

Pip

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

HP

hit points

74

AC

armor class

20

INITIATIVE

modifier

+6

=

+2

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+9

RANGED

attack bonus

+6

GRAPPLE

attack bonus

+9

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

TOTAL ATTACK BONUS

DAMAGE

Special Properties

\*Longsword +1

HAND

TYPE

SIZE

CRITICAL

REACH

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

DEITY

Neutral Good

PLAYERNAME

ALIGNMENT

Human

Medium

5' 11"

172 lbs.

RACE

SIZE

HEIGHT

WEIGHT

20

Male

Blue

Black,

AGE

GENDER

EYES

HAIR

VISION

0

POINTS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

8/4

MISC MODIFIER

✓ Acrobatics

DEX

10

=

2

+

8.0

+

✓ Appraise

INT

2

=

2

+

+

✓ Athletics

STR

13

=

5

+

8.0

+

✓ Craft (Untrained)

INT

2

=

2

+

+

✓ Deception

CHA

4

=

2

+

2.0

+

✓ Endurance

CON

5

=

4

+

1.0

+

✓ Gather Information

CHA

2

=

2

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Perception

WIS

11

=

1

+

8.0

+

2

✓ Persuasion

CHA

2

=

2

+

+

✓ Ride

DEX

2

=

2

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Stealth

DEX

7

=

2

+

5.0

+

✓ Survival

WIS

9

=

1

+

8.0

+

Survival (Find or follow tracks)

WIS

11

=

1

+

8.0

+

2

✓ Thievery

DEX

2

=

2

+

+

✓ Use Rope

DEX

2

=

2

+

+

=

+

+

=

+

+

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

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

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

Special Attacks	
<b>Any Weapon Rod</b>	<b>[Is This It]</b>
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.	
<b>Natural Weapon (Claw)</b>	<b>[DS, web]</b>
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.	
<b>Valor Form (Su)</b>	<b>[KH]</b>
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.	
<b>Warcraft</b>	<b>[Eclipse, p.10]</b>
+6 BAB	

Special Qualities	
<b>Drive</b>	<b>[KH]</b>
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.	
<b>Weapon Proficiency (All Simple and Martial Weapons)</b>	<b>[Eclipse, p.49]</b>
Grants Proficiency with all simple and martial weapons.	

+7/+2/+7/+2

Feats	
<b>Feat Conversion to CP ~ 6 (5x)</b>	<b>[Eclipse, p.9]</b>
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
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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:					

## Recurring Bonuses

<b>Duties</b>	[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.	
<b>Fast Learner/ Specialized for increased effect</b>	[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

<b>Hunted (Tabarath Cult)</b>	[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.	
<b>Unarmored</b>	[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.	
<b>Uncivilized</b>	[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

<b>Ranger</b>	[Eclipse, p.11]
Ranger Level 2, Casterlevel is 0	

## Eclipse Abilities

<b>Animal Companion</b>	[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.	
<b>Base Caster Level ~ Specialized ~ Ranger (9x)</b>	[Eclipse, p.11]
<b>Bonus Attack (12x)</b>	[Eclipse, p.51]
Grants an additional attack at highest attack bonus with a -2 penalty for all attacks	
<b>Bonus Attack / Improved (12x)</b>	[Eclipse, p.51]
Reduces the penalties for your normal attack sequence by -2.	
<b>Companion</b>	[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.	
<b>Companion - Template</b>	[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.	
<b>Companion - Great Form</b>	[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.	
<b>Companion - Might</b>	[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.	
<b>Damage Reduction 3/-</b>	[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.	
<b>+4 racial bonus on saves against sleep and paralysis</b>	[DS, web]
<b>Improved Initiative (6x)</b>	[Eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
<b>Mental Link</b>	[Is This It, Custom]
You are automatically in Mental Contact with your companions	
<b>Pip's Orb</b>	[Is This It]
Grants Damage Reduction 3/-	
<b>Raven Wolf Bonus</b>	[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/Speciality 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									
<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> 5	
□□□□□ Snowshoes	12	Will negates [harmless]	1 standard action	1 hour/level [D]	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> 5	
□□□□□ Speak with Animals		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.281
<b>Effect:</b> You can communicate with animals.					<b>Target:</b> You			<b>Caster Level:</b> 5	
□□□□□ Stalking Brand		None	1 standard action	24 hours/level	Close (35 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> 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
<b>Effect:</b> Calls creature to fight.					<b>Target:</b> One summoned creature			<b>Caster Level:</b> 5	
□□□□□ Surefoot	12	N/A	1 standard action	10 minutes/level	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> 5	
□□□□□ Surefooted Stride		None	1 standard action	1 minute/level	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> 5	
□□□□□ Towering Oak	12	N/A	1 swift action	1 round/level	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> 5	
□□□□□ Traveler's Mount	12	Will negates	1 standard action	1 hour/level	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> 5	
□□□□□ Vine Strike	12	N/A	1 swift action	1 round	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> 5	
□□□□□ Wings of the Sea	12	Fortitude negates [harmless]	1 standard action	1 minute/level	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> 5	

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: