

CHARACTER NAME	
d10E 2, Ranger	
CLASS	
2	1000 / 3000
Character Level	EXP / NEXT LEVEL

PLAYER NAME	
Human	Medium
RACE	SIZE
20	Female
AGE	GENDER

DEITY
5' 0"
HEIGHT
Blue
EYES

None
REGION
100 lbs.
WEIGHT
Dirty Blonde
HAIR

Neutral Good
ALIGNMENT
Darkvision (60 ft.)
VISION
40
POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	18		+4		
CON Constitution	16		+3		
INT Intelligence	12		+1		
WIS Wisdom	16		+3		
CHA Charisma	14		+2		

HP		WOUNDS/CURRENT HP						SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED								
hit points	42															Walk 30 ft.								
AC	20	16	17	=	10	+	3	+	0	+	4	+	0	+	0	+	0	+	3		0	+0	0	
armor class	TOTAL	FLAT	TOUCH		BASE	ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		MISC	MISS CHANCE	ARCANE SPELL CHECK	ARMOR CHECK	SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+4	= +1	+ +3	+ +0	+ +0	+ +0	+	
REFLEX (dexterity)	+5	= +1	+ +4	+ +0	+ +0	+ +0	+	
WILL (wisdom)	+4	= +1	+ +3	+ +0	+ +0	+ +0	+	

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+6	+3	+0	-6	+0	
RANGED attack bonus	+4	=	+6	+4	+0	-6	+0	
GRAPPLE attack bonus	+3	=	+6	+3	+0	-6	+0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3/+3/+3	1d6+3	20/x2	5 ft.

*Longbow (Growth Item / Chosen One)				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	M	20/x3	5 ft.
	30 ft.	100 ft.	200 ft.	300 ft.			400 ft.	
TH	+9/+9/+9	+9/+9/+9	+7/+7/+7	+5/+5/+5			+3/+3/+3	
Dam	1d8+3	1d8+3	1d8+3	1d8+3			1d8+3	
Special Properties		Sentient Any Weapon Growth [+1]						

Spear (Growth Item / Chosen One)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
To Hit		Dam	To Hit			Dam		
2H	+4/+4/+4	1d8+5	2W-OH	N/A			N/A	
20 ft.		30 ft.	40 ft.	60 ft.		80 ft.		
TH	+5/+5/+5	+3/+3/+3	+3/+3/+3	+1/+1/+1		-1/-1/-1		
Dam	1d8+4	1d8+4	1d8+4	1d8+4		1d8+4		
Special Properties		Sentient Any Weapon Growth [+1]						

Sword (Short/Growth Item / Chosen One)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit			Dam	
1H-P	+7/+7/+7	1d6+4	2W-P-(OH)			+1/+1/+1	
1H-O	+3/+3/+3	1d6+2	2W-P-(OL)			+3/+3/+3	
2H	+7/+7/+7	1d6+4	2W-OH			-1	
Special Properties		Sentient Any Weapon Growth [+1]					

*: 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
*Chosen One Robe	Light	+3		+0	0

TOTAL SKILL POINTS: 24		SKILLS		FAILURE		PENALTY		MAX RANKS: 5/2	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS			MISC MODIFIER	
✓	Acrobatics	DEX	9	=	4	+	5		
✓	Appraise	INT	1	=	1				
✓	Athletics	STR	3	=	3				
✓	Craft (Untrained)	INT	1	=	1				
✓	Deception	CHA	2	=	2				
✓	Endurance	CON	3	=	3				
✓	Gather Information	CHA	7	=	2	+	5		
✓	Heal	WIS	3	=	3				
✓	Insight	WIS	8	=	3	+	5		
	Martial Arts (Dexterity Based)	DEX	9	=	4	+	5		
✓	Perception	WIS	8	=	3	+	5		
✓	Persuasion	CHA	2	=	2				
✓	Persuasion (Diplomacy)	CHA	4	=	2			+	2
✓	Ride	DEX	4	=	4				
✓	Stealth	DEX	8	=	4	+	4		
✓	Survival	WIS	8	=	3	+	5		
✓	Survival (Find or follow tracks)	WIS	10	=	3	+	[5]	+	2
✓	Thievery	DEX	4	=	4				
✓	Use Rope	DEX	4	=	4				
				=		+		+	
				=		+		+	

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

Keyblade +1 (Standard/Growth Item / Chosen One)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam					
2H	+5/+5/+5	1d10+6	2W-OH		N/A		N/A
Special Properties			Sentient Any Weapon Growth [+1]				

Spell Caster Information	
Spell Points	[Eclipse]
Ranger	[Eclipse, p.11]
Ranger Level 2, Casterlevel is 2	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chosen One Robe	Equipped	1	0.5	1.0	
Longbow (Growth Item / Chosen One)	Equipped	1	3.0	75.0	
0 lbs. Sentient Any Weapon Growth [+1]					
Special Backpack of Holding	Equipped	1	0.0	0.0	
0 lbs.					
Spear (Growth Item / Chosen One)	Carried	1	6.0	2.0	
Sentient Any Weapon Growth [+1]					
Sword (Short/Growth Item / Chosen One)	Carried	1	2.0	10.0	
Sentient Any Weapon Growth [+1]					
Keyblade +1 (Standard/Growth Item / Chosen One)	Carried	1	6.0	7300.0	
Sentient Any Weapon Growth [+1]					
TOTAL WEIGHT CARRIED/VALUE			17.5 lbs.	7388.0 gp	

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

LANGUAGES	
Common, Draconic	

Special Attacks	
Augment Attack / Weapon Specialization (Longbow)	[Eclipse, p.50]
increase damage by +2 to selected weapon	
Martial Arts	[Eclipse, p.53]
Unarmed Damage 1d6+3, lethal or non-lethal as desired without penalty, (3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP.	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / +1 to Weapon, no bab (Longbow)	[Eclipse, p.10]
Warcraft / Weapon Focus (Longsword)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
Mental Link with other Chosen Ones	[Drew]
Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	
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.	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
(+2) This ability grants 2 Skills per eclipse character level.	

DISADVANTAGES	
Dependent (Bonded Chosen Ones)	[Eclipse, p.18]
There is something you just have to have to function effectively. You could be addicted to a drug, rely on a special talisman, require constant support and encouragement, or simply be so confused that you need someone to tell you what to do. Unless there's a specific effect involved this defaults to a -3 penalty on your rolls.	
History	[Eclipse, p.19]
The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.	
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.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 110	
Acrobatics	[Eclipse, p.23]
Acrobatics allows you to combine several physical stunts into one roll. An example might be, "I flip over the railing, grab the chandelier, swing across the room, tumble out the window, and land on my horse!" This would require one roll, at the highest DC incurred by any single action. You may thus evade some checks; in the example above the character wouldn't need to make any Jump checks because the Tumble check has the highest DC involved.	
Acrobatics / Light Foot	[Eclipse, p.23]
allows combining an impractical maneuver with normal movement, such as running on walls or turning in midair while jumping.	
Adept (Acrobatics, Martial Arts ~ Dex Based, Perception, Survival)	[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.	
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 / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86).	
Special Mount	[Eclipse, p.27]
You have a Special Mount companion	
Grant of Aid	[Eclipse, p.32]
(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.	
Grant of Aid / Regenerative (Slow Regrowth)	[Eclipse, p.32]
(+3 CP) allows either slow (1d4 weeks) regrowth of lost limbs and organs or the rapid reattachment of any bits that get chopped off. Regenerative may be taken twice to get both effects.	
Grant of Aid / Regenerative / Slow Regrowth	[Eclipse, p.32]
(+3 CP) allows the rapid reattachment of any bits that get chopped off.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	
Innate Enchantment / Expertise (Weapon Mastery) (Longbow, Sword (Short))	[Eclipse]
You gain a +3 BAB with a particular weapon.	
Innate Enchantment / Internal Compass (Know Direction)	[Eclipse]
You never lose your bearings.	
Innate Enchantment / Immortal Vigor I	[Eclipse]
Gain 2d6 + (Con Bonus x2) worth of HP. In this case 12+CON.	
Innate Enchantment / Serpents Strike	[Eclipse]
Gain one additional attack at your full BAB which may be taken off-action.	
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 (2x)	[Eclipse, p.11]
Relic Purchase / First Relic (2x)	[Eclipse]
Buy a relic, taking this multiple times increases the CP spent in the relic.	
Traceless (Travel)	[Eclipse, p.47]
(6 CP). Traceless characters leave no discernable traces of a particular type of activity. The user must choose a specific form. Common forms include - Travel means the character leaves no traces when moving about. The character leaves no footprints, disturbs no leaves, and breaks no twigs. Magic means the character leaves no aura behind and his or her magic does not leave a discernable trace. It does not help with enemies using direct divination or assessing his or her aura in person. Genetic means the character leaves no personal biological evidence, such as fingerprints or usable DNA. More exotic forms include Murder (the victim remains dead, but there is no discernable cause of death and no blood or other traces), Computer Hacking, Surgery, and many more. This may be taken multiple times, each time applying to another activity.	
Track (Urban, Wilderness)	[Eclipse, p.47]
(3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or	

teleportation and dimensional travel.	
Unique Training I	[Eclipse, p.18]
Grants 6 CP for Unique Training	

Martial Arts	
Martial Arts Basic / Attack (2x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (3x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +3] bonus to AC when you are unarmored or lightly armored.	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, 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, 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	
03 - World Law ~ Feat Progression 2 - Gain Bonus Feat every Odd Level	
03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level	

Special Mount: Fire Eagle (Eagle)					
HP:	16	AC:	15	INIT:	+2
FORT:	+4	REF:	+5	WILL:	+3
*Talons (Natural/Primary)	+5/+5	DAM:	1d4	CRIT:	20/x2
*Bite (Natural/Secondary)	+0	DAM:	1d4	CRIT:	20/x2
Special:					

Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	1	—	—	—

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: 14, 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 (35 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: 14, None; see text <i>SR:</i> Yes	Standard Action	1 day/level	Close (35 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: 14, 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: 14, 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: 14, 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: 14, 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: 14, Will negates; see text <i>SR:</i> Yes	Standard Action	1 minute/level	Close (35 ft.)	V,S	PHB: p.207
Camouflage <i>School:</i> Transmutation <i>Effect:</i> Gain +10 circumstance bonus on Hide checks.	DC: 14, 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: 14, Will negates <i>SR:</i> Yes	Standard Action	1 hour/level	Close (35 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: 14, 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: 14, 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: 14, 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: 14, 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: 14, 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 (600 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 (35 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 Blindsight 30' your choice. +2 spot and listen checks.	DC: 14, 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: 14, 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 (150 ft.)	V,S	SC: p.81
Entangle <i>School:</i> Transmutation <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	DC: 14, Reflex partial; see text <i>SR:</i> No	Standard Action	1 minute/level [D]	Long (600 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: 14, 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: 14, 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: 14, 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	DC: 14, Will negates (harmless) <i>SR:</i> Yes	Standard Action	10 minutes/level [D]	Touch	S, DF	PHB: p.241
				* =Domain/Specialty Spell		

Ranger Spells

<i>Effect:</i> Animals can't perceive 1 subject/level.							
☐☐☐☐☐ Horrible Taste	DC: 14, Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.116	
<i>School:</i> Transmutation	<i>SR:</i> No	<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 5		
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.							
☐☐☐☐☐ Hunter's Mercy	DC: 14, N/A	1 standard action	1 round	Personal	S	SC: p.117	
<i>School:</i> Transmutation	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<i>Effect:</i> Your next bow attack automatically hits and threatens a critical.							
☐☐☐☐☐ Instant Search	DC: 14, N/A	1 swift action	1 round	Personal	V,S	SC: p.124	
<i>School:</i> Divination	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<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: 14, Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M	PHB: p.246	
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
<i>Effect:</i> Subject gets bonus on Jump checks.							
☐☐☐☐☐ Lay of the Land	DC: 14, N/A	3 rounds	Instantaneous	Personal	V,S,F,DF	SC: p.131	
<i>School:</i> Divination	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<i>Effect:</i> Learn area of 50 miles radius; see text							
☐☐☐☐☐ Lightfoot	DC: 14, N/A	1 swift	1 round	Personal	V	SC: p.132	
<i>School:</i> Transmutation	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<i>Effect:</i> You don't provoke attacks of opportunity when moving.							
☐☐☐☐☐ Linked Perception	DC: 14, Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	Is This : p.117	
<i>School:</i> Divination	<i>SR:</i> Yes (harmless)	<i>Target:</i> 20-ft.-radius emanation centered on you			<i>Caster Level:</i> 5		
<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: 14, N/A	1 standard action	1 hour/level	Personal	V,S	SC: p.134	
<i>School:</i> Divination	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<i>Effect:</i> You perceive tracks as if they had just been made.							
☐☐☐☐☐ Locate City		1 round	Instantaneous	50 miles	V	Race Des: p.166	
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> 50 miles radius circle, centered on you			<i>Caster Level:</i> 5		
<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	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 5		
<i>Effect:</i> Increases your speed.							
☐☐☐☐☐ Low-light Vision	DC: 14, Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	SC: p.134	
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
<i>Effect:</i> Target gains low-light vision.							
☐☐☐☐☐ Magic Fang	DC: 14, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.250	
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5		
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.							
☐☐☐☐☐ Marked Object	DC: 14, N/A	1 minute	24 hours/level	Personal	V,S,F	SC: p.139	
<i>School:</i> Divination	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<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	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5		
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.							
☐☐☐☐☐ Omen of Peril	DC: 14, N/A	1 round	Instantaneous	Personal	V,F	SC: p.149	
<i>School:</i> Divination	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<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: 14, Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S, DF	PHB: p.259	
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> 1 creature/level touched			<i>Caster Level:</i> 5		
<i>Effect:</i> 1 subject/level leaves no tracks.							
☐☐☐☐☐ Ram's Might	DC: 14, N/A	1 standard action	1 minute/level	Personal	V,S	SC: p.166	
<i>School:</i> Transmutation	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.							
☐☐☐☐☐ Rapid Burrowing	DC: 14, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	SC: p.166	
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
<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	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 5		
<i>Effect:</i> Read scrolls and spellbooks.							
☐☐☐☐☐ Remove Scent	DC: 14, Will negates	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.173	
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.							
☐☐☐☐☐ Resist Energy	DC: 14, Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	PHB: p.272	
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.							
☐☐☐☐☐ Resist Planar Alignment	DC: 14, Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	SC: p.174	
<i>School:</i> Abjuration	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.							
☐☐☐☐☐ Rhino's Rush	DC: 14, N/A	1 swift action	1 round	Personal	V,S	SC: p.176	
<i>School:</i> Transmutation	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<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	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
<i>Effect:</i> Bestows Scent ability with all the same powers.							
☐☐☐☐☐ Smell of Fear	DC: 14, Will negates	1 standard action	1 minute/level	Touch	V,S	SC: p.193	
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
<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: 14, N/A	1 swift action	1 round	Personal	V,S	SC: p.194	
<i>School:</i> Divination	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<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: 14, Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	SC: p.194	
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
<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	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 5		
<i>Effect:</i> You can communicate with animals.							
☐☐☐☐☐ Stalking Brand		1 standard action	24 hours/level	Close (35 ft.)	S	SC: p.204	
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 5		
<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 (35 ft.)	V,S, DF	PHB: p.288	
<i>School:</i> Conjuraction (Summoning)	<i>SR:</i> No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 5		
<i>Effect:</i> Calls creature to fight.							
☐☐☐☐☐ Surefoot	DC: 14, N/A	1 standard action	10 minutes/level	Personal	V,S	SC: p.216	
<i>School:</i> Abjuration	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 5		
<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	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 5		
		* =Domain/Speciality Spell					

Ranger Spells

<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.							
□□□□□ Towering Oak	DC: 14, 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> 5		
<i>Effect:</i> Gain +10 competence bonus on Intimidation checks and +2 Str bonus.							
□□□□□ Traveler's Mount	DC: 14, 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> 5		
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.							
□□□□□ Vine Strike	DC: 14, 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> 5		
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.							
□□□□□ Wings of the Sea	DC: 14, 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> 5		
<i>Effect:</i> Increases creatures swim speed by 30 ft.							

* =Domain/Speciality Spell