pg.132
Effect: You don't provoke attacks of opportunity when moving.				Target: You			Caster Level: 7		
Living Prints	15	N/A	1 standard 1 hour/level action	Personal	V,S	N/A	Divination	SC: Pg.134	
Effect: You perceive tracks as if they had just been made.				Target: You			Caster Level: 7		
Longstrider	None		1 standard 1 hour/level [D] action	Personal	V,S,M	No	Transmutation	PHB: pg.249	
Effect: Increases your speed.				Target: You			Caster Level: 7		
Low-light Vision	15	Will negates [harmless]	1 standard 1 hour/level action	Touch	V,M	Yes [harmless]	Transmutation	SC: Pg.134	
Effect: Target gains low-light vision.				Target: Creature touched			Caster Level: 7		
Magic Fang	15	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250	
Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.				Target: Living creature touched			Caster Level: 7		
Marked Object	15	N/A	1 minute	24 hours/level	Personal	V,S,F	N/A	Divination	SC: Pg.139
Effect: Track owner of item with +10 Search and Survival; see text.				Target: You			Caster Level: 7		
Naturewatch	None		1 standard 10 minutes/level action	30 ft.	S	No	Necromancy	SC: Pg.146	
Effect: Same as deathwatch but only functions on plants and animals; see text.				Target: Cone-shaped emanation			Caster Level: 7		
Omen of Peril	15	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: Pg.149
Effect: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.				Target: You			Caster Level: 7		
Pass without Trace	15	Will negates (harmless)	1 standard 1 hour/level [D] action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.259	
Effect: 1 subject/level leaves no tracks.				Target: 1 creature/level touched			Caster Level: 7		
Ram's Might	15	N/A	1 standard 1 minute/level action	Personal	V,S	N/A	Transmutation	SC: Pg.166	
Effect: Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.				Target: You			Caster Level: 7		
Rapid Burrowing	15	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.166	
Effect: Improves existing burrow speed by 20 ft.				Target: Creature touched			Caster Level: 7		
Read Magic	None		1 standard 10 minutes/level action	Personal	V,S,F	No	Divination	PHB: pg.269	
Effect: Read scrolls and spellbooks.				Target: You			Caster Level: 7		
Remove Scent	15	Will negates	1 standard 10 minutes/level action	Touch	V,S,M	Yes	Transmutation	SC: Pg.173	
Effect: Hides the scent of the affected creature or removes potent affects from creatures such as ghastrs or troglodytes.				Target: Creature touched			Caster Level: 7		
Resist Energy	15	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272	
Effect: Ignores first 20 points of damage/attack from specified energy type.				Target: Creature touched			Caster Level: 7		
Resist Planar Alignment	15	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174	
Effect: Grants limited protection from a plane's alignment traits; see text.				Target: Creature touched			Caster Level: 7		
Rhino's Rush	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: Pg.176
Effect: Subject's charge attack deals double damage of first attack.				Target: You			Caster Level: 7		
Scent	None		1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.180	
Effect: Bestows Scent ability with all the same powers.				Target: Creature touched			Caster Level: 7		
Smell of Fear	15	Will negates	1 standard 1 minute/level action	Touch	V,S	Yes	Transmutation	SC: Pg.193	
Effect: Bestow target with an aroma that attracts predatory animals that prefer to attack the target with +1 bonus per three caster levels [max +3].				Target: Creature touched			Caster Level: 7		
* =Domain/Speciality Spell									

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Ranger Spells

■■■■■ Sniper's Shot	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SC: 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	
■■■■■ Snowshoes	15	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: 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	
■■■■■ Speak with Animals		None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: pg.281
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You			<i>Caster Level:</i> 7	
■■■■■ Stalking Brand		None	1 standard action	24 hours/level	Close (40 ft.)	S	Yes	Transmutation	SC: 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	
■■■■■ Summon Nature's Ally I		None	1 round	1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 7	
■■■■■ Surefoot	15	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Abjuration	SC: 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	
■■■■■ Surefooted Stride		None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SC: 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	
■■■■■ Towering Oak	15	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Illusion (Glamer)	SC: 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	
■■■■■ Traveler's Mount	15	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: 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	
■■■■■ Vine Strike	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: 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	
■■■■■ Wings of the Sea	15	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: 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
■■■■■ Align Fang	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: 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	
■■■■■ Balancing Lorecall	16	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: Pg.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
■■■■■ Barkskin		None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
■■■■■ Bear's Endurance	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
■■■■■ Briar Web		None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,DF	No	Transmutation	SC: 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	
■■■■■ Burrow	16	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: 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	
■■■■■ Camouflage, Mass	16	Will negates [harmless]	1 standard action	10 minutes/level	Medium (170 ft.)	V,S	Yes [harmless]	Transmutation	SC: 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	
■■■■■ Cat's Grace	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<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)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
■■■■■ Curse of Impending Blades		None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,M/DF	Yes	Necromancy	SC: 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	SC: 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	SC: 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	SC: 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	SC: 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	1 round/level [D]; see text	Medium (170 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
<i>Effect:</i> Paralyzes one animal for 1 round/level.					<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	SC: 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	SC: Pg.133
<i>Effect:</i> Gain pounce ability [make full attack after a charge].					<i>Target:</i> You			<i>Caster Level:</i> 7	

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■■■■■ Listening Lorecall	16	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: 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	SC: 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	SC: 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	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
■■■■■ Protection from Energy	16	Fortitude negates [harmless]	1 standard action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
■■■■■ Snare		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: pg.280
<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		None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: pg.282
<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	1 hour/level [D]	Medium (170 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level		<i>Caster Level:</i> 7		
■■■■■ Summon Nature's Ally II		None	1 round	1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<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]	SC: 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	SC: 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	1 round/level	Medium (170 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 7		
■■■■■ Zone of Glacial Cold	16	Fort half	1 standard action	7 rounds	Medium (170 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius		<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	SC: 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	SC: 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	SC: Pg.30
<i>Effect:</i> Make an attack at every creature within reach; see text.					<i>Target:</i> You		<i>Caster Level:</i> 7		
■■■■■ Blade Thirst	17	None [object]	1 swift action	1 round/level	Touch	V	Yes [object]	Transmutation	SC: Pg.31
<i>Effect:</i> Grants weapon +3 enhancement and sheds light like a torch.					<i>Target:</i> One slashing weapon		<i>Caster Level:</i> 7		
■■■■■ Bottle of Smoke		None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SC: Pg.37
<i>Effect:</i> Creates a steed made of smoke.					<i>Target:</i> One smoky, horselike creature		<i>Caster Level:</i> 7		
■■■■■ Burrow, Mass	17	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
<i>Effect:</i> Same as Burrow, except effects multiple creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7		
■■■■■ Charge of the Triceratops	17	Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SC: Pg.45
<i>Effect:</i> 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.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
■■■■■ Command Plants	17	Will negates	1 standard action	1 day/level	Close (40 ft.)	V	Yes	Transmutation	PHB: pg.211
<i>Effect:</i> Sway the actions of one or more plant creatures.					<i>Target:</i> Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7		
■■■■■ Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
■■■■■ Curse of Impending Blades, Mass		None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,M/DF	Yes	Necromancy	SC: Pg.57
<i>Effect:</i> -2 penalty to AC to all creatures.					<i>Target:</i> Enemies in a 20-ft.-radius burst		<i>Caster Level:</i> 7		
■■■■■ Darkvision	17	Will negates (harmless)	1 standard action	1 hour/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: pg.216
<i>Effect:</i> See 60 ft. in total darkness.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
■■■■■ Decoy Image	17	Will disbelief; see text	1 round	8 hours [D]	Long (680 ft.)	V,S	No	Illusion (Figment)	SC: Pg.61
<i>Effect:</i> Create duplicates of yourself and allies complete with smell, sound, visual, etc.					<i>Target:</i> Figment that mimics you and all allies within 50 ft. of you		<i>Caster Level:</i> 7		
■■■■■ Diminish Plants		None	1 standard action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: pg.221
<i>Effect:</i> Reduces size or blights growth of normal plants.					<i>Target:</i> See text		<i>Caster Level:</i> 7		
■■■■■ Find the Gap	17	N/A	1 standard action	1 round/level	Personal	V	N/A	Divination	SC: Pg.91
<i>Effect:</i> Your first attack each round acts as a touch attack.					<i>Target:</i> You		<i>Caster Level:</i> 7		
■■■■■ Forestfold	17	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.98
<i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.					<i>Target:</i> You		<i>Caster Level:</i> 7		

* =Domain/Speciality Spell

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□□□□□ Heal Animal Companion	17	Will negates [harmless]	1 standard	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.110
Effect: Functions as heal, except it only affects your animal companion.					Target: One item of a volume no greater than 10 cu. ft./level; see text				
□□□□□ Magic Fang, Greater	17	Will negates (harmless)	1 standard	1 hour/level	Close (40 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.					Target: One living creature				
□□□□□ Mark of the Hunter	17	Will negates	1 standard	1 minute/level	Medium (170 ft.)	V,S,M	Yes	Divination	SC: Pg.138
Effect: Gain +4 to your favored enemy bonuses against target; see text.					Target: One creature, which must be a favored enemy				
□□□□□ Nature's Rampart		None	10 minutes	Instantaneous	Medium (170 ft.)	V,S,F	No	Transmutation	SC: Pg.146
Effect: Shapes natural setting into a formidable defense.					Target: Structure up to 40 ft. square				
□□□□□ Neutralize Poison	17	Will negates (harmless, object)	1 standard	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
Effect: Immunizes subject against poison, detoxifies venom in or on subject.					Target: Creature or object of up to 1 cu. ft./level. touched				
□□□□□ Phantasmal Decoy	17	Will disbelief [if interacted with]	1 standard	1 round/level	Medium (170 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: Pg.155
Effect: Create an illusion of a hated enemy.					Target: One living creature				
□□□□□ Plant Growth		None	1 standard	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: pg.262
Effect: Grows vegetation, improves crops.					Target: See text				
□□□□□ Reduce Animal		None	1 standard	1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: pg.269
Effect: Shrinks one willing animal.					Target: One willing animal of Small, Medium, Large, or Huge size				
□□□□□ Remove Disease	17	Fortitude negates (harmless)	1 standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
Effect: Cures all diseases affecting subject.					Target: Creature touched				
□□□□□ Repel Vermin	17	None or Will negates; see text	1 standard	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
Effect: Insects, spiders, and other vermin stay 10 ft. away.					Target: 10 ft. radius emanation centered on you				
□□□□□ Safe Clearing	17	Will negates; see text	10 minutes	1 hour/level	30 ft.	V,S	Yes	Abjuration	SC: Pg.179
Effect: Creates an area safe from attack like sanctuary spell; see text					Target: 30-ft.-radius emanation				
□□□□□ Snowshoes, Mass	17	Will negates [harmless]	1 standard	1 hour/level [D]	Close (40 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
Effect: Same as Snowshoes, except as noted.					Target: One creature/level, no two of which are more than 30 ft. apart				
□□□□□ Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
Effect: Calls creature to fight.					Target: One or more creatures, no two of which can be more than 30 ft. apart				
□□□□□ Tree Shape		None	1 standard	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: pg.296
Effect: You look exactly like a tree for 1 hour/level.					Target: You				
□□□□□ Water Walk	17	Will negates (harmless)	1 standard	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: pg.300
Effect: Subject treads on water as if solid.					Target: One touched creature/level				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animal Growth	18	Fortitude negates	1 standard	1 minute/level	Medium (170 ft.)	V,S	Yes	Transmutation	PHB: pg.198
Effect: One animal/two levels doubles in size.					Target: Up to one animal/per two levels [Gargantuan or smaller], no two of which can be more than 30 ft. apart				
□□□□□ Aspect of the Earth Hunter	18	N/A	1 standard	10 minutes/level	Personal	V,S,M,DF	N/A	Transmutation	SC: Pg.16
Effect: You assume the physical appearance and many of the qualities of a bulutte.					Target: You				
□□□□□ Commune with Nature		None	10 minutes	Instantaneous	Personal	V,S	No	Divination	PHB: pg.211
Effect: Learn about terrain for one mile/level.					Target: You				
□□□□□ Cure Serious Wounds	18	Will half (harmless); see text	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 3d8 +1/level [max +15] damage.					Target: Creature touched				
□□□□□ Deeper Darkvision	18	Will negates [harmless]	1 standard	1 hour/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.62
Effect: The subject gains the ability to see 90 feet in total darkness.					Target: Creature touched				
□□□□□ Foebane	18	Will negates [harmless,object]	1 standard	1 round/level [D]	Touch	V,S	Yes [harmless,object]	Evocation	SC: Pg.96
Effect: Create +5 magic weapon with additional 2d6 points of damage; see text.					Target: Weapon touched				
□□□□□ Freedom of Movement	18	Will negates (harmless)	1 standard	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
Effect: Subject moves normally despite impediments.					Target: You or creature touched				
□□□□□ Implacable Pursuer	18	Will negates; see text	1 minute	1 hour/level [D]	Long (680 ft.)	V,S	Yes	Divination	SC: Pg.120
Effect: Gives direction and distance any time the target moves 10 ft.					Target: One creature				
□□□□□ Land Womb	18	Will negates	1 standard	10 minutes/level [D]	Touch	V,S	Yes	Abjuration	SC: 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				
□□□□□ Magic Fang, Superior	18	N/A	1 standard	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.136
Effect: Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].					Target: You				
□□□□□ Nondetection	18	Will negates (harmless, object)	1 standard	1 hour/level	Touch	V,S,M	Yes (harmless, object)	Abjuration	PHB: pg.257
Effect: Hides subject from divination, scrying.					Target: Creature or object touched				
□□□□□ Planar Tolerance		None	1 immediate	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: 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				
□□□□□ Snakebite	18	N/A	1 standard	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.193
Effect: Turns one of your arms into a venomous snake; see text.					Target: You				

* =Domain/Speciality Spell

Ranger Spells

□□□□□ Summon Nature's Ally IV	None	1 round	1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<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				
□□□□□ Surefooted Stride, Mass	None	1 standard action	1 minute/level	Close (40 ft.)	V,S	No	Transmutation	SC: Pg.216
<i>Effect:</i> Same as surefooted, excepted as noted.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart				
□□□□□ Swamp Stride	18	N/A	1 standard action	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SC: Pg.217
<i>Effect:</i> As tree stride, instead you use pools of water.				<i>Target:</i> You				
□□□□□ Tree Stride	None	1 standard action	1 hour/level or until expended; see text	Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: pg.296
<i>Effect:</i> Step from one tree to another far away.				<i>Target:</i> You				
□□□□□ Wild Runner	18	N/A	1 standard action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.239
<i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.				<i>Target:</i> You				

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

Needs 6 skill points chosen