

The Hunter (Drow)

NAME		PLAYERNAME		DEITY		Lawful Evil
ALIGNMENT		Darkvision (120'), Normal		VISION		-1
Rgr10	66000	Elf (Drow)	Medium	4' 9"	97 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	
10/12	78000	129	Male			
Character LevelECL /	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	15	+2	15	+2	15	+2
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	10	+0	10	+0	10	+0
<b>WIS</b> Wisdom	16	+3	16	+3	16	+3
<b>CHA</b> Charisma	11	+0	11	+0	11	+0

<b>HP</b> hit points		75		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
<b>AC</b> armor class		19		TOTAL		FLAT		TOUCH		BASE	
		17		12		10		7		0	
		2		0		0		0		0	
		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST			
		20		-2		21					

<b>INITIATIVE</b> modifier		+6		+2		+4	
		TOTAL		DEX MODIFIER		MISC MODIFIER	
<b>BASE ATTACK</b> bonus		+10/+5					

SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers	
<b>FORTITUDE</b> (constitution)		+8	=	+7	+2	+0	-1	+0		
<b>REFLEX</b> (dexterity)		+8	=	+7	+2	+0	-1	+0		
<b>WILL</b> (wisdom)		+5	=	+3	+3	+0	-1	+0		

TOTAL			BASE ATTACK BONUS		STAT	SIZE	MISC	EPIC	TEMP			
MELEE attack bonus	+11/+6	=	+10/+5	+	+2	+	+0	+	-1	+	+0	+
RANGED attack bonus	+11/+6	=	+10/+5	+	+2	+	+0	+	-1	+	+0	+
GRAPPLE attack bonus	+11/+6	=	+10/+5	+	+2	+	+0	+	-1	+	+0	+

<b>UNARMED</b>		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+11/+6	1d3+2	20/x2

<b>Crossbow, Hand</b>		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	19-20/x2
To Hit	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.
	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2
Dam	1d4	1d4	1d4	1d4	1d4
<b>Special Properties</b>					

<b>*Willow Blade</b>		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	S	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+13/+8	1d10+4	2W-P-(OH)	+9/+4	1d10+4
1H-O	+13/+8	1d10+3	2W-P-(OL)	+11/+6	1d10+4
2H	+13/+8	1d10+4	2W-OH	+11/+6	1d10+3
<b>Special Properties</b>		+2 Bastard Sword, able to wield in one-hand.			

<b>*Sword (Short/+1 (Enhancement to Weapon or Ammunition)/Masterwork)</b>		CURRENT HAND	TYPE	SIZE	CRITICAL
		Off-hand	P	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+12/+7	1d6+3	2W-P-(OH)	+8/+3	1d6+3
1H-O	+12/+7	1d6+2	2W-P-(OL)	+10/+5	1d6+3
2H	+12/+7	1d6+3	2W-OH	+10/+5	1d6+2
<b>Special Properties</b>					

\*: 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.

<b>ARMOR</b>		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
<b>*Elven Chain (+2 (Enhancement to Armor))</b>		Light	+7	+4	-2	20
		30hp/inch and 15 hardness				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
				RANKS		MISC MODIFIER
✓ Appraise	INT	-1	=	0	+	-1
✓ Balance	DEX	-1	=	2	+	-3
✓ Bluff	CHA	-1	=	0	+	-1
✓ Climb	STR	-1	=	2	+	-3
✓ Concentration	CON	1	=	2	+	-1
✓ Craft (Untrained)	INT	-1	=	0	+	-1
✓ Diplomacy	CHA	-1	=	0	+	-1
✓ Disguise	CHA	-1	=	0	+	-1
✓ Escape Artist	DEX	-1	=	2	+	-3
✓ Forgery	INT	-1	=	0	+	-1
✓ Gather Information	CHA	-1	=	0	+	-1
✓ Handle Animal	CHA	5	=	0	+	6.0
✓ Heal	WIS	2	=	3	+	-1
✓ Hide	DEX	12	=	2	+	13.0
✓ Intimidate	CHA	-1	=	0	+	-1
✓ Jump	STR	-1	=	2	+	-3
✓ Knowledge (Nature)	INT	6	=	0	+	5.0
✓ Listen	WIS	7	=	3	+	3.0
✓ Move Silently	DEX	12	=	2	+	13.0
✓ Profession (Hunter)	WIS	3	=	3	+	1.0
✓ Ride	DEX	13	=	2	+	10.0
✓ Search	INT	2	=	0	+	1.0
✓ Sense Motive	WIS	2	=	3	+	-1
✓ Spot	WIS	17	=	3	+	13.0
✓ Survival	WIS	15	=	3	+	13.0
✓ Swim	STR	-3	=	2	+	-5
✓ Use Rope	DEX	1	=	2	+	-1
			=	+		+
			=	+		+

✓ : can be used untrained. ✗ : exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Crossbow, Hand 0 lbs.	Carried	1	3.0	100.0
Willow Blade +2 Bastard Sword, able to wield in one-hand.	Equipped	1	2.0	50335.0
Elven Chain (+2 (Enhancement to Armor)) 30hp/inch and 15 hardness	Equipped	1	20.0	5150.0
Explorer's Outfit	Equipped	1	8.0	10.0
Sword (Short/+1 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	2.0	2310.0
TOTAL WEIGHT CARRIED/VALUE			27 lbs.	57905.0 gp

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

SPECIAL ABILITIES
1 negative level(s) (-1 effective level(s) and loses access to 1 spell(s) from the highest spell level castable)
+2 racial bonus on Will saves against spells and spell-like abilities.
+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Animal Companion (Ex)
Evasion (Ex)
Favored Enemy (Humanoid (Elf)) +6
Favored Enemy (Humanoid (Human)) +2
Favored Enemy (Outsider (Native)) +2
Immunity to magic sleep effects.
Light Blindness
Swift Tracker (Ex)
Two Weapon Fighting Combat Style
Wild Empathy (Ex) +12
Woodland Stride (Ex)

FEATS	
Improved Initiative	You get a +4 bonus on initiative checks.
Mounted Combat	Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.
Ride-By Attack	When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again.
Spirited Charge	When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Improved Two-Weapon Fighting	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.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind Blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES
Common, Elven, Undercommon

TEMPLATES
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## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
❑	Dancing Lights	10	None	1 standard action	10 minute [D]	Medium (200 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
	Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10-ft.-radius area				
❑	Darkness	12	None	1 standard action	100 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
	Effect: 20-ft. radius of supernatural shadow.					Target: Object touched				
❑	Faerie Fire	11	None	1 standard action	10 minutes [D]	Long (800 ft.)	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
	Effect: Outlines subjects with light, canceling blur, concealment, and the like.					Target: Creatures and objects within a 5-ft.-radius burst				
* =Domain/Speciality Spell										

# Ranger Spells

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

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Accelerated Movement	14	N/A	1 swift action	5 rounds [D]	Personal	V,S,M	N/A	Transmutation	AC: Complete Adventurer Pg.142
Effect: You can move at your normal speed while using Balance, Climb or Move Silently.					Target: You				
Alarm	14	None	1 standard action	10 hours [D]	Close (35 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
Effect: Wards an area for 10 hours.					Target: 20-ft.-radius emanation centered on a point in space				
Animal Messenger	14	None; see text	1 standard action	5 days	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: Sends a Tiny animal to a specific place.					Target: One Tiny animal				
Animal Trick	14	Will negates	1 standard action	Instantaneous	Close (35 ft.)	V,S,DF	Yes	Transmutation	AC: Masters of the Wild, page 82
Effect: Animal companion performs a trick.					Target: One animal companion bonded to you by an animal friendship effect				
Arrow Mind	14	N/A	1 immediate action	5 minutes [D]	Personal	V,S,M	N/A	Divination	AC: Complete Adventurer Pg.143
Effect: Threaten adjacent squares and may make AoO. You do not provoke AoO when using the bow.					Target: You				
Bloodhound	14	N/A	1 standard action	24 hours [D]	Personal	V,S	N/A	Divination	AC: Complete Adventurer Pg.144
Effect: Grants extra checks when tracking.					Target: You				
Branch to Branch	14	N/A	1 standard action	50 minutes [D]	Personal	V,S	N/A	Transmutation	AC: Complete Adventurer Pg.144
Effect: Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					Target: You				
Calm Animals	14	Will negates; see text	1 standard action	5 minutes	Close (35 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Calms 2d4 + 5 HD of animals.					Target: Animals within 30 ft. of each other				
Camouflage	14	None	1 standard action	50 minutes	Personal	V,S	No	Transmutation	AC: Complete Divine Pg.157
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You				
Charm Animal	14	Will negates	1 standard action	5 hours	Close (35 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Makes one animal your friend.					Target: One animal				
Conjure Ice Beast I	14	None	1 round	5 rounds [D]	Close (35 ft.)	V,S,DF	No	Conjuration (Creation) [Cold]	AC: Frostburn Pg.91
Effect: Creates a creature to fight for you.					Target: One conjured ice creature				
Crunchy Snow	14	None	1 standard action	5 hours	Medium (150 ft.)	V,S,Frostfe	No	Transmutation [Cold]	AC: Frostburn Pg.92
Effect: Cast on snow imposes -20 penalty to Move Silently checks.					Target: 5 20-ft.-by-20-ft. square of snow				
Dawn	14	Fortitude negates (harmless)	1 standard action	Instantaneous	Personal	V	Yes	Abjuration	AC: Masters of the Wild, page 86
Effect: Awakens sleeping creatures.					Target: All creatures within a 15-ft.-radius burst centered on you				
Delay Poison	14	Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
Effect: Stops poison from harming subject for 5 hours.					Target: Creature touched				
Detect Animals or Plants	14	None	1 standard action	Concentration, up to 50 minutes [D]	Long (600 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects kinds of animals or plants.					Target: Cone-shaped emanation				
Detect Poison	14	None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube				
Detect Snares and Pits	14	None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals natural or primitive traps.					Target: Cone-shaped emanation				
Ease of Breath	14	None	1 standard action	5 hours	Touch	V,S,DF	No	Necromancy [Cold]	AC: Frostburn Pg.93
Effect: Grants +20 bonus on Fortitude saves to resist altitude sickness & fatigue.					Target: Creature touched				
Easy Trail	14	None	1 standard action	5 hours [D]	40 ft.	V,S	Yes	Transmutation	AC: Complete Adventurer Pg.147
Effect: Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.					Target: 40-ft. radius emanation				
Embrace the Wild	14	N/A	1 standard action	50 minutes [D]	Personal	V	N/A	Transmutation	AC: Complete Adventurer Pg.147
Effect: The caster gains an animal's sensory and skills.					Target: You				
Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
Effect: Exist comfortably in hot or cold environments.					Target: Creature touched				
Entangle	14	Reflex partial; see text	1 standard action	5 minutes [D]	Long (600 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: Plants entangle everyone in 40-ft.-radius circle.					Target: Plants in a 40-ft.-radius spread				
Exacting Shot	14	Will negates (harmless,object)	1 standard action	5 minutes	Touch	V,S	Yes (harmless,object)	Transmutation	AC: Complete Adventurer Pg.148-149
Effect: Strike true with a ranged weapon against your favored enemy. Any threat for critical automatically succeeds.					Target: Ranged weapon touched				
Guided Arrow	14	None	1 swift action	1 round	Personal	V	No	Divination	AC: Minatures Pg.36
Effect: Targets don't get AC bonus from cover except total cover.					Target: You				
Guided Shot	14	N/A	1 swift action	5 rounds [D]	Personal	V,DF	N/A	Divination	AC: Complete Adventurer Pg.150
Effect: No range increment penalties and target denied AC bonus for anything less than total cover.					Target: You				
Hawkeye	14	N/A	1 standard action	50 minutes [D]	Personal	V	N/A	Transmutation	AC: Complete Adventurer Pg.151
Effect: Increases range increment by 50% and +5 competence bonus on Spot checks.					Target: You				
Healing Lorecall	14	N/A	1 standard action	5 minutes	Personal	V,S,M	N/A	Divination	AC: Complete Adventurer Pg.151
Effect: Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					Target: You				
* =Domain/Specialty Spell									

# Ranger Spells

Hide from Animals	14	Will negates (harmless)	1 standard action	50 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
Effect: Animals can't perceive 5 subjects.					Target: 5 creatures touched				
Hunter's Mercy	14	None	1 standard action	1 round; see text	Personal	V,S	No	Transmutation	AC: Magic of Faerun Pg.101
Effect: Your next bow attack automatically hits and threatens a critical.					Target: You				
Ice Skate	14	Fort negates (harmless)	1 standard action	50 minutes [D]	Touch	V,S,DF	Yes (harmless)	Transmutation	AC: Frostburn Pg.100
Effect: Increase base land speed by 60 feet across any icy surface, either level or inclined.					Target: Creature touched				
Impede Sun's Brilliance	14	None	1 standard action	50 minutes	Close (35 ft.)	S	No	Abjuration	AC: Sand Storm Pg.117
Effect: Drops temperature by 20 degrees in a stationary area.					Target: Cylinder {10 ft. radius, 20 ft. high}				
Instant Search	14	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	AC: Complete Adventurer Pg.153
Effect: You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.					Target: You				
Ivory Flesh	14	Will negates (harmless)	1 standard action	5 hours	Touch	V,S	Yes (harmless)	Transmutation	AC: Frostburn Pg.101
Effect: +5 Hide check in heavy snow or ice areas.					Target: Creature touched				
Jump	14	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
Effect: Subject gets bonus on Jump checks.					Target: Creature touched				
Lightfoot	14	None	1 swift	1 round	Personal	V	No	Transmutation	AC: Minatures Pg.37
Effect: You don't provoke attacks of opportunity when moving.					Target: You				
Locate City	14	None	1 round	Instantaneous	(CASTERLEVEL*10)/miles		No	Divination	AC: Races of Destiny Pg.166
Effect: Sense the distance of your nearest community of minimum size you designate.					Target: 50 miles radius circle, centered on you				
Locate Water	14	None	1 standard action	Concentration, up to 50 minutes	Long (600 ft.)	V,S,F/DF	No	Divination	AC: Sand Storm Pg.117-118
Effect: See text.					Target: Cone-shaped emanation				
Longstrider	14	None	1 standard action	5 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
Effect: Increases your speed.					Target: You				
Low-Light Vision	14	Will negates (harmless)	1 standard action	5 hours	Touch	V,M	Yes (harmless)	Transmutation	AC: Complete Arcane Pg.113-114
Effect: Target gains low-light vision.					Target: Creature touched				
Magic Fang	14	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.					Target: Living creature touched				
Naturewatch	14	None	1 standard action	50 minutes	Close (35 ft.)	S	No	Necromancy	AC: Complete Divine Pg.170
Effect: Same as deathwatch but only finctions on plants and animals; see text.					Target: Quarter circle emanating from you to the extreme of the range				
Pass without Trace	14	Will negates (harmless)	1 standard action	5 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
Effect: 5 subjects leaves no tracks.					Target: 5 creatures touched				
Ram's Might	14	None	1 standard action	5 minutes	Personal	V,S	No	Transmutation	AC: Magic of Faerun Pg.112-113
Effect: Your hands harden, inflict lethal damage, and you are considered armed.					Target: You				
Raptor's Sight	14	None	1 standard action	5 hours [D]	Personal	V,S, DF	No	Transmutation	AC: Races,Wild
Effect: Gain +5 on Spot checks; range increment penalty halved					Target: You				
Read Magic	14	None	1 standard action	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You				
Resist Energy	14	Fortitude negates (harmless)	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 15 points of damage/attack from specified energy type.					Target: Creature touched				
Smell of Fear	14	Will negates	1 standard action	5 minutes	Touch	V,S	Yes	Transmutation	AC: Magic of Faerun Pg.119-120
Effect: Bestow target with an aroma that triples the chance of encountering wandering monsters.					Target: Creature touched				
Sniper's Shot	14	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	AC: Complete Adventurer Pg.157
Effect: Your next ranged attack can be a sneak attack but only if you can sneak attack as the class ability.					Target: You				
Snowsight	14	None	1 standard action	5 hours	Touch	V,S,DF	Yes (harmless)	Transmutation	AC: Frostburn Pg.104
Effect: See normal even in whiteout conditions.					Target: Creature touched				
Speak with Animals	14	None	1 standard action	5 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
Effect: You can communicate with animals.					Target: You				
Speed Swim	14	Will negates (harmless)	1 standard action	5 minutes [D]	Close (35 ft.)	V,S,F	Yes (harmless)	Transmutation	AC: Magic of Faerun Pg.121
Effect: Grants swim speed of 30, +8 to swim checks and can always take 10 on swim check.					Target: One creature				
Stalking Brand	14	None	1 standard action	5 days	Touch	V,S	Yes	Transmutation	AC: Magic of Faerun Pg.123
Effect: Marks a creature that you can see or detect magic despite using other magical means to conceal including invisibility, disguise self, polymorph self.					Target: Creature touched				
Summon Desert Ally I	14	None	1 round	5 rounds [D]	Close (35 ft.)	V,S,DF	No	Conjuration (Summoning)	AC: Sand Storm Pg.122
Effect: Create a dustform creature [pg.161]; see text.					Target: One or more creatures, no two of which can be more than 30ft apart				
Summon Nature's Ally I	14	None	1 round	5 rounds [D]	Close (35 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.					Target: One summoned creature				
Surefoot	14	None	1 standard action	50 minutes	Personal	V,S	No	Abjuration	AC: Magic of Faerun Pg.127
Effect: Gain +10 competence bonus to Balance checks.					Target: You				
Towering Oak	14	None	1 standard action	15 rounds	Personal	V,S	No	Illusion (Glamer)	AC: Magic of Faerun Pg.128
Effect: Gain +10 competence bonus on Intimidation checks.					Target: You				
Traveler's Mount	14	Will negates	1 standard action	5 hours	Touch	V,S	Yes	Transmutation	AC: Complete Divine Pg.184
Effect: +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					Target: Animal or magical beast touched				
Vine Strike	14	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	AC: Complete Adventurer Pg.158
Effect: Allows sneak attacks against plants if you already have the ability.					Target: You				
* =Domain/Speciality Spell									

## Ranger Spells

■■■■■Waste Strider	14	Will negates (harmless)	1 standard action	5 hours [D]	Touch	V,S,DF	Yes (harmless)	Transmutation	AC: Sand Storm Pg.128
Effect: Unrestricted desert movement.					Target: One touched creature				
LEVEL 2									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Balancing Lorecall	15	N/A	1 standard action	5 minutes [D]	Personal	V,S,M/DF	N/A	Transmutation	AC: Complete Adventurer Pg.143
Effect: Gain balance bonus; see text.					Target: You				
■■■■■Barkskin	15	None	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Grants +2 enhancement to natural armor.					Target: Living creature touched				
■■■■■Bear's Endurance	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 5 minutes.					Target: Creature touched				
■■■■■Blade of Fire	15	None	1 swift action	1 round	Touch	V	No	Conjuration (Creation) [Fire]	AC: Complete Arcane Pg.99
Effect: Deal an extra 1d6 points of fire damage with your weapon(s).					Target: Up to two melee weapons you are wielding				
■■■■■Blades of Fire	15	None	1 swift action	1 round	Touch	V	No	Conjuration [Fire]	AC: Minatures Pg.34
Effect: Adds 1d6 fire damage to your held weapons.					Target: Up to two melee weapons you are wielding				
■■■■■Briar Web	15	Reflex negates; see text	1 standard action	5 minutes	Medium (150 ft.)	V,S,DF	No	Transmutation	AC: Complete Divine Pg.156-157
Effect: As entangle, but thorns deal damage each round.					Target: Plants in a 20-ft-radius spread.				
■■■■■Burrow	15	Will negates (harmless)	1 standard action	5	Touch	V,S,F/DF	Yes (harmless)	Transmutation	AC: Underdark Pg.56
Effect: .					Target: Creature touched				
■■■■■Cat's Grace	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
Effect: Subject gains +4 to Dex for 5 minutes.					Target: Creature touched				
■■■■■Claws of the Beast	15	None	1 standard action	5 rounds	Personal	V,S	No	Transmutation	AC: Guide to Faerun, page 101
Effect: Your fingers sprout claws. Considered armed and do 1d8 with each attack.					Target: YOU				
■■■■■Conjure Ice Beast II	15	None	1 round	5 rounds [D]	Close (35 ft.)	V,S,DF	No	Conjuration (Creation) [Cold]	AC: Frostburn Pg.91
Effect: Creates a creature to fight for you.					Target: One or more conjured ice creatures, no two of which can be more than 30 ft. apart				
■■■■■Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1d8+5 damage.					Target: Creature touched				
■■■■■Curse of Impending Blades	15	None	1 standard action	5 minutes	Medium (150 ft.)	V,S,M/DF	Yes	Necromancy	AC: Minatures Pg.34-35
Effect: -2 penalty to AC.					Target: One creature				
■■■■■Easy Climb	15	None (object)	1 standard action	50 minutes [D]	Medium (150 ft.)	V,S	Yes (object)	Transmutation	AC: Complete Adventurer Pg.147
Effect: Changes the terrain to DC 10 for climb checks.					Target: Vertical path 10 ft. wide and 100 ft. tall				
■■■■■Freedom of Breath	15	Will negates (harmless)	1 standard action	50	Touch	V,S,M	Yes (harmless)	Abjuration	AC: Sand Storm Pg.116
Effect: Protects against suffocation in adverse conditions.					Target: Creature Touched				
■■■■■Halo of Sand	15	None	1 standard action	50 minutes	Personal	V,S,DF	No	Abjuration [Earth]	AC: Sand Storm Pg.117
Effect: Deflection bonus to AC +[min1,4].					Target: You				
■■■■■Haste, Swift	15	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	AC: Complete Adventurer Pg.151
Effect: Functions as Haste, except as noted.					Target: You				
■■■■■Hold Animal	15	Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (150 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
Effect: Paralyzes one animal for 5 rounds.					Target: One animal				
■■■■■Hydrate	15	Will half; See text	1 standard action	Instantaneous	Touch	V,S	Yes; see text	Conjuration (Healing)	AC: Sand Storm Pg.117
Effect: Heals 2d8+5 of dessication damage; on fire creatures it inflicts the same.					Target: Living creature touched				
■■■■■Listening Lorecall	15	N/A	1 standard action	50 minutes	Personal	V,S,DF	N/A	Divination	AC: Complete Adventurer Pg.154
Effect: Gain +4 insight bonus on Listen checks; see text.					Target: You				
■■■■■Nature's Favor	15	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,DF	Yes (harmless)	Evocation	AC: Complete Adventurer Pg.155
Effect: Target animal gains attack and damage bonus of +1.					Target: Animal touched				
■■■■■One with the Land	15	None	1 standard action	5 hours	Personal	V,S	No	Transmutation	AC: Magic of Faerun Pg.111
Effect: Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					Target: You				
■■■■■Owl's Wisdom	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
Effect: Subject gains +4 to Wis for 5 minutes.					Target: Creature touched				
■■■■■Protection from Dessication	15	Fort negates (harmless)	1 standard action	50 minutes or until discharged	Touch	V,S,DF	Yes (harmless)	Abjuration	AC: Sand Storm Pg.119
Effect: Warded creature immune to dehydration until the spell has absorbed 50 damage.					Target: Living creature touched				
■■■■■Protection from Energy	15	Fortitude negates (harmless)	1 standard action	50 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Absorb 60 points of damage from one kind of energy.					Target: Creature touched				
■■■■■Scent	15	None	1 standard action	50 minutes	Touch	V,S,M	Yes (harmless)	Transmutation	AC: Complete Divine Pg.178-179
Effect: Bestows Scent ability with all the same powers.					Target: Creature touched				
■■■■■Snare	15	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf
Effect: Creates a magic booby trap.					Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level				
■■■■■Snow Walk	15	Will negates (harmless)	1 standard action	50 minutes	Touch	V,S,DF	Yes (harmless)	Transmutation	AC: Frostburn Pg.104
Effect: Walk on top of snow avoiding movement penalties.					Target: 5 creatures touched				
■■■■■Speak with Plants	15	None	1 standard action	5 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
Effect: You can talk to normal plants and plant creatures.					Target: You				
■■■■■Spike Growth	15	Reflex partial	1 standard action	5 hours [D]	Medium (150 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
Effect: Creatures in area take 1d4 damage, may be slowed.					Target: 5 20-ft. squares				
* =Domain/Speciality Spell									

## Ranger Spells

☐☐☐☐☐ Summon Desert Ally II	15	None	1 round	5 rounds [D]	Close (35 ft.)	V,S,DF	No	Conjuration (Summoning)	AC: Sand Storm Pg.122
Effect: Create a dustform creature [pg.161]; see text.					Target: One or more creatures, no two of which can be more than 30ft apart				
☐☐☐☐☐ Summon Nature's Ally II	15	None	1 round	5 rounds [D]	Close (35 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.					Target: One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Train Animal	15	Will negates (harmless)	10 minutes	5 hours	Touch	V,S,DF	Yes (harmless)	Enchantment (Charm) [Mind-Affecting]	AC: Complete Adventurer Pg.157-158
Effect: You temporarily boost the number of tricks that an animal knows.					Target: Animal touched				
☐☐☐☐☐ Wind Wall	15	None; see text	1 standard action	5 rounds	Medium (150 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to 50 ft. long and 25 ft. high [S]				
☐☐☐☐☐ Woodland Veil	15	Will negates (harmless)	1 standard action	[min510] minutes [D]	Close (35 ft.)	V,S	Yes (harmless)	Illusion (Glammer)	AC: Races,Wild
Effect: Blend unobtrusively into natural surroundings, along with your friends					Target: One or more creatures, no two of which can be more than 30 feet apart				
☐☐☐☐☐ Zone of Glacial Cold	15	Fort half	1 standard action	5 rounds	Medium (150 ft.)	V,S,M	No	Conjuration [Cold]	AC: Frostburn Pg.106
Effect: Zone deals 1d6 cold damage each round.					Target: 20-ft.-radius				
* =Domain/Speciality Spell									

## Innate

- ☐ Dancing Lights (DC:10)
- ☐ Darkness (DC:12)
- ☐ Faerie Fire (DC:11)



## Notes:

Character Sheet Notes: