

## Jessabelle

NAME  
Rgr16  
CLASS  
16  
Character Level

120000  
EXPERIENCE  
136000  
NEXT LEVEL

## Rebekah Maitland

PLAYERNAME  
Elf (Wood)  
RACE  
121  
AGE

Medium  
SIZE  
Female  
GENDER

DEITY  
5' 1"  
HEIGHT  
117 lbs.  
WEIGHT  
Amber  
EYES  
Raven, Braids  
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							
<b>STR</b> Strength	14	+2	16	+3	16	+3	<b>HP</b> hit points	121																			Walk 70 ft.									
<b>DEX</b> Dexterity	21	+5	21	+5	21	+5	<b>AC</b> armor class	34	29	:	17	=	10	+	9	+	4	+	5	+	0	+	4	+	2	+	2			30	-2	0				
								TOTAL		FLAT	TOUCH		BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	MISC							MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST						
<b>CON</b> Constitution	10	+0	12	+1	12	+1	<b>INITIATIVE</b> modifier	+9	=	+5	+	+4																								
								TOTAL		DEX MODIFIER	MISC MODIFIER																									
<b>INT</b> Intelligence	10	+0	10	+0	10	+0	<b>BASE ATTACK</b> bonus	+16/+11/+6/+1																												
<b>WIS</b> Wisdom	19	+4	19	+4	19	+4																														
<b>CHA</b> Charisma	14	+2	14	+2	14	+2																														

SKILL NAME		KEY ABILITY	MAX RANKS 19/9.5			
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	22	=	5	+19.0 + -2
✓	Appraise	INT	0	=	0	+ +
✓	Athletics	STR	19	=	3	+18.0 + -2
	Athletics (Climb)	STR	17	=	2	+18.0 + -4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+11	+10	+1	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+15	+10	+5	+0	+0	+0		
<b>WILL</b> (wisdom)	+9	+5	+4	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+19	+16	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+21	+16	+5	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+19	+16	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+20/+20	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	+22/+22/+22	1d4+5	2W-P-(OH)	+19/+19/+19	1d4+5
1H-O	+22/+22/+22	1d4+5	2W-P-(OL)	+21/+21/+21	1d4+5
2H	+22/+22/+22	1d4+6	2W-OH	+19/+19/+19	1d4+5
<b>Special Properties</b>	+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	+23/+23/+23	1d10+8	2W-P-(OH)	+20/+20/+20	1d10+8
1H-O	+23/+23/+23	1d10+8	2W-P-(OL)	+22/+22/+22	1d10+8
2H	+23/+23/+23	1d10+9	2W-OH	+20/+20/+20	1d10+8
<b>Special Properties</b>	+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	+26/+26	1d10+8	2W-P-(OH)	+23/+23	1d10+8
1H-O	+26/+26	1d10+8	2W-P-(OL)	+25/+25	1d10+8
2H	+26/+26	1d10+8	2W-OH	+25/+25	1d10+8
<b>Special Properties</b>	+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	19/9.5	MISC MODIFIER
✓ Acrobatics	DEX	22	= 5	+ 19.0	+ -2	
✓ Appraise	INT	0	= 0	+	+	
✓ Athletics	STR	19	= 3	+ 18.0	+ -2	
Athletics (Climb)	STR	17	= 3	+ 18.0	+ -4	
Athletics (Jump)	STR	33	= 3	+ 18.0	+ 12	
Athletics (Swim)	STR	15	= 3	+ 18.0	+ -6	
✓ X Concentration (Wis)	WIS	4	= 4	+	+	
✓ Craft (Untrained)	INT	0	= 0	+	+	
✓ Deception	CHA	2	= 2	+	+	
✓ X Diplomacy (Wild Empathy)	CHA	22	= 2	+	+ 20	
✓ Endurance	CON	5	= 1	+ 6.0	+ -2	
✓ Gather Information	CHA	2	= 2	+	+	
Handle Animal	CHA	10	= 2	+ 8.0	+	
✓ Heal	WIS	11	= 4	+ 7.0	+	
Knowledge (Nature)	INT	9	= 0	+ 7.0	+ 2	
Knowledge (The Planes)	INT	2	= 0	+ 2.0	+	
✓ Perception	WIS	23	= 4	+ 19.0	+	
✓ Persuasion	CHA	2	= 2	+	+	
✓ X Psychic (Enhance Ability)	WIS	5	= 4	+ 1.0	+	
✓ X Psychic (Enhance Senses)	WIS	6	= 4	+ 2.0	+	
✓ X Psychic (Mental Contact)	CHA	6	= 2	+ 4.0	+	
✓ X Psychic (Psychic Healing)	WIS	8	= 4	+ 4.0	+	
✓ Ride	DEX	8	= 5	+ 1.0	+ 2	
✓ Sense Motive	WIS	5	= 4	+ 1.0	+	
Speak Language(Kercpa, Sylvan, Undercommon)		3	= 0	+ 3.0	+	
✓ Stealth	DEX	22	= 5	+ 19.0	+ -2	
✓ Survival	WIS	23	= 4	+ 19.0	+	
Survival (Find or follow tracks)	WIS	25	= 4	+ 19.0	+ 2	
Survival (Natural environments)	WIS	25	= 4	+ 19.0	+ 2	
✓ Thievery	DEX	5	= 5	+	+	
✓ Use Rope	DEX	7	= 5	+ 2.0	+	
			=	+	+	
			=	+	+	

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

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+14/+14		1d6+3			
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Bag of Holding (Type 1)</b> 0 lbs.	Carried	1	15.0	2500.0	
<b>Belle's Boots</b>	Equipped	1	1.0	10225.0	
Bracers of Health +2	Equipped	1	0.0	0.0	
<b>Brooch of Shielding</b> □□□□□ □	Equipped	1	0.0	1500.0	
<b>Gauntlets of Ogre Power</b>	Equipped	1	4.0	4000.0	
<b>Minor Ring of Energy Resistance (Fire)</b> Absorbs 10 points of Fire damage	Equipped	1	0.0	12000.0	
<b>Skirt of Dancing Blades</b> +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)	Equipped	1	0.0	209306.0	
<b>Vestment of Natural Protection +2</b>	Equipped	1	0.0	0.0	
<b>Willow Blade 1</b> +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.	Equipped	1	2.0	50335.0	
<b>Willow Blade 2</b> +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.	Equipped	1	2.0	50335.0	
<b>Breast Plate +4</b> 30hp/inch and 15 hardness	Equipped	1	15.0	20200.0	
<b>Shield +2 (Heavy/Metal/Animated)</b> floats in front of character requiring no hands, but still take normal pnalities	Equipped	1	15.0	16170.0	
<b>Bite</b>	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 ATTACKS	
<b>Elf Favored Enemy (Undead) (Ex)</b> +3	[Is This It, Races, Wild]
<b>Favored Enemy (Aberration) (Ex)</b> +4	[PHB, ClassesII.rtf]
<b>Favored Enemy (Giant) (Ex)</b> +2	[PHB, ClassesII.rtf]
<b>Favored Enemy (Outsider (Evil)) (Ex)</b> +4	[PHB, ClassesII.rtf]
<b>Animal Friend Martial Arts Style</b> When both you and your companion flank an opponent you both gain a +2 competence bonus to damage.	[Is This It]

SPECIAL QUALITIES	
<b>Two Weapon Fighting Combat Style</b>	[PHB]
<b>Camouflage (Ex)</b> May hide in any natural terrain even if the terrain does not grant cover or concealment.	[PHB, ClassesII.rtf]
<b>Dire Companion (Ex)</b> Your companion becomes a dire version.	[Is This It]
<b>Immunity to magic sleep effects</b>	[PHB, p.16]
<b>+2 racial saving throw bonus against enchantment spells or effects</b>	[PHB, p.16]
<b>Elven Ranger Animal Companion</b> Gain an Elven Hound Companion	[Is This It]
<b>Fast Movement (Ex)</b> Land based speed increases by 30	[Is This It]
<b>Favored Enemy (Ex)</b> Gain a bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage against favored enemies.	[Is This It]
<b>Night Eyes (Ex)</b> Gain lowlight vision, gain a +1 circumstance bonus against color based spell effects, such as Color spray.	[Is This It]
<b>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</b>	[PHB, p.16]
<b>Of Wolf and Man (Ex)</b> 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.	[Is This It]
<b>Predator's Aura (Su)</b> You radiate an aura of predatory, savage menace (Bonus to Intimidate Checks, already calculated)	[Is This It]
<b>Spirit of the Wolf (Ex)</b> Gain a bite attack (1d4) at -5 to hit	[Is This It]
<b>Summon the Pack (Su)</b> 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)	[Is This It]
<b>Swift Tracker (Ex)</b> Move at normal speed while tracking without penalty, take only -10 penalty to tracking if moving double speed.	[PHB, ClassesII.rtf]
<b>Animal Companion (Ex)</b> Animal Companion ~ Lupine, you can communicate Telepathically with chosen animal companion up to 170 ft.	[Is This It]
<b>Scent (Ex)</b> Detect opponents within 60 feet, if the opponent is upwind range is 90 feet, if downwind then only 30 feet.	[Is This It]
<b>Unleash the Beast (Su)</b> Humananiods and Giants must save vs. DC 16 or become inflicted with Lycanthropy when you bite them. You are Immune to Lycanthropy.	[Is This It]
<b>Wild Empathy (Ex)</b> +20 to Diplomacy check against animals (+16 on Magical Beasts) - takes 1 minute	[PHB, ClassesI.rtf]
<b>Wolf Form (Su)</b> 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 16	[Is This It]
<b>Wolf in Man's Clothing (Su)</b> 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.	[Is This It]
<b>Wolf Mastery (Su)</b> 1/day you can dominate any form of wolf, including werewolves, as by the spell dominate monster as a 16 level sorcerer	[Is This It]
<b>Woodland Stride (Ex)</b> 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).	[PHB, ClassesI.rtf]

FEATS	
<b>Ambidexterity</b>	[Is This It]
Ignore off-hand penalties	
<b>Blind-Fight</b>	[PHB, p.89]
Reroll miss chance because of concealment.	
<b>Cleave</b>	[PHB, p.92]
Take immediate, extra melee attack if you drop opponent.	
<b>Combat Focus</b>	[PHB II, p.87]
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.	
<b>Great Cleave</b>	[PHB, p.94]
As Cleave, but unlimited.	
<b>Improved Initiative</b>	[PHB, p.95]
+4 bonus on initiative checks.	
<b>Natural Bond</b>	[cmpadv, p.111]
Add three to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the Player's Handbook). This bonus can never make your effective druid level exceed your character level.	
<b>Natural Spell</b>	[PHB, p.98]
You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form.	
<b>Power Attack</b>	[PHB]
On your action, before making attack rolls for a round, you may choose to subtract up to 16 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Weapon Finesse</b>	[PHB, p.102]
With a light weapon, rapier, whip, or spiked chain, 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.	
<b>Wild Talent (Psychic (Enhance Ability), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Psychic Healing))</b>	[PsyHb]
You have the potential to learn the selected psychic skills.	
<b>Armor Proficiency (Light)</b>	[PHB, p.89]
Armor Check Penalty applies normally.	
<b>Endurance</b>	[PHB, p.93]
+4 bonus on checks relating to stamina or extended physical activity. Sleep in light or medium armor without becoming fatigued.	
<b>Martial Weapon Proficiency</b>	[PHB, p.97]
Choose a type of martial weapon to be proficient.	
<b>Shield Proficiency</b>	[PHB, p.99]
You can use a shield.	
<b>Simple Weapon Proficiency</b>	[PHB, p.100]
Use simple weapons normally.	
<b>Strong Ally</b>	[Misc, p.110]
Your animal companion is more powerful than that of other rangers.	
<b>Exotic Weapon Proficiency (Sword (Bastard))</b>	[PHB, p.94]
You understand how to use an exotic weapon in combat.	
<b>Greater Two-Weapon Fighting</b>	[PHB, p.94]
Third attack with your off-hand weapon, albeit at a -10 penalty.	
<b>Improved Two-Weapon Fighting</b>	[PHB, p.96]
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.	
<b>Powerful Two-Weapon Fighting</b>	[NB]
You are able to use a one-handed weapon in your off-hand as if it were a light weapon. Also, you may apply your Strength bonus instead of 1/2 your Strength bonus to weapon damage with an off-hand weapon, whether it is a light weapon, one-handed weapon, or part of a double weapon.	

PROFICIENCIES
<p>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, 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</p>

LANGUAGES
Common, Elven, Ker CPA, Sylvan, Undercommon

TEMPLATES
Truename
1-Belle - Wolf Master
CSKILL is yours



# Ranger Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	3	3	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: 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> 8	
Alarm		None	1 standard action	2 hours/level [D]	Close (45 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> 8	
Animal Messenger	15	None; see text	1 standard action	1 day/level	Close (45 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> 8	
Arrow Mind	15	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> 8	
Aspect of the Wolf	15	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> 8	
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> 8	
Bloodhound	15	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> 8	
Branch to Branch	15	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> 8	
Calm Animals	15	Will negates; see text	1 standard action	1 minute/level	Close (45 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> 8	
Camouflage	15	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> 8	
Charm Animal	15	Will negates	1 standard action	1 hour/level	Close (45 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> 8	
Claws of the Bear	15	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> 8	
Climb Walls	15	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> 8	
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> 8	
Dawn	15	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> 8	
Deep Breath	15	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> 8	
Delay Poison	15	Fortitude negates (harmless)	1 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> 8	
Detect Animals or Plants		None	1 standard action	Concentration, up to 10 minutes/level [D]	Long (720 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> 8	
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> 8	
Detect Poison		None	1 standard action	Instantaneous	Close (45 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> 8	
Detect Snares and Pits		None	1 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> 8	
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> 8	
Embrace the Wild	15	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> 8	
Endure Elements	15	Will negates (harmless)	1 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> 8	
Enrage Animal		None	1 standard action	Concentration +1 round/level	Medium (180 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> 8	

\* =Domain/Speciality Spell

# Ranger Spells

Entangle	15	Reflex partial; see text	1 standard action	Long (720 ft.)	V,S, DF	No	Transmutation	PHB: p.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.								
Guided Shot	15	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.								
Hawkeye	15	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.								
Healing Lorecall	15	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.								
Hide from Animals	15	Will negates (harmless)	1 standard action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration PHB: p.241
<i>Effect:</i> Animals can't perceive 1 subject/level.								
Horrible Taste	15	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.								
Hunter's Mercy	15	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.								
Instant Search	15	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.								
Jump	15	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes	Transmutation PHB: p.246
<i>Effect:</i> Subject gets bonus on Jump checks.								
Lay of the Land	15	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								
Lightfoot	15	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation SC: p.132
<i>Effect:</i> You don't provoke attacks of opportunity when moving.								
Linked Perception	15	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].								
Living Prints	15	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.								
Locate City	None		1 round	Instantaneous	80 miles	V	No	Divination Race Des: p.166
<i>Effect:</i> Sense the distance of your nearest community of minimum size you designate.								
Longstrider	None		1 standard action	1 hour/level [D]	Personal	V,S,M	No	Transmutation PHB: p.249
<i>Effect:</i> Increases your speed.								
Low-light Vision	15	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.								
Magic Fang	15	Will negates (harmless)	1 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.								
Marked Object	15	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.								
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.								
Omen of Peril	15	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.								
Pass without Trace	15	Will negates (harmless)	1 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.								
Ram's Might	15	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.								
Rapid Burrowing	15	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.								
Read Magic	None		1 standard action	10 minutes/level	Personal	V,S,F	No	Divination PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.								
Remove Scent	15	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 ghaists or troglodytes.								
Resist Energy	15	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: p.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.								
Resist Planar Alignment	15	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.								
Rhino's Rush	15	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.								
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.								
Smell of Fear	15	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].								
Sniper's Shot	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination SC: p.194

\* =Domain/Specialty Spell

# Ranger Spells

action									
<b>Effect:</b> 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.					<b>Target:</b> You			<b>Caster Level:</b> 8	
□□□□□ Snowshoes	15	Will negates [harmless]	1 standard	1 hour/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<b>Effect:</b> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 8	
□□□□□ Speak with Animals		None	1 standard	1 minute/level action	Personal	V,S	No	Divination	PHB: p.281
<b>Effect:</b> You can communicate with animals.					<b>Target:</b> You			<b>Caster Level:</b> 8	
□□□□□ Stalking Brand		None	1 standard	24 hours/level action	Close (45 ft.)	S	Yes	Transmutation	SC: p.204
<b>Effect:</b> Marks a creature that you can see or detect magic despite using other magical means to conceal including invisibility, disguise self, polymorph self.					<b>Target:</b> One creature			<b>Caster Level:</b> 8	
□□□□□ Summon Nature's Ally I		None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<b>Effect:</b> Calls creature to fight.					<b>Target:</b> One summoned creature			<b>Caster Level:</b> 8	
□□□□□ Surefoot	15	N/A	1 standard	10 minutes/level action	Personal	V,S	N/A	Abjuration	SC: p.216
<b>Effect:</b> Gain +10 competence bonus to Balance, Climb, Jump, and Tumble checks.					<b>Target:</b> You			<b>Caster Level:</b> 8	
□□□□□ Surefooted Stride		None	1 standard	1 minute/level action	Personal	V,S	No	Transmutation	SC: p.216
<b>Effect:</b> Move through difficult terrain at full speed. Gain +2 Climb checks.					<b>Target:</b> You			<b>Caster Level:</b> 8	
□□□□□ Towering Oak	15	N/A	1 swift	1 round/level action	Personal	V,S	N/A	Illusion (Glamour)	SC: p.221
<b>Effect:</b> Gain +10 competence bonus on Intimidation checks and +2 Str bonus.					<b>Target:</b> You			<b>Caster Level:</b> 8	
□□□□□ Traveler's Mount	15	Will negates	1 standard	1 hour/level action	Touch	V,S	Yes	Transmutation	SC: p.223
<b>Effect:</b> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<b>Target:</b> Animal or magical beast touched			<b>Caster Level:</b> 8	
□□□□□ Vine Strike	15	N/A	1 swift	1 round action	Personal	V,DF	N/A	Divination	SC: p.230
<b>Effect:</b> Allows sneak attacks against plants if you already have the ability.					<b>Target:</b> You			<b>Caster Level:</b> 8	
□□□□□ Wings of the Sea	15	Fortitude negates [harmless]	1 standard	1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<b>Effect:</b> Increases creatures swim speed by 30 ft.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 8	

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Align Fang	16	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<b>Effect:</b> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.					<b>Target:</b> Living creature touched			<b>Caster Level:</b> 8	
□□□□□ Animalistic Power	16	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<b>Effect:</b> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 8	
□□□□□ Balancing Lorecall	16	N/A	1 standard	1 minute/level [D] action	Personal	V,S,M/DF	N/A	Divination	SC: p.23
<b>Effect:</b> Gain +4 insight bonus to balance bonus; see text.					<b>Target:</b> You			<b>Caster Level:</b> 8	
□□□□□ Barkskin		None	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
<b>Effect:</b> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<b>Target:</b> Living creature touched			<b>Caster Level:</b> 8	
□□□□□ Bear's Endurance	16	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<b>Effect:</b> Subject gains +4 to Con for 1 minutes/level.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 8	
□□□□□ Briar Web		None	1 standard	1 minute/level action	Medium (180 ft.)	V,S,DF	No	Transmutation	SC: p.39
<b>Effect:</b> As entangle, but thorns deal damage each round.					<b>Target:</b> 40-ft-radius spread.			<b>Caster Level:</b> 8	
□□□□□ Burrow	16	Will negates [harmless]	1 standard	1 minute/level [D] action	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
<b>Effect:</b> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 8	
□□□□□ Camouflage, Mass	16	Will negates [harmless]	1 standard	10 minutes/level action	Medium (180 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.43
<b>Effect:</b> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<b>Target:</b> Any number of creatures, no two of which can be more than 60 ft. apart			<b>Caster Level:</b> 8	
□□□□□ Cat's Grace	16	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S,M	Yes	Transmutation	PHB: p.208
<b>Effect:</b> Subject gains +4 to Dex for 1 minutes/level.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 8	
□□□□□ Claws of the Beast		None	1 standard	8 rounds action	Personal	V,S	No	Transmutation	PGIF: p.101
<b>Effect:</b> Your fingers sprout claws. Considered armed and do 1d8 with each attack.					<b>Target:</b> YOU			<b>Caster Level:</b> 8	
□□□□□ Crown of Clarity	16	Will negates (harmless)	1 standard	1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Divination	PHB II: p.107
<b>Effect:</b> +2 competence bonus to Listen and Spot checks or if subject discharges spell gain +8 on a single Spot or Listen check.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 8	
□□□□□ Cure Light Wounds	16	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<b>Effect:</b> Cures 1d8 +1/level [max +5] damage.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 8	
□□□□□ Curse of Arrow Attraction	16	Will negates	1 standard	1 round/level action	Medium (180 ft.)	V,S,M	Yes	Transmutation	PHB II: p.109
<b>Effect:</b> Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.					<b>Target:</b> One creature			<b>Caster Level:</b> 8	
□□□□□ Curse of Impending Blades		None	1 standard	1 minute/level action	Medium (180 ft.)	V,S,M/DF	Yes	Necromancy	SC: p.56
<b>Effect:</b> -2 penalty to AC, cannot be dispelled.					<b>Target:</b> One creature			<b>Caster Level:</b> 8	
□□□□□ Easy Climb	16	None [object]	1 standard	10 minutes/level [D] action	Medium (180 ft.)	V,S	Yes [object]	Transmutation	SC: p.76
<b>Effect:</b> Changes the terrain to DC 10 for climb checks.					<b>Target:</b> Vertical path 10 ft. wide and 20 ft. tall/level			<b>Caster Level:</b> 8	
□□□□□ Exacting Shot	16	Will negates [harmless,object]	1 swift	1 minute/level action	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.85
<b>Effect:</b> Strike true with a ranged weapon against your favored enemy. Any threat for critical automatically succeeds.					<b>Target:</b> Ranged weapon touched			<b>Caster Level:</b> 8	
□□□□□ Fell the Greatest Foe	16	Fortitude negates [harmless]	1 standard	1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.90
<b>Effect:</b> Deal 1d6 damage per size category difference.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 8	

\* =Domain/Specialty Spell

## Ranger Spells

000000Haste, Swift	16	N/A	1 swift action	1d4 rounds	Personal	V	N/A	Transmutation	SC: p.110
<i>Effect:</i> Functions as Haste, except as noted.					<i>Target:</i> You			<i>Caster Level:</i> 8	
000000Hold Animal	16	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (180 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 8	PHB: p.241
<i>Effect:</i> Paralyzes one animal for 1 round/level.					<i>Target:</i> One animal				
000000Hunter's Eye			1 swift action	1 round	Personal	V,S		Divination	PHB II: p.114
<i>Effect:</i> Gain sneak attack ability. Deal 1d6/3 caster levels.					<i>Target:</i> You			<i>Caster Level:</i> 8	
000000Jagged Tooth	16	Will negates [harmless]	1 standard action	10 minutes/level	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.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> 8	
000000Lion's Charge	16	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.133
<i>Effect:</i> Gain pounce ability [make full attack after a charge].					<i>Target:</i> You			<i>Caster Level:</i> 8	
000000Listening Lorecall	16	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: p.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.					<i>Target:</i> You			<i>Caster Level:</i> 8	
000000Nature's Favor	16	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.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> 8	
000000One With the Land	16	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.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> 8	
000000Owl's Wisdom	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
000000Protection from Energy	16	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.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> 8	
000000Share Talents	16	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.124
<i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.					<i>Target:</i> Two willing creatures touched			<i>Caster Level:</i> 8	
000000Snare		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: p.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> 8	
000000Speak with Plants		None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: p.282
<i>Effect:</i> You can talk to normal plants and plant creatures.					<i>Target:</i> You			<i>Caster Level:</i> 8	
000000Spike Growth	16	Reflex partial	1 standard action	1 hour/level [D]	Medium (180 ft.)	V,S, DF	Yes	Transmutation	PHB: p.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level			<i>Caster Level:</i> 8	
000000Summon Nature's Ally II		None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.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> 8	
000000Train Animal	16	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting] <i>Caster Level:</i> 8	SC: p.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.					<i>Target:</i> Animal touched				
000000Tremorsense	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F/DF	N/A	Transmutation	SC: p.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> 8	
000000Wind Wall	16	None; see text	1 standard action	1 round/level	Medium (180 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.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> 8	
000000Zone of Glacial Cold	16	Fort half	1 standard action	8 rounds	Medium (180 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> 8	

### 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 (45 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
Effect: Same as algin fang, but on multiple creatures.					Target: One or more creatures, no two of which are more than 30 ft. apart			Caster Level: 8	
Arrow Storm	17	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.16
Effect: Attack 1 opponent/level within range of your bow.					Target: You			Caster Level: 8	
Blade Storm	17	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.30
Effect: Make an attack at every creature within reach; see text.					Target: You			Caster Level: 8	
Blade Thirst	17	None [object]	1 swift action	1 round/level	Touch	V	Yes [object]	Transmutation	SC: p.31
Effect: Grants weapon +3 enhancement and sheds light like a torch.					Target: One slashing weapon			Caster Level: 8	
Bottle of Smoke		None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SC: p.37
Effect: Creates a steed made of smoke.					Target: One smoky, horselike creature			Caster Level: 8	
Burrow, Mass	17	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
Effect: Same as Burrow, except effects multiple creatures.					Target: One creature/level, no two of which can be more than 30 ft. apart			Caster Level: 8	
Charge of the Triceratops	17	Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SC: p.45
Effect: 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.					Target: Living creature touched			Caster Level: 8	
Command Plants	17	Will negates	1 standard action	1 day/level	Close (45 ft.)	V	Yes	Transmutation	PHB: p.211
Effect: Sway the actions of one or more plant creatures.					Target: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart			Caster Level: 8	
Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 2d8 +1/level [max +10] damage.					Target: Creature touched			Caster Level: 8	
Curse of Impending Blades,		None	1 standard action	1 minute/level	Medium (180 ft.)	V,S,M/DF	Yes	Necromancy	SC: p.57

\* =Domain/Speciality Spell



# Ranger Spells

Mass									
<i>Effect:</i> -2 penalty to AC to all creatures.				<i>Target:</i> Enemies in a 20-ft.-radius burst			<i>Caster Level:</i> 8		
Darkvision	17	Will negates (harmless)	1 standard	1 hour/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.216
<i>Effect:</i> See 60 ft. in total darkness.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 8		
Decoy Image	17	Will disbelief; see text	1 round	8 hours [D]	Long (720 ft.)	V,S	No	Illusion (Figment)	SC: p.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> 8		
Diminish Plants		None	1 standard	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.221
<i>Effect:</i> Reduces size or blights growth of normal plants.				<i>Target:</i> See text			<i>Caster Level:</i> 8		
Find the Gap	17	N/A	1 standard	1 round/level	Personal	V	N/A	Divination	SC: p.91
<i>Effect:</i> Your first attack each round acts as a touch attack.				<i>Target:</i> You			<i>Caster Level:</i> 8		
Forestfold	17	N/A	1 standard	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.98
<i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.				<i>Target:</i> You			<i>Caster Level:</i> 8		
Heal Animal Companion	17	Will negates [harmless]	1 standard	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.110
<i>Effect:</i> Functions as heal, except it only affects your animal companion.				<i>Target:</i> One item of a volume no greater than 10 cu. ft./level; see text			<i>Caster Level:</i> 8		
Magic Fang, Greater	17	Will negates (harmless)	1 standard	1 hour/level	Close (45 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls.				<i>Target:</i> One living creature			<i>Caster Level:</i> 8		
Mark of the Hunter	17	Will negates	1 standard	1 minute/level	Medium (180 ft.)	V,S,M	Yes	Divination	SC: p.138
<i>Effect:</i> Gain +4 to your favored enemy bonuses against target; see text.				<i>Target:</i> One creature, which must be a favored enemy			<i>Caster Level:</i> 8		
Nature's Rampart		None	10 minutes	Instantaneous	Medium (180 ft.)	V,S,F	No	Transmutation	SC: p.146
<i>Effect:</i> Shapes natural setting into a formidable defense.				<i>Target:</i> Structure up to 40 ft. square			<i>Caster Level:</i> 8		
Neutralize Poison	17	Will negates (harmless, object)	1 standard	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: p.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 1 cu. ft./level. touched			<i>Caster Level:</i> 8		
Phantasmal Decoy	17	Will disbelief [if interacted with]	1 standard	1 round/level	Medium (180 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: p.155
<i>Effect:</i> Create an illusion of a hated enemy.				<i>Target:</i> One living creature			<i>Caster Level:</i> 8		
Plant Growth		None	1 standard	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.262
<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text			<i>Caster Level:</i> 8		
Reduce Animal		None	1 standard	1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: p.269
<i>Effect:</i> Shrinks one willing animal.				<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size			<i>Caster Level:</i> 8		
Remove Disease	17	Fortitude negates (harmless)	1 standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 8		
Repel Vermin	17	None or Will negates; see text	1 standard	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you			<i>Caster Level:</i> 8		
Safe Clearing	17	Will negates; see text	10 minutes	1 hour/level	30 ft.	V,S	Yes	Abjuration	SC: p.179
<i>Effect:</i> Creates an area safe from attack like sanctuary spell; see text				<i>Target:</i> 30-ft.-radius emanation			<i>Caster Level:</i> 8		
Snowshoes, Mass	17	Will negates [harmless]	1 standard	1 hour/level [D]	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Same as Snowshoes, except as noted.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 8		
Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.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> 8		
Tree Shape		None	1 standard	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: p.296
<i>Effect:</i> You look exactly like a tree for 1 hour/level.				<i>Target:</i> You			<i>Caster Level:</i> 8		
Water Walk	17	Will negates (harmless)	1 standard	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> One touched creature/level			<i>Caster Level:</i> 8		

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Animal Growth	18	Fortitude negates	1 standard 1 minute/level action		Medium (180 ft.)	V,S	Yes	Transmutation	PHB: p.198
<i>Effect:</i> One animal/two levels doubles in size.				<i>Target:</i> Up to one animal/per two levels [Gargantuan or smaller], no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8		
□□□□□Aspect of the Earth Hunter	18	N/A	1 standard 10 minutes/level action		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 bullette.				<i>Target:</i> You			<i>Caster Level:</i> 8		
□□□□□Commune with Nature		None	10 minutes Instantaneous		Personal	V,S	No	Divination	PHB: p.211
<i>Effect:</i> Learn about terrain for one mile/level.				<i>Target:</i> You			<i>Caster Level:</i> 8		
□□□□□Cure Serious Wounds	18	Will half (harmless); see text	1 standard Instantaneous action		Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 8		
□□□□□Deeper Darkvision	18	Will negates [harmless]	1 standard 1 hour/level action		Touch	V,S,M	Yes	Transmutation	SC: p.62
<i>Effect:</i> The subject gains the ability to see 90 feet in total darkness.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 8		
□□□□□Foebane	18	Will negates [harmless,object]	1 standard 1 round/level [D] action		Touch	V,S	Yes [harmless,object]	Evocation	SC: p.96
<i>Effect:</i> Create +5 magic weapon with additional 2d6 points of damage; see text.				<i>Target:</i> Weapon touched			<i>Caster Level:</i> 8		
□□□□□Freedom of Movement	18	Will negates (harmless)	1 standard 10 minutes/level action		Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: p.233
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched			<i>Caster Level:</i> 8		
□□□□□Implacable Pursuer	18	Will negates; see text	1 minute 1 hour/level [D]		Long (720 ft.)	V,S	Yes	Divination	SC: p.120
<i>Effect:</i> Gives direction and distance any time the target moves 10 ft.				<i>Target:</i> One creature			<i>Caster Level:</i> 8		

\* =Domain/Speciality Spell

# Ranger Spells

□□□□□ Land Womb	18	Will negates	1 standard action	10 minutes/level [D]	Touch	V,S	Yes	Abjuration	SC: p.130
<i>Effect:</i> Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.					<i>Target:</i> You and one other creature/level		<i>Caster Level:</i> 8		
□□□□□ Longstrider Mass	18	Fortitude negates (harmless)	1 swift action	1 hour/level [D]	60 ft.	V	Yes (harmless)	Transmutation	PHB II: p.117
<i>Effect:</i> All allies in the area gain a +10-foot enhancement bonus to their speed.					<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 8		
□□□□□ Magic Fang, Superior	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.136
<i>Effect:</i> Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Nondetection	18	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V,S,M	Yes (harmless, object)	Abjuration	PHB: p.257
<i>Effect:</i> Hides subject from divination, scrying.					<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 8		
□□□□□ Planar Tolerance		None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 8		
□□□□□ Snakebite	18	N/A	1 standard action	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: p.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Summon Nature's Ally IV		None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.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> 8		
□□□□□ Surefooted Stride, Mass		None	1 standard action	1 minute/level	Close (45 ft.)	V,S	No	Transmutation	SC: p.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		<i>Caster Level:</i> 8		
□□□□□ Swamp Stride	18	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SC: p.217
<i>Effect:</i> As tree stride, instead you use pools of water.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Tree Stride		None	1 standard action	1 hour/level or until expended; see text	Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: p.296
<i>Effect:</i> Step from one tree to another far away.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Wild Runner	18	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SC: p.239
<i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: