

Filia

CHARACTER NAME

d8E 3, Ranger

CLASS

3 (3)

Character Level / CR

3000 / 6000

EXP / NEXT LEVEL

Bekah M.

PLAYER NAME

Human

RACE

Medium / 5 ft.

SIZE / FACE

5' 6"

HEIGHT

140 lbs.

WEIGHT

Normal

VISION

143

Female

Amber

Dark Brown

HAIR

POINTS

None

REGION



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	24		+7		
CON Constitution	14		+2		
INT Intelligence	17		+3		
WIS Wisdom	17		+3		
CHA Charisma	13		+1		

HP hit points	31	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED			
AC armor class	27	20	19	10	6	2	7	0	0	0	0	0	2	Walk 30 ft.						
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE		ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST			

INITIATIVE modifier	+7	=	+7	=	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+7/+2				

TOTAL SKILLPOINTS: 58		SKILLS		MAX RANKS: 6/3	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	13	=	7	+ 6
✓ Appraise	INT	3	=	3	
✓ Athletics	STR	9	=	3	+ 6
✓ Craft (Untrained)	INT	3	=	3	
✓ Deception	CHA	7	=	1	+ 6
✓ Deception (Act in character)	CHA	9	=	1	+ [6] + 2
✓ Endurance	CON	2	=	2	
✓ Gather Information	CHA	5	=	1	+ 4
✓ Heal	WIS	11	=	3	+ 6 + 2
✓ Insight	WIS	11	=	3	+ 6 + 2
✓ Martial Arts (Dexterity Based)	DEX	13	=	7	+ 6
✓ Perception	WIS	13	=	3	+ 6 + 4
✓ Perform (Sing)	CHA	6	=	1	+ 5
✓ Persuasion	CHA	11	=	1	+ 6 + 4
✓ Persuasion (Diplomacy)	CHA	13	=	1	+ [6] + 6
✓ Ride	DEX	12	=	7	+ 5
✓ Stealth	DEX	13	=	7	+ 6
✓ Survival	WIS	11	=	3	+ 6 + 2
✓ Survival (Find or follow tracks)	WIS	13	=	3	+ [6] + 4
✓ Thievery	DEX	7	=	7	
✓ Thievery (Sleight of Hand)	DEX	9	=	7	+ 2
✓ Use Rope	DEX	7	=	7	
			=	+	+
			=	+	+

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+4	=	+2	+2	+0	+0	+0	
REFLEX (dexterity)	+9	=	+2	+7	+0	+0	+0	
WILL (wisdom)	+6	=	+3	+3	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7	=	+7	+3	+0	-3	+0
RANGED attack bonus	+11	=	+7	+7	+0	-3	+0
GRAPPLE attack bonus	+7	=	+7	+3	+0	-3	+0

Longsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+7/+7	1d8+3	2W-P-(OH)	+1/+1		1d8+3		
1H-O	+3/+3	1d8+1	2W-P-(OL)	+3/+3		1d8+3		
2H	+7/+7	1d8+4	2W-OH	-3		1d8+1		

*Filia's Bow				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	M	20/x3	5 ft.
	30 ft.	150 ft.	300 ft.			450 ft.	600 ft.	
TH	+21/+21	+20/+20	+18/+18			+16/+16	+14/+14	
Dam	1d10+7	1d10+6	1d10+6			1d10+6	1d10+6	
Special Properties		(Longbow (Strength/Bonded (Greater))), Bonded Weapon:+3 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
*Shimmer Mail		+4		+0	0
This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus.					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Shimmer Mail	Equipped	2	0.0 (0.0)	0.0 (0.0)
This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus.				
Longsword	Carried	1	4.0	15.0
Mandarin's Pin	Equipped	1	0.0	0.0
This modest pin keeps the wearer and his clothing clean, neat, and well-mended.				
Filia's Bow	Equipped	1	3.0	75.0
0 lbs. (Longbow (Strength/Bonded (Greater))), Bonded Weapon:+3 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				
Shifter's Cloak	Equipped	1	0.0	0.0
Traveler's Bedroll	Equipped	1	0.0	0.0
This simple bedroll is always warm, dry, insect-free, and extremely comfortable. Its virtue permits the user to manage comfortably on only six hours of sleep a night.				
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	90.0 gp

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

LANGUAGES	
Common	

Special Attacks	
Bonded Weapon	[Drew]
Bonded Weapon has a +3 to Hit and Damage, Alarm on the Weapon, Sunder damage redirected to self, Hardness 6	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / Weapon Focus (Longbow)	[Eclipse, p.10]
Increase selected weapon to hit by +1	
Warcraft / Weapon Focus, Greater (Longbow)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Charms and Talismans	[TPE]
You own 2 charms & 2 talismans	
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Wealth Level / 06 Wealthy	[TPE, p.187]
You're filthy rich. You can afford hundreds of servants, field a private army, live in a palace or castle, and have a notable spellcaster on call. Similar benefits apply to those supported by dukes, minor kings, major organizations, and to those who loot the treasures of ancient empires.	
Wealth Level Perk / Armor/Shields	[TPE, p.187]
Treat armor as one category lighter for movement and special ability purposes. This applies to shields as far as proficiencies go. Add a +2 Wealth AC bonus to shields and armor and improve the Armor Check Penalty (if any) by 2.	
Wealth Level Perk / Legal Privileges	[TPE, p.187]
At this point you're virtually above the law; having the resources to fund private armies tends to have that effect. Those with grievances usually resort to outlaw tactics or even larger armies.	
Wealth Level Perk / Magical Items	[TPE, p.187]
Seven charms and three talismans.	
Wealth Level Perk / Mounts, Pets, and Familiars	[TPE, p.187]
Mounts gain 2d4 levels of Magical Beast, +1d3 to each attribute, and +5' to Move. Pets and Familiars gain 1d4 levels of Magical Beast, +1d2 to each attribute, and +5' to Move.	
Wealth Level Perk / Recognition	[TPE, p.187]
Anyone at this level of wealth will be widely known, influential in the community and often "on call." With power comes authority - and a great deal of responsibility unless the character opts to become a hermit.	
Wealth Level Perk / Retainers	[TPE, p.187]
You often have a hedge wizard or minor priest, a sage or scholar (if desired), some bodyguards and agents, and an assortment of craftsmen and ordinary employees numbering up to the hundreds at this level. Standard d20, you may have a dozen wizards.	
Wealth Level Perk / Skill Bonuses	[TPE, p.187]
+2 nameless bonus to Diplomacy, Gather Information, and Intimidate, thanks to the use of cash and high-quality gear. Masterwork tools and reference material (for knowledge-based skills) is presumed wherever it is useful.	
Wealth Level Perk / Training	[TPE, p.187]
Superb. You gain +2 SP and +1 HP per level gained while this template applies, and a +2 to any single attribute (total, not per level).	
Wealth Level Perk / Weapons	[TPE, p.187]
Your weaponry gains +2 built-in Wealth bonuses. It may be made of adamantine, silver, or of exotic materials as desired. Wealth bonuses stack with magical enhancement.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (To Artemis)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
+2 CP towards Skills per level. [+12 total Skill Points Granted].	
Restrictions (Must remain chaste)	[Eclipse, p.17]
You have specified restrictions. Gain 1 CP per level per restriction. [+3 total CP].	

DISADVANTAGES	
History	[Eclipse, p.19]
You have a written history for the GM.	
Outcast (Agents of Divine are set apart)	[Eclipse, p.19]
You are outcast.	
Valuable	[Eclipse, p.20]
You have value to others.	

Spell Caster Information	
Spell Points	[Eclipse]
Spell Cost - L0 = 1; L1 = 3; L2 = 5; L3 = 7; L4 = 9; L5 = 11; L6 = 13; L7 = 15; L8 = 17; L9 = 19; L10 = 21	
Ranger	[Eclipse, p.11]
Ranger Level 2, Casterlevel is 1	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 127, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 6 CP, Restrictions adds 3 CP, HD 8 deducts 12 CP	
Adept (Deception, Martial Arts ~ Dex Based, Perception, Survival)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Far Shot	[Eclipse, p.52]
(6 CP). Far Shot multiplies projectile weapon ranges by x1.5 and thrown weapon ranges by x2. This may be taken multiple times.	
Fast Learner /Specialized in Skills	[Eclipse]
+2 SP/Level (6 CP). [Granted 12]	
Grant of Aid / Specialized (requires several hours)	[Eclipse]
[1/day] May heal 1d8+5 damage OR 1d3 points of attribute damage OR one negative level once per three levels per day or part thereof, [3 CP], with the Regenerative option/Corrupted - requires lots of food and rest, 2 CP, allowing them to slowly regrow lost limbs and organs.	
Immunity / Aging	[Eclipse]
(uncommon/minor/minor, 2 CP). They can expect to live for several centuries without much of any signs of aging.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 7000 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 2000]	
Innate Enchantment / Force Shield	[Eclipse]
[At Will] As Shield Spell, grants +2 Shield AC.	
Innate Enchantment / Skill Mastery/+2 to all Wisdom-Linked Skills	[Eclipse]
+2 Competence bonus to Wisdom Skills.	
Innate Enchantment / Disguise Self	[Eclipse]
(2000 GP) You make yourself-including clothing, armor, weapons, and equipment-look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamor gets a Will save to recognize it as an illusion.	
Innate Enchantment / Enhanced Attribute (+2 Strength)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Strength	
Innate Enchantment / Martial Mastery (Longbow)	[Eclipse]
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	
Legionary	[Eclipse, 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.	
Caster Level +1 / Specialized for Ranger	[Eclipse, p.11]
Track (Wilderness)	[Eclipse, p.47]
(3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel.	

Martial Arts	
Martial Arts Basic / Attack	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (2x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Basic / Power	[Eclipse, p.81]
Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.	
Martial Arts Basic / Synergy (Perception)	[Eclipse, p.81]
You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.	
Martial Arts Advanced / Instant Stand	[Eclipse, p.81]
You may stand up as a Free Action if unarmored or in light armor.	
Martial Arts Advanced / Mind Like Moon	[Eclipse, p.81]
You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.	

Feats	
Point Blank Shot	[Is This It, p.98]
+1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Precise Shot	[Is This It, p.98]
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	

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, Raneur, 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 1 - Gain Bonus Feat every Even Level
+4 Divine Bonus to Dexterity

Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	1	—	—	—

LEVEL 1 / Per Day:1 / Caster Level:5

Name	School	Time	Duration	Range	Source
Accelerated Movement	Transmutation	1 swift action	1 round/level [D]	Personal	SC:p.7
[S,M] TARGET: You; <i>EFFECT</i> : You can move at your normal speed while using Balance, Climb or Move Silently.					
Alarm	Abjuration	Standard Action	2 hours/level [D]	Close (35 ft.)	PHB:p.197
[V,S,DF] TARGET: 20-ft.-radius emanation centered on a point in space; <i>EFFECT</i> : 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 (35 ft.)	PHB:p.198
[V,S,M] TARGET: One Tiny animal; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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 (35 ft.)	PHB:p.207
[V,S] TARGET: Animals within 30 ft. of each other; <i>EFFECT</i> : 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; <i>EFFECT</i> : Gain +10 circumstance bonus on Hide checks.					
Charm Animal	Enchantment (Charm) [Mind-Affecting]	Standard Action	1 hour/level	Close (35 ft.)	PHB:p.208
[V,S] TARGET: One animal; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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 (600 ft.)	PHB:p.218
[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : 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; <i>EFFECT</i> : Reveals favored enemies. [SR:No]					
Detect Poison	Divination	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.219
[V,S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <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.					
Endure Elements	Abjuration	Standard Action	24 hours	Touch	PHB:p.226
[V,S] TARGET: Creature touched; <i>EFFECT</i> : 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 (150 ft.)	SC:p.81
[V,S] TARGET: One animal; <i>EFFECT</i> : 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 (600 ft.)	PHB:p.227
[V,S, DF] TARGET: Plants in a 40-ft.-radius spread; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <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	Abjuration	Standard Action	10 minutes/level [D]	Touch	PHB:p.241
[S, DF] TARGET: 1 creature/level touched; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <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	Transmutation	Standard Action	1 minute/level [D]	Touch	PHB:p.246
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : 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; <i>EFFECT</i> : Learn area of 50 miles radius; see text					
Lightfoot	Transmutation	1 swift	1 round	Personal	SC:p.132
[V] TARGET: You; <i>EFFECT</i> : You don't provoke attacks of opportunity when moving.					
Linked Perception	Divination	1 standard action	1 minute/level [D]	20 ft.	PHBII:p.117
[V,DF] TARGET: 20-ft.-radius emanation centered on you; <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]. [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; <i>EFFECT</i> : You perceive tracks as if they had just been made.					
Locate City	Divination	1 round	Instantaneous	50 miles	Race Des:p.166
[V] TARGET: 50 miles radius circle, centered on you; <i>EFFECT</i> : 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; <i>EFFECT</i> : Increases your speed. [SR:No]					
Low-light Vision	Transmutation	1 standard action	1 hour/level	Touch	SC:p.134
[V,M] TARGET: Creature touched; <i>EFFECT</i> : Target gains low-light vision. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
* =Domain/Specialty Spell					

Ranger Spells

☐☐☐☐☐ Magic Fang	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)]					
☐☐☐☐☐ Marked Object	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.					
☐☐☐☐☐ Naturewatch	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]					
☐☐☐☐☐ Omen of Peril	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.					
☐☐☐☐☐ Pass without Trace	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)]					
☐☐☐☐☐ Ram's Might	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.					
☐☐☐☐☐ Rapid Burrowing	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]]					
☐☐☐☐☐ Read Magic	Divination	Standard Action	10 minutes/level	Personal	PHB:p.269
[V,S,F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]					
☐☐☐☐☐ Remove Scent	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]					
☐☐☐☐☐ Resist Energy	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)]					
☐☐☐☐☐ Resist Planar Alignment	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]]					
☐☐☐☐☐ Rhino's Rush	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.					
☐☐☐☐☐ Scent	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]]					
☐☐☐☐☐ Smell of Fear	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]					
☐☐☐☐☐ Sniper's Shot	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.					
☐☐☐☐☐ Snowshoes	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]]					
☐☐☐☐☐ Speak with Animals	Divination	Standard Action	1 minute/level	Personal	PHB:p.281
[V,S] TARGET: You; <i>EFFECT</i> : You can communicate with animals. [SR:No]					
☐☐☐☐☐ Stalking Brand	Transmutation	1 standard action	24 hours/level	Close (35 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]					
☐☐☐☐☐ Summon Nature's Ally I	Conjuration (Summoning)	1 round	1 round/level [D]	Close (35 ft.)	PHB:p.288
[V,S,DF] TARGET: One summoned creature; <i>EFFECT</i> : Calls creature to fight. [SR:No]					
☐☐☐☐☐ Surefoot	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.					
☐☐☐☐☐ Surefooted Stride	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]					
☐☐☐☐☐ Towering Oak	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.					
☐☐☐☐☐ Traveler's Mount	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]					
☐☐☐☐☐ Vine Strike	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.					
☐☐☐☐☐ Wings of the Sea	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					

Filia

Human

RACE

143

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 6"

HEIGHT

140 lbs.

WEIGHT

Amber

EYE COLOUR

Olive

SKIN COLOUR

Dark Brown,

HAIR / HAIR STYLE

PHOBIAS

2

PERSONALITY TRAITS

INTERESTS

2

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

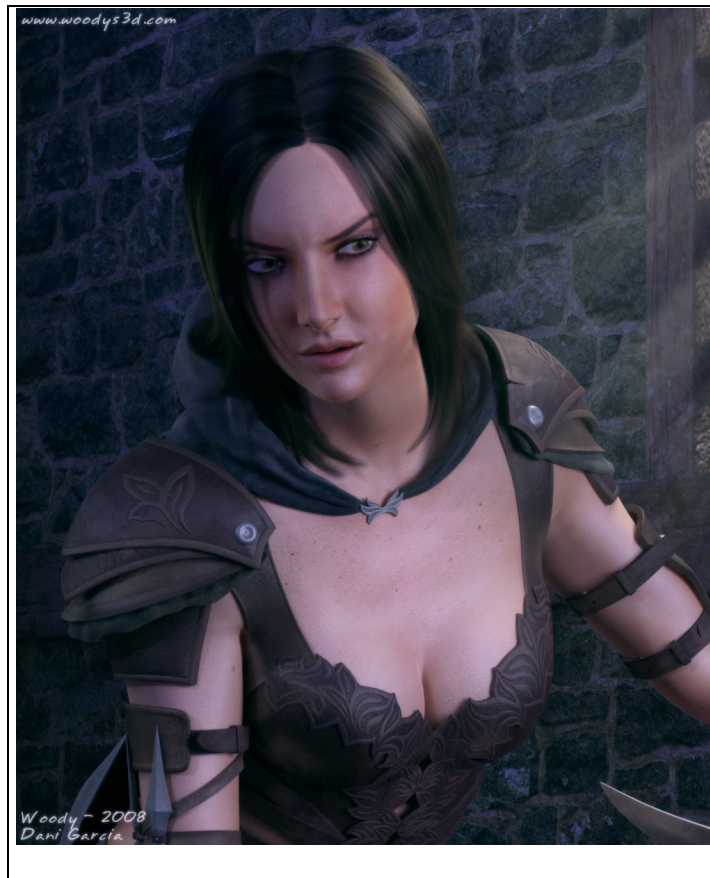
LOCATION

None

REGION

Artemis

DEITY



Description:
Biography: