

Alyssa

Character Name

d10E 3, Ranger

CLASS

3 (3)

3000 / 6000

Character Level (CR)

EXP / NEXT LEVEL

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+4	= +1	+3	+0	+0	+0		
REFLEX (dexterity)	+6	= +2	+4	+0	+0	+0		
WILL (wisdom)	+4	= +1	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	= +7	+3	+0	-6	+0	
RANGED attack bonus	+5	= +7	+4	+0	-6	+0	
GRAPPLE attack bonus	+4	= +7	+3	+0	-6	+0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4/+4/+4	1d6+3	20/x2	5 ft.

*Longbow (Growth Item / Chosen One)	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +10/+10/+10	Damage: 1d8+3			
	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.
TH	+10/+10/+10	+8/+8/+8	+6/+6/+6	+4/+4/+4	+2/+2/+2
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3
	30 ft.	100 ft.	200 ft.	300 ft.	400 ft.
TH	+10/+10/+10	+10/+10/+10	+8/+8/+8	+6/+6/+6	+4/+4/+4
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3
Special Properties	Sentient Any Weapon Growth [+1]				

Spear (Growth Item / Chosen One)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	n/a	n/a	2W-P-(OH)	n/a	n/a
1H-O	n/a	n/a	2W-P-(OL)	n/a	n/a
2H	+5/+5/+5	1d8+5	2W-OH	n/a	n/a
	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.
TH	+6/+6/+6	+4/+4/+4	+4/+4/+4	+2/+2/+2	+0/+0/+0
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4
Special Properties	Sentient Any Weapon Growth [+1]				

Sword (Short/Growth Item / Chosen One)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+8/+8/+8	1d6+4	2W-P-(OH)	+2/+2/+2	1d6+4
1H-O	+4/+4/+4	1d6+2	2W-P-(OL)	+4/+4/+4	1d6+4
2H	+8/+8/+8	1d6+4	2W-OH	+0	1d6+2
Special Properties	Sentient Any Weapon Growth [+1]				

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

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chosen One Robe	Light	+4		+0	0

\*Huntress\*

Player Name

Human / Humanoid

RACE

20

Female

GENDER

AGE

HP	53	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED					
hit points																			
AC	21	17	17	10	4	0	4	0	0	0	0	0	0	0	0	3			
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	REFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC			
INITIATIVE	+4	+4	+0	MISS CHANCE				Arcane Spell Failure				ARMOR CHECK PENALTY				SPELL RESIST			
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER																

TOTAL SKILLPOINTS: 28		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 6/3		
✓	Acrobatics	DEX	10	=	4	+	6				
✓	Appraise	INT	1	=	1						
✓	Athletics	STR	3	=	3						
✓	Craft (Untrained)	INT	1	=	1						
✓	Deception	CHA	2	=	2						
✓	Endurance	CON	3	=	3						
✓	Gather Information	CHA	8	=	2	+	6				
✓	Heal	WIS	3	=	3						
✓	Insight	WIS	8	=	3	+	5				
✓	Martial Arts (Dexterity Based)	DEX	10	=	4	+	6				
✓	Perception	WIS	9	=	3	+	6				
✓	Persuasion	CHA	2	=	2						
✓	Persuasion (Diplomacy)	CHA	4	=	2			+	2		
✓	Ride	DEX	4	=	4						
✓	Stealth	DEX	9	=	4	+	5				
✓	Survival	WIS	9	=	3	+	6				
✓	Survival (Find or follow tracks)	WIS	11	=	3	+	[6]	+	2		
✓	Thievery	DEX	4	=	4						
✓	Use Rope	DEX	4	=	4						
									=	+	+
									=	+	+
										✓: can be used untrained. X: exclusive skills. *: Skill Mastery.	

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

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

LANGUAGES	
Common, Draconic, Elven	

Special Attacks	
<b>Augment Attack / Weapon Specialization (Longbow)</b>	[Eclipse, p.50]
increase damage by +2 to selected weapon	
<b>Martial Arts</b>	[Eclipse, p.53]
[Damage 1d6]	
<b>Warcraft</b>	[Eclipse, p.10]
+4 BAB	
<b>Warcraft / +1 to Weapon, no bab (Longbow)</b>	[Eclipse, p.10]
<b>Warcraft / Weapon Focus (Longsword)</b>	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
<b>Death and Dying</b>	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
<b>Humanoid Traits</b>	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
<b>Mental Link with other Chosen Ones</b>	[Drew]
Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	
<b>Weapon Proficiency (All Simple and Martial Weapons)</b>	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
<b>Duties (Chosen Ones)</b>	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	
<b>Fast Learner (Focused on Skills /Human) (Child)</b>	[Eclipse, p.17]
+2 CP towards Skills per level. [+12 total Skill Points Granted].	

DISADVANTAGES	
<b>Dependent (Bonded Chosen Ones)</b>	[Eclipse, p.18]
You require the listed items to function.	
<b>History</b>	[Eclipse, p.19]
You have a written history for the GM.	
<b>Hunted (Tabarath Cult)</b>	[Eclipse, p.19]
Something powerful is hunting you.	

Spell Caster Information	
<b>Ranger</b>	[Eclipse, p.11]
Ranger Level 6, Casterlevel is 3	

Eclipse Abilities	
<b>Character Points Total</b>	[Eclipse]
Character Points Total 142, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 10 deducts 18 CP, Companions adds 0 CP	
<b>Acrobatics</b>	[Eclipse, p.23]
Combine several physical stunts into one roll at the highest DC by any one of the actions.	
<b>Acrobatics / Light Foot</b>	[Eclipse, p.23]
Allows impractical maneuver with normal movement.	
<b>Adept (Acrobatics, Martial Arts ~ Dex Based, Perception, Survival)</b>	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
<b>Companion</b>	[Eclipse, p.27]
Gain a companion creature of your choice.	
<b>Companion / Template</b>	[Eclipse, p.27]
adds a single template of up to +2 ECL to a max of +6 to the companion.	
<b>Companion / Might (Positive Levels)</b>	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
<b>Grant of Aid</b>	[Eclipse, p.32]
1/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
<b>Grant of Aid / Regenerative / Slow Regrowth</b>	[Eclipse, p.32]
(+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.	
<b>Innate Enchantment</b>	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. [Additional Total Granted 0]	
<b>Innate Enchantment / Expertise (Weapon Mastery) (Longbow, Sword (Short))</b>	[Eclipse]
You gain a +3 BAB with a particular weapon.	
<b>Innate Enchantment / Internal Compass (Know Direction)</b>	[Eclipse]
You never lose your bearings.	
<b>Innate Enchantment / Immortal Vigor I</b>	[Eclipse]
[At Will] As grants 12 + CON*2 HP.	
<b>Innate Enchantment / Serpents Strike</b>	[Eclipse]
Gain one additional attack at your full BAB which may be taken off-action.	
<b>Legionary ~ Chosen One</b>	[Drew, p.53]
Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.	
<b>Caster Level +1 / Specialized for Ranger (3x)</b>	[Eclipse, p.11]
<b>Relic Purchase / First Relic (2x)</b>	[Eclipse]
You have spent CP for a Relic. [Total CP Spent on First Relic = 2]	
<b>Traceless (Travel)</b>	[Eclipse, p.47]
(6 CP). Traceless characters leave no discernable traces of a particular type of activity. The user must choose a specific form. Common forms include - Travel means the character leaves no traces when moving about. The character leaves no footprints, disturbs no leaves, and breaks no twigs. Magic means the character leaves no aura behind and his or her magic does not leave a discernable trace. It does not help with enemies using direct divination or assessing his or her aura in person. Genetic means the character leaves no personal biological evidence, such as fingerprints or usable DNA. More exotic forms include Murder (the victim remains dead, but there is no discernable cause of death and no blood or other traces), Computer Hacking, Surgery, and many more. This may be taken multiple times, each time applying to another activity.	
<b>Track (Urban, Wilderness)</b>	[Eclipse, p.47]
(3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel.	
<b>Unique Training I</b>	[Eclipse, p.18]
Grants 6 CP for Unique Training	

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

Feats	
<b>Adept (Acrobatics, Martial Arts ~ Dex Based, Perception, Survival)</b>	[Eclipse]

### PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Martial Weapon, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

### TEMPLATES

03 - World Law ~ Feat Progression 2 - Gain Bonus Feat every Odd Level

03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level

# Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	2	—	—	—

## LEVEL 1 / Per Day:2 / Caster Level:6

Name	School	Time	Duration	Range	Source
■■■■■ Accelerated Movement	Transmutation	1 swift action	1 round/level [D]	Personal	SC:p.7
[S,M] TARGET: You; <b>EFFECT:</b> You can move at your normal speed while using Balance, Climb or Move Silently.					
■■■■■ Alarm	Abjuration	Standard Action	2 hours/level [D]	Close (40 ft.)	PHB:p.197
[V,S,DF] TARGET: 20-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password [determined by you at the time of casting] does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible. [Mental Alarm] A mental alarm alerts you [and only you] so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm. [Audible Alarm] An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm. Alarm can be made permanent with a permanency spell. [SR:No]					
■■■■■ Animal Messenger	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 day/level	Close (40 ft.)	PHB:p.198
[V,S,M] TARGET: One Tiny animal; <b>EFFECT:</b> Sends a Tiny animal to a specific place. [SR:Yes; DC:14, None; see text]					
■■■■■ Arrow Mind	Divination	1 immediate action	1 minute/level [D]	Personal	SC:p.15
[V,S,M] TARGET: You; <b>EFFECT:</b> Threaten adjacent squares and may make AoO. You do not provoke AoO when using the bow.					
■■■■■ Aspect of the Wolf	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.16
[V,S,M/DF] TARGET: You; <b>EFFECT:</b> You assume the physical appearance and many of the qualities of a wolf.					
■■■■■ Blades of Fire	Conjuration (Creation) [Fire]	1 swift action	1 round	Touch	SC:p.31
[V] TARGET: Up to two melee weapons you are wielding; <b>EFFECT:</b> Adds 1d8 fire damage to your held weapons. [SR:No]					
■■■■■ Bloodhound	Divination	1 standard action	24 hours [D]	Personal	SC:p.34
[V,S] TARGET: You; <b>EFFECT:</b> Grants second check when tracking on a failed rolled.					
■■■■■ Branch to Branch	Transmutation	1 standard action	1 hour/level [D]	Personal	SC:p.38
[V,S] TARGET: You; <b>EFFECT:</b> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					
■■■■■ Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 minute/level	Close (40 ft.)	PHB:p.207
[V,S] TARGET: Animals within 30 ft. of each other; <b>EFFECT:</b> Calms 2d4 + 1/level HD of animals. [SR:Yes; DC:14, Will negates; see text]					
■■■■■ Camouflage	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.43
[V,S] TARGET: You; <b>EFFECT:</b> Gain +10 circumstance bonus on Hide checks.					
■■■■■ Charm Animal	Enchantment (Charm) [Mind-Affecting]	Standard Action	1 hour/level	Close (40 ft.)	PHB:p.208
[V,S] TARGET: One animal; <b>EFFECT:</b> Makes one animal your friend. [SR:Yes; DC:14, Will negates]					
■■■■■ Claws of the Bear	Transmutation	1 standard action	1 round/level	Personal	SC:p.47
[V,S] TARGET: You; <b>EFFECT:</b> Your hands become natural weapons that deal 1d8 with each attack.					
■■■■■ Climb Walls	Transmutation	1 standard action	1 minute/level [D]	Touch	SC:p.47
[V,S,M] TARGET: Creature touched; <b>EFFECT:</b> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
■■■■■ Crabwalk	Transmutation [Cold]	1 standard action	1 minute/level	Touch	SC:p.53
[V,S,M] TARGET: Creature touched; <b>EFFECT:</b> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack. [SR:No]					
■■■■■ Dawn	Abjuration	1 swift action	Instantaneous	15 ft.	SC:p.59
[V] TARGET: All creatures within a 15-ft.-radius burst centered on you; <b>EFFECT:</b> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered]. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]					
■■■■■ Deep Breath	Conjuration (Creation) [Air]	1 immediate action	1 round/level	Personal	SC:p.61
[V] TARGET: You; <b>EFFECT:</b> Your lungs are constantly filled with air for the duration of the spell.					
■■■■■ Delay Poison	Conjuration (Healing)	Standard Action	1 hour/level	Touch	PHB:p.217
[V,S, DF] TARGET: Creature touched; <b>EFFECT:</b> Stops poison from harming subject for 1 hour/level. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
■■■■■ Detect Animals or Plants	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	Long (640 ft.)	PHB:p.218
[V,S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> Detects kinds of animals or plants. [SR:No]					
■■■■■ Detect Favored Enemy	Divination	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	SC:p.64
[V,S,DF] TARGET: Quarter circle emanating from you to the extreme of the range; <b>EFFECT:</b> Reveals favored enemies. [SR:No]					
■■■■■ Detect Poison	Divination	Standard Action	Instantaneous	Close (40 ft.)	PHB:p.219
[V,S] TARGET: One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detects poison in one creature or small object. [SR:No]					
■■■■■ Detect Snares and Pits	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	PHB:p.220
[V,S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> Reveals natural or primitive traps. [SR:No]					
■■■■■ Easy Trail	Abjuration	1 standard action	1 hour/level [D]	40 ft.	SC:p.76
[V,S] TARGET: 40-ft. radius emanation centered on you; <b>EFFECT:</b> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers. [SR:Yes]					
■■■■■ Embrace the Wild	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.79
[V] TARGET: You; <b>EFFECT:</b> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.					
■■■■■ Endure Elements	Abjuration	Standard Action	24 hours	Touch	PHB:p.226
[V,S] TARGET: Creature touched; <b>EFFECT:</b> Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Enrage Animal	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration +1 round/level	Medium (160 ft.)	SC:p.81
[V,S] TARGET: One animal; <b>EFFECT:</b> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal. [SR:Yes]					
■■■■■ Entangle	Transmutation	Standard Action	1 minute/level [D]	Long (640 ft.)	PHB:p.227
[V,S, DF] TARGET: Plants in a 40-ft.-radius spread; <b>EFFECT:</b> Plants entangle everyone in 40-ft.-radius circle. [SR:No; DC:14, Reflex partial; see text]					
■■■■■ Guided Shot	Divination	1 swift action	1 round	Personal	SC:p.108
[V,DF] TARGET: You; <b>EFFECT:</b> No range increment penalties and target denied AC bonus for anything less than total cover.					
■■■■■ Hawkeye	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.110
[V] TARGET: You; <b>EFFECT:</b> Increases range increment by 50% and +5 competence bonus on Spot checks.					
■■■■■ Healing Lorecall	Divination	1 standard action	10 minutes/level	Personal	SC:p.110
[V,S,M] TARGET: You; <b>EFFECT:</b> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					
■■■■■ Hide from Animals	Abjuration	Standard Action	10 minutes/level [D]	Touch	PHB:p.241
[S, DF] TARGET: 1 creature/level touched; <b>EFFECT:</b> Animals can't perceive 1 subject/level. [SR:Yes; DC:14, Will negates (harmless)]					
■■■■■ Horrible Taste	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.116
[V,S,M] TARGET: Creature or object touched; <b>EFFECT:</b> Animals must save after biting or refuse to bite the subject. [SR:No; DC:14, Fortitude negates; see text]					
■■■■■ Hunter's Mercy	Transmutation	1 standard action	1 round	Personal	SC:p.117
[S] TARGET: You; <b>EFFECT:</b> Your next bow attack automatically hits and threatens a critical.					
■■■■■ Instant Search	Divination	1 swift action	1 round	Personal	SC:p.124
[V,S] TARGET: You; <b>EFFECT:</b> You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.					
■■■■■ Jump	Transmutation	Standard Action	1 minute/level [D]	Touch	PHB:p.246
[V,S,M] TARGET: Creature touched; <b>EFFECT:</b> Subject gets bonus on Jump checks. [SR:Yes; DC:14, Will negates (harmless)]					
■■■■■ Lay of the Land	Divination	3 rounds	Instantaneous	Personal	SC:p.131
[V,S,DF] TARGET: You; <b>EFFECT:</b> Learn area of 50 miles radius; see text					
■■■■■ Lightfoot	Transmutation	1 swift	1 round	Personal	SC:p.132
[V] TARGET: You; <b>EFFECT:</b> You don't provoke attacks of opportunity when moving.					
■■■■■ Linked Perception	Divination	1 standard action	1 minute/level [D]	20 ft.	Is This :p.117
[V,DF] TARGET: 20-ft.-radius emanation centered on you; <b>EFFECT:</b> 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]. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Living Prints	Divination	1 standard action	1 hour/level	Personal	SC:p.134
[V,S] TARGET: You; <b>EFFECT:</b> You perceive tracks as if they had just been made.					
■■■■■ Locate City	Divination	1 round	Instantaneous	60 miles	Race Des:p.166
[V] TARGET: 60 miles radius circle, centered on you; <b>EFFECT:</b> Sense the distance of your nearest community of minimum size you designate. [SR:No]					
■■■■■ Longstrider	Transmutation	Standard Action	1 hour/level [D]	Personal	PHB:p.249
[V,S,M] TARGET: You; <b>EFFECT:</b> Increases your speed. [SR:No]					
■■■■■ Low-light Vision	Transmutation	1 standard action	1 hour/level	Touch	SC:p.134
[V,M] TARGET: Creature touched; <b>EFFECT:</b> Target gains low-light vision. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
* =Domain/Specialty Spell					

Ranger Spells

☐☐☐☐☐ <b>Magic Fang</b>	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.250
[V,S, DF] TARGET: Living creature touched; <i>EFFECT</i> : One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ <b>Marked Object</b>	Divination	1 minute	24 hours/level	Personal	SC:p.139
[V,S,F] TARGET: You; <i>EFFECT</i> : Track owner of item with +10 Search and Survival; see text.					
☐☐☐☐☐ <b>Naturewatch</b>	Necromancy	1 standard action	10 minutes/level	30 ft.	SC:p.146
[S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Same as deathwatch but only functions on plants and animals; see text. [SR:No]					
☐☐☐☐☐ <b>Omen of Peril</b>	Divination	1 round	Instantaneous	Personal	SC:p.149
[V,F] TARGET: You; <i>EFFECT</i> : Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					
☐☐☐☐☐ <b>Pass without Trace</b>	Transmutation	Standard Action	1 hour/level [D]	Touch	PHB:p.259
[V,S, DF] TARGET: 1 creature/level touched; <i>EFFECT</i> : 1 subject/level leaves no tracks. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ <b>Ram's Might</b>	Transmutation	1 standard action	1 minute/level	Personal	SC:p.166
[V,S] TARGET: You; <i>EFFECT</i> : Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					
☐☐☐☐☐ <b>Rapid Burrowing</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.166
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Improves existing burrow speed by 20 ft. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]					
☐☐☐☐☐ <b>Read Magic</b>	Divination	Standard Action	10 minutes/level	Personal	PHB:p.269
[V,S,F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]					
☐☐☐☐☐ <b>Remove Scent</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.173
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes. [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐ <b>Resist Energy</b>	Abjuration	Standard Action	10 minutes/level	Touch	PHB:p.272
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Ignores first 10 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Resist Planar Alignment</b>	Abjuration	1 standard action	1 round/level	Touch	SC:p.174
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Grants limited protection from a plane's alignment traits; see text. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐☐ <b>Rhino's Rush</b>	Transmutation	1 swift action	1 round	Personal	SC:p.176
[V,S] TARGET: You; <i>EFFECT</i> : Subject's charge attack deals double damage of first attack.					
☐☐☐☐☐ <b>Scent</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.180
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Bestows Scent ability with all the same powers. [SR:Yes [harmless]]					
☐☐☐☐☐ <b>Smell of Fear</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.193
[V,S] TARGET: Creature touched; <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]. [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐ <b>Sniper's Shot</b>	Divination	1 swift action	1 round	Personal	SC:p.194
[V,S] TARGET: You; <i>EFFECT</i> : Your ranged attacks made before the start of your next turn can be a sneak attacks regardless of the distance, but only if you can sneak attack as the class ability.					
☐☐☐☐☐ <b>Snowshoes</b>	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.194
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐☐ <b>Speak with Animals</b>	Divination	Standard Action	1 minute/level	Personal	PHB:p.281
[V,S] TARGET: You; <i>EFFECT</i> : You can communicate with animals. [SR:No]					
☐☐☐☐☐ <b>Stalking Brand</b>	Transmutation	1 standard action	24 hours/level	Close (40 ft.)	SC:p.204
[S] TARGET: One creature; <i>EFFECT</i> : Marks a creature that you can see or detect magic despite using other magical means to conceal including invisibility, disguise self, polymorph self. [SR:Yes]					
☐☐☐☐☐ <b>Summon Nature's Ally I</b>	Conjuration (Summoning)	1 round	1 round/level [D]	Close (40 ft.)	PHB:p.288
[V,S, DF] TARGET: One summoned creature; <i>EFFECT</i> : Calls creature to fight. [SR:No]					
☐☐☐☐☐ <b>Surefoot</b>	Abjuration	1 standard action	10 minutes/level	Personal	SC:p.216
[V,S] TARGET: You; <i>EFFECT</i> : Gain +10 competence bonus to Balance, Climb, Jump, and Tumble checks.					
☐☐☐☐☐ <b>Surefooted Stride</b>	Transmutation	1 standard action	1 minute/level	Personal	SC:p.216
[V,S] TARGET: You; <i>EFFECT</i> : Move through difficult terrain at full speed. Gain +2 Climb checks. [SR:No]					
☐☐☐☐☐ <b>Towering Oak</b>	Illusion (Glamer)	1 swift action	1 round/level	Personal	SC:p.221
[V,S] TARGET: You; <i>EFFECT</i> : Gain +10 competence bonus on Intimidation checks and +2 Str bonus.					
☐☐☐☐☐ <b>Traveler's Mount</b>	Transmutation	1 standard action	1 hour/level	Touch	SC:p.223
[V,S] TARGET: Animal or magical beast touched; <i>EFFECT</i> : +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐ <b>Vine Strike</b>	Divination	1 swift action	1 round	Personal	SC:p.230
[V,DF] TARGET: You; <i>EFFECT</i> : Allows sneak attacks against plants if you already have the ability.					
☐☐☐☐☐ <b>Wings of the Sea</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[S,M] TARGET: Creature touched; <i>EFFECT</i> : Increases creatures swim speed by 30 ft. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]					
* =Domain/Speciality Spell					

Alyssa

Human

RACE

20

AGE

Vision Test: Darkvision (60 ft.)

Female

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 0"

HEIGHT

100 lbs.

WEIGHT

Blue

EYE COLOUR

SKIN COLOUR

Dirty Blonde,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

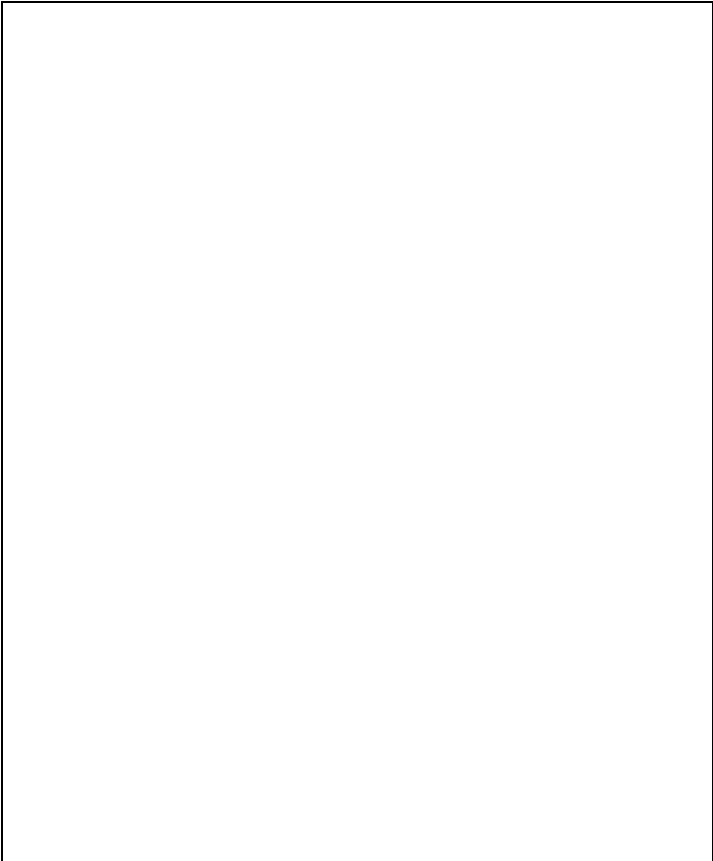
DEITY

Humanoid

Race Type

Race Sub Type

Darkvision (60 ft.)



Description:  
Biography: