

Aramil 'Pip' Liadon

NAME

d20E1 d12E4 Rgr

CLASS

5/6

Character Level/ECL

15000

EXPERIENCE

21000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	21	+5	21	+5	21	+5
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	19	+4	19	+4	19	+4
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS

<div>FORTITUDE</div> <div>(constitution)</div>	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
	+7	= +3	+4	+0	+0	+0		
<div>REFLEX</div> <div>(dexterity)</div>	+3	= +1	+2	+0	+0	+0		
<div>WILL</div> <div>(wisdom)</div>	+2	= +1	+1	+0	+0	+0		

<div>MELEE</div> <div>attack bonus</div>	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+9	= +6	+5	+0	-2	+0	
<div>RANGED</div> <div>attack bonus</div>	+6	= +6	+2	+0	-2	+0	
<div>GRAPPLE</div> <div>attack bonus</div>	+9	= +6	+5	+0	-2	+0	

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

Claw

HAND	TYPE	SIZE	CRITICAL	REACH
Carried	S	M	20/x2	5 ft.

TOTAL ATTACK BONUS

+9/+9/+9/+9

DAMAGE

1d3+5

Special Properties

*Longsword +1

HAND	TYPE	SIZE	CRITICAL	REACH
Primary	S	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+12/+12/+12/+12	1d8+6	2W-P-(OH)	+6/+6/+6/+6	1d8+6
1H-O	+8/+8/+8/+8	1d8+3	2W-P-(OL)	+8/+8/+8/+8	1d8+6
2H	+12/+12/+12/+12	1d8+8	2W-OH	+2	1d8+3

Special Properties

*: 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 +3	Light	+4	+8	+0	0

Daniel Cool

PLAYERNAME

Human

RACE

Medium

SIZE

5' 11"

HEIGHT

172 lbs.

WEIGHT

20

AGE

Male

GENDER

Blue

EYES

Black,

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

Low-light

VISION

0

POINTS

HP

hit points

74

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC

armor class

20

TOTAL

18

FLAT

15

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

1

NATURAL ARMOR

3

DEFLEC-TION

3

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+6

TOTAL

+2

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SKILLS

SKILL NAME

KEY ABILITY	SKILL MODIFIER	MAX RANKS	8/4
DEX	10	= 2 + 8.0	+
INT	2	= 2 +	+
STR	13	= 5 + 8.0	+
INT	2	= 2 +	+
CHA	4	= 2 + 2.0	+
CON	5	= 4 + 1.0	+
CHA	2	= 2 +	+
WIS	1	= 1 +	+
WIS	11	= 1 + 8.0	2
CHA	2	= 2 +	+
DEX	2	= 2 +	+
WIS	1	= 1 +	+
DEX	7	= 2 + 5.0	+
WIS	9	= 1 + 8.0	+
WIS	11	= 1 + 8.0	2
DEX	2	= 2 +	+
DEX	2	= 2 +	+
		= +	+
		= +	+

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

Character: Aramil 'Pip' Liadon

Player: Daniel Cool

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Claw		Carried	1	0.0	0.0
	Faerie Garb +3	Equipped	1	0.5	9151.0
	Longsword +1	Equipped	1	4.0	2315.0
	Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
	Special Backpack of Holding	Equipped	1	0.0	0.0
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE				4.5 lbs.	11466.0 gp

Animal Companion: Bane (Companion (Ravenwolf))					
HP:	51	AC:	17	INIT:	+2
FORT:	+6	REF:	+6	WILL:	+4
*Bite (Natural/Primary)	+14	DAM:	1d6+5	CRIT:	20/x2
Special:					

WEIGHT ALLOWANCE					
Light	153	Medium	306	Heavy	460
Lift over head	460	Lift off ground	920	Push / Drag	2300

Special Attacks	
Any Weapon Rod	[Is This It]
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.	
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.	
Valor Form (Su)	[KH]
Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points.	
Warcraft	[Eclipse, p.10]
+6 BAB	

Special Qualities	
Drive	[KH]
Immediately upon completing the Test of Valor, you gain the ability to Drive-- that is, infuse the Faerie Garb with a particular virtue you have to gain extra abilities for a short time. However, with all the bonuses, there is a powerful drawback: Anti Form. Anti Form is a state reached when you abuse the powers that Drives grant to you, and your heart is momentarily seized and consumed by darkness. The amount of time each form lasts depends on what is called a "Drive Gauge", which is a visible yellow meter on the left wristcuff of the Faerie Garb. If one were to pay enough attention, he would find that the Drive Gauge is actually based on a numeric system. When first seen, the amount the gauge shows would be equivalent to 30 points. When you Drive though, you see the gauge begin depleting, by 1 every second (6 per round, lost at the end of each action). Also, every time you attack (make an attack roll), you lose 1 point from the gauge. When the gauge drops to 0, your Drive ends. There are two ways to refill the Drive Gauge - 1. Each time you successfully deal damage to an opponent, the Drive Gauge refills by 1 point. 2. Once an hour the Drive Gauge automatically refills itself by 1 point. The Drive Gauge does not refill while you're in a Drive. Each time you Drive, your Form will reset the Drive Gauge for you to a particular amount. When that amount runs out, your Drive Gauge empties completely, and you revert to your normal form. At the same time your Form resets the Drive Gauge, it restores 3/4 of your maximum hit points. Also, while Driving, you ignore the penalties to your attack rolls and saving throws the Faerie Garb gives you.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (5x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Claw, 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, 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

LANGUAGES
Common, Draconic, Elven, Orc

TEMPLATES

Recurring Bonuses

Duties [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/ Specialized for increased effect [Eclipse, p.17] (Ranger Magic Level)

(+1) 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.

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 sheer 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

Ranger [Eclipse, p.11]

Ranger Level 2, Casterlevel is 0

Eclipse Abilities

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.

Base Caster Level ~ Specialized ~ Ranger (9x) [Eclipse, p.11]

Bonus Attack (12x) [Eclipse, p.51]

Grants an additional attack at highest attack bonus with a -2 penalty for all attacks

Bonus Attack / Improved (12x) [Eclipse, p.51]

Reduces the penalties for your normal attack sequence by -2.

Companion [Eclipse, p.27]

(6 CP). Used to gain familiars, psycrystals, 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 [Eclipse, p.27]

(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.

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]

Improved Initiative (6x) [Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Mental Link [Is This It, Custom]

You are automatically in Mental Contact with your companions

Pip's Orb [Is This It]

Grants Damage Reduction 3/-

Raven Wolf Bonus [Is This It]

Grants the user a +2 Boost to Strength

Ranger Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Accelerated Movement	12	N/A	1 swift action	1 round/level [D]	Personal	S,M	N/A	Transmutation	SC: p.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> 5	
Alarm		None	Standard Action	2 hours/level [D]	Close (35 ft.)	V,S,F/DF	No	Abjuration	PHB: p.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> 5	
Animal Messenger	12	None; see text	Standard Action	1 day/level	Close (35 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 5	
Arrow Mind	12	N/A	1 immediate action	1 minute/level [D]	Personal	V,S,M	N/A	Divination	SC: p.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> 5	
Aspect of the Wolf	12	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.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> 5	
Blades of Fire		None	1 swift action	1 round	Touch	V	No	Conjuration (Creation) [Fire]	SC: p.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> 5	
Bloodhound	12	N/A	1 standard action	24 hours [D]	Personal	V,S	N/A	Divination	SC: p.34
<i>Effect:</i> Grants second check when tracking on a failed rolled.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Branch to Branch	12	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.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> 5	
Calm Animals	12	Will negates; see text	Standard Action	1 minute/level	Close (35 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.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> 5	
Camouflage	12	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: p.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Charm Animal	12	Will negates	Standard Action	1 hour/level	Close (35 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.208
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal			<i>Caster Level:</i> 5	
Claws of the Bear	12	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Climb Walls	12	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.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> 5	
Crabwalk		None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: p.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> 5	
Dawn	12	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.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> 5	
Deep Breath	12	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: p.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> 5	
Delay Poison	12	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Detect Animals or Plants		None	Standard Action	Concentration, up to 10 minutes/level [D]	Long (600 ft.)	V,S	No	Divination	PHB: p.218
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
Detect Favored Enemy		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S,DF	No	Divination	SC: p.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> 5	
Detect Poison		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	No	Divination	PHB: p.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> 5	
Detect Snares and Pits		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.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> 5	
Embrace the Wild	12	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.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> 5	
Endure Elements	12	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Enrage Animal		None	1 standard action	Concentration +1 round/level	Medium (150 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.					<i>Target:</i> One animal			<i>Caster Level:</i> 5	

* =Domain/Specialty Spell

Ranger Spells

Entangle	12	Reflex partial; see text	Standard Action	1 minute/level [D]	Long (600 ft.)	V,S, DF	No	Transmutation	PHB: p.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 5	
Guided Shot	12	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: p.108
<i>Effect:</i> No range increment penalties and target denied AC bonus for anything less than total cover.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Hawkeye	12	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Healing Lorecall	12	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Hide from Animals	12	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Animals can't perceive 1 subject/level.					<i>Target:</i> 1 creature/level touched			<i>Caster Level:</i> 5	
Horrible Taste	12	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SC: p.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.					<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 5	
Hunter's Mercy	12	N/A	1 standard action	1 round	Personal	S	N/A	Transmutation	SC: p.117
<i>Effect:</i> Your next bow attack automatically hits and threatens a critical.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Instant Search	12	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SC: p.124
<i>Effect:</i> You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Jump	12	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M	Yes	Transmutation	PHB: p.246
<i>Effect:</i> Subject gets bonus on Jump checks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Lay of the Land	12	N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	N/A	Divination	SC: p.131
<i>Effect:</i> Learn area of 50 miles radius; see text					<i>Target:</i> You			<i>Caster Level:</i> 5	
Lightfoot	12	N/A	1 swift	1 round	Personal	V	N/A	Transmutation	SC: p.132
<i>Effect:</i> You don't provoke attacks of opportunity when moving.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Linked Perception	12	Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	Yes (harmless)	Divination	PHB II: p.117
<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].					<i>Target:</i> 20-ft.-radius emanation centered on you			<i>Caster Level:</i> 5	
Living Prints	12	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Divination	SC: p.134
<i>Effect:</i> You perceive tracks as if they had just been made.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Locate City		None	1 round	Instantaneous	50 miles	V	No	Divination	Race Des: p.166
<i>Effect:</i> Sense the distance of your nearest community of minimum size you designate.					<i>Target:</i> 50 miles radius circle, centered on you			<i>Caster Level:</i> 5	
Longstrider		None	Standard Action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: p.249
<i>Effect:</i> Increases your speed.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Low-light Vision	12	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
<i>Effect:</i> Target gains low-light vision.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Magic Fang	12	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5	
Marked Object	12	N/A	1 minute	24 hours/level	Personal	V,S,F	N/A	Divination	SC: p.139
<i>Effect:</i> Track owner of item with +10 Search and Survival; see text.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Naturewatch		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
Omen of Peril	12	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Pass without Trace	12	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
<i>Effect:</i> 1 subject/level leaves no tracks.					<i>Target:</i> 1 creature/level touched			<i>Caster Level:</i> 5	
Ram's Might	12	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Rapid Burrowing	12	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Remove Scent	12	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: p.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghouls or troglodytes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Resist Energy	12	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Resist Planar Alignment	12	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Rhino's Rush	12	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: p.176
<i>Effect:</i> Subject's charge attack deals double damage of first attack.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Scent		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
<i>Effect:</i> Bestows Scent ability with all the same powers.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Smell of Fear	12	Will negates	1 standard action	1 minute/level	Touch	V,S	Yes	Transmutation	SC: p.193
<i>Effect:</i> Bestow target with an aroma that attracts predatory animals that prefer to attack the target with +1 bonus per three caster levels [max +3].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Sniper's Shot	12	N/A	1 swift	1 round	Personal	V,S	N/A	Divination	SC: p.194

* =Domain/Specialty Spell

Ranger Spells

action									
Effect: 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.				Target: You			Caster Level: 5		
□□□□□ Snowshoes	12	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
Effect: Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.				Target: Creature touched			Caster Level: 5		
□□□□□ Speak with Animals		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.281
Effect: You can communicate with animals.				Target: You			Caster Level: 5		
□□□□□ Stalking Brand		None	1 standard action	24 hours/level	Close (35 ft.)	S	Yes	Transmutation	SC: p.204
Effect: Marks a creature that you can see or detect magic despite using other magical means to conceal including invisibility, disguise self, polymorph self.				Target: One creature			Caster Level: 5		
□□□□□ Summon Nature's Ally I		None	1 round	1 round/level [D]	Close (35 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
Effect: Calls creature to fight.				Target: One summoned creature			Caster Level: 5		
□□□□□ Surefoot	12	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Abjuration	SC: p.216
Effect: Gain +10 competence bonus to Balance, Climb, Jump, and Tumble checks.				Target: You			Caster Level: 5		
□□□□□ Surefooted Stride		None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SC: p.216
Effect: Move through difficult terrain at full speed. Gain +2 Climb checks.				Target: You			Caster Level: 5		
□□□□□ Towering Oak	12	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Illusion (Glamour)	SC: p.221
Effect: Gain +10 competence bonus on Intimidation checks and +2 Str bonus.				Target: You			Caster Level: 5		
□□□□□ Traveler's Mount	12	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: p.223
Effect: +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.				Target: Animal or magical beast touched			Caster Level: 5		
□□□□□ Vine Strike	12	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: p.230
Effect: Allows sneak attacks against plants if you already have the ability.				Target: You			Caster Level: 5		
□□□□□ Wings of the Sea	12	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
Effect: Increases creatures swim speed by 30 ft.				Target: Creature touched			Caster Level: 5		

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: