

Jessabelle

NAME
Rgr15
CLASS
15
Character Level
NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	16	+3	16	+3
DEX Dexterity	20	+5	20	+5	20	+5
CON Constitution	10	+0	12	+1	12	+1
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	= +9	+ +1	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+14	= +9	+ +5	+ +0	+ +0	+ +0		
WILL (wisdom)	+9	= +5	+ +4	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+18/+13/+8	= +15/+10/+5	+ +3	+ +0	+ +0	+ +0	
RANGED attack bonus	+20/+15/+10	= +15/+10/+5	+ +5	+ +0	+ +0	+ +0	
GRAPPLE attack bonus	+18/+13/+8	= +15/+10/+5	+ +3	+ +0	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+18/+13/+8	1d3+3	20/x2	5 ft.

*Skirt of Dancing Blades	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	S	M	20/x2	10 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+20/+15/+10	1d4+5	2W-P-(OH)	+16/+11/+6	1d4+5
1H-O	+20/+15/+10	1d4+5	2W-P-(OL)	+18/+13/+8	1d4+5
2H	+20/+15/+10	1d4+6	2W-OH	+16/+11/+6	1d4+5
Special Properties	+2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, can be loosed to attack on its own, Deflection bonus to armor class of %CHOICE, floats in front of character requiring no hands, but still take normal pnalities, 30hp/inch and 15 hardness (3)				

*Willow Blade 1	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+24/+19/+14	1d10+8	2W-P-(OH)	+20/+15/+10	1d10+8
1H-O	+24/+19/+14	1d10+8	2W-P-(OL)	+22/+17/+12	1d10+8
2H	+24/+19/+14	1d10+9	2W-OH	+20/+15/+10	1d10+8
Special Properties	+3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

*Willow Blade 2	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+24/+19/+14	1d10+8	2W-P-(OH)	+20/+15/+10	1d10+8
1H-O	+24/+19/+14	1d10+8	2W-P-(OL)	+22/+17/+12	1d10+8
2H	+24/+19/+14	1d10+8	2W-OH	+22/+17/+12	1d10+8
Special Properties	+3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

*: weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Breastplate +4 (Mithral)	Medium	+9	+5	-1	15
30hp/inch and 15 hardness					
*Shield +2 (Heavy/Metal/Animated)	Heavy	+4		-1	15
floats in front of character requiring no hands, but still take normal pnalities					
*Skirt of Dancing Blades		+2		+0	0
+2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, can be loosed to attack on its own, Deflection bonus to armor class of %CHOICE, floats in front of character requiring no hands, but still take normal pnalities, 30hp/inch and 15 hardness (3)					

Rebekah Maitland

PLAYERNAME
Elf (Wood)
RACE
119
AGE
Medium
SIZE
Female
GENDER

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
HP hit points 112			Walk 30 ft.
AC armor class 32	TOTAL FLAT 27	TOUCH 17	BASE 10
INITIATIVE modifier +9	TOTAL DEX MODIFIER +5	MISC MODIFIER +4	
BASE ATTACK bonus +15/+10/+5			

DEITY
5' 1"
HEIGHT
117 lbs.
WEIGHT
Amber
EYES
Raven, Braids
HAIR

Neutral Good

ALIGNMENT
Low-light
VISION
-1
POINTS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9	MISC MODIFIER
✓ Appraise	INT	0	= 0	+ +		
✓ Balance	DEX	5	= 5	+ +		
✓ Bluff	CHA	2	= 2	+ +		
✓ Climb	STR	3	= 3	+ 2.0	+ -2	
✓ Concentration	CON	6	= 1	+ 5.0	+	
✓ Craft (Untrained)	INT	0	= 0	+ +		
✓ Diplomacy	CHA	2	= 2	+ +		
✓ Disguise	CHA	2	= 2	+ +		
✓ Escape Artist	DEX	3	= 5	+ +	-2	
✓ Forgery	INT	0	= 0	+ +		
✓ Gather Information	CHA	2	= 2	+ +		
Handle Animal	CHA	10	= 2	+ 8.0	+	
✓ Heal	WIS	11	= 4	+ 7.0	+	
✓ Hide	DEX	15	= 5	+ 12.0	+ -2	
✓ Intimidate	CHA	2	= 2	+ +		
✓ Jump	STR	9	= 3	+ 1.0	+ 5	
Knowledge (Nature)	INT	9	= 0	+ 7.0	+ 2	
Knowledge (The Planes)	INT	2	= 0	+ 2.0	+	
✓ Listen	WIS	14	= 4	+ 8.0	+ 2	
✓ Move Silently	DEX	20	= 5	+ 12.0	+ 3	
× Psychic (Enhance Ability)	WIS	5	= 4	+ 1.0	+	
× Psychic (Enhance Senses)	WIS	7	= 4	+ 3.0	+	
× × Psychic (Mental Contact)	CHA	6	= 2	+ 4.0	+	
× Psychic (Psychic Healing)	WIS	8	= 4	+ 4.0	+	
× × Psychic (Psychic Sense)	WIS	4	= 4	+ +		
× × Psychic (Psychic Shield)	WIS	4	= 4	+ +		
✓ Ride	DEX	8	= 5	+ 1.0	+ 2	
✓ Search	INT	19	= 0	+ 17.0	+ 2	
✓ Sense Motive	WIS	5	= 4	+ 1.0	+	
Speak Language(Kercpa, Sylvan, Undercommon)		3	= 0	+ 3.0	+	
✓ Spot	WIS	22	= 4	+ 16.0	+ 2	
✓ Survival	WIS	19	= 4	+ 15.0	+	
✓ Survival (Tracking)		0	= 0	+ +		
✓ Swim	STR	-1	= 3	+ +	-4	
Tumble	DEX	12	= 5	+ 9.0	+ -2	
✓ Use Rope	DEX	7	= 5	+ 2.0	+	
			= +	+		
			= +	+		

✓: can be used untrained. ×: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bag of Holding (Type 1) 0 lbs.	Carried	1	15.0	2500.0	
Shield +2 (Heavy/Metal/Animated) floats in front of character requiring no hands, but still take normal pnalities	Equipped	1	15.0	16170.0	
Belle's Boots	Equipped	1	1.0	10225.0	
Bracers CON +2 (Bracers CON +2), Enhancement bonus to ability CON +2	Equipped	1	0.0	4000.0	
Breastplate +4 (Mithral) 30hp/inch and 15 hardness	Equipped	1	15.0	20200.0	
Brooch of Shielding	Equipped	1	0.0	1500.0	
□ □					
Cape Protection from Evil//Cleric/1st	Equipped	1	0.0	1800.0	
Gauntlets of Ogre Power	Equipped	1	4.0	4000.0	
Minor Ring of Energy Resistance (Fire) Absorbs 10 points of Fire damage	Equipped	1	0.0	12000.0	
Skirt of Dancing Blades +2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, can be loosed to attack on its own, Deflection bonus to armor class of %CHOICE, floats in front of character requiring no hands, but still take normal pnalities, 30hp/inch and 15 hardness (3)	Equipped	1	0.0	209306.0	
Vestment Natural Armor Bonus (Enhancement) (+2) Natural Armor bonus to armor class of +2	Equipped	1	0.0	8000.0	
Willow Blade 1 +3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.	Equipped	1	2.0	50335.0	
Willow Blade 2 +3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.	Equipped	1	2.0	50335.0	
TOTAL WEIGHT CARRIED/VALUE			54 lbs.390371.0 gp		

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

SPECIAL 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)

Animal Friend Martial Arts Style: When both you and your companion flank an opponent you both gain a +2 competence bonus to damage.

Camouflage (Ex)

Elven hound companion

Favored Enemy (Aberration) +4

Favored Enemy (Giant) +2

Favored Enemy (Outsider (Evil)) +4

Favored Enemy, Elf (Undead) +3

Gain special bonus to Elven Favored Enemies

Immunity to magic sleep effects.

Swift Tracker (Ex)

Two Weapon Fighting Combat Style

Wild Empathy (Ex) +19 (+15 on Magical Beasts)

Woodland Stride (Ex)

FEATS	
Ambidexterity	Ignore off-hand penalties
Animal Companion Elf	
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Focus	Gain +2 to Will saves while in your combat trance; Combat trance begins after first successful attack and lasts 10 rounds +1 per additional combat form feat.
Dual Strike	Attack once with each hand as a standard action
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 15 from all melee attack rolls and add the same number to all melee damage rolls.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Sword Wind	Gain one extra attack at full attack bonus; all attacks are at -3.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Wild Talent (Psychic (Enhance Ability), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Psychic Healing))	
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.
Exotic Weapon Proficiency (Sword (Bastard))	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Powerful Two-Weapon Fighting	You are able to use a one-handed weapon in your off-hand as if it were a light weapon. Also, you may apply your Strength bonus instead of 1/2 your Strength bonus to weapon damage with an off-hand weapon, whether it is a light weapon, one-handed weapon, or part of a double weapon.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Strong Ally	
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.
Two-Weapon Defense	When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
Weapon Focus (Sword (Bastard))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Animal Companion Elf	
Exotic Weapon Proficiency (Sword (Bastard))	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Greater Two-Weapon Fighting	You get a third attack with your off-hand weapon, albeit at a -10 penalty.
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.
Powerful Two-Weapon Fighting	You are able to use a one-handed weapon in your off-hand as if it were a light weapon. Also, you may apply your Strength bonus instead of 1/2 your Strength bonus to weapon damage with an off-hand weapon, whether it is a light weapon, one-handed weapon, or part of a double weapon.
Strong Ally	
Two-Weapon Defense	When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes),

	you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
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 (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, 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), Sword (Short), Sword Staff, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Common, Elven, Kercpa, Literacy, Sylvan, Undercommon

TEMPLATES

Elven Ranger Lv:1

Elven Ranger Lv:10

Elven Ranger Lv:4

Willow Blade

Truename

Ranger Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Accelerated Movement	15	N/A	1 swift action	1 round/level [D]	Personal	S,M	N/A	Transmutation	SC: Pg.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> 7	
Alarm		None	1 standard action	14 hours [D]	Close (40 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wards an area for 14 hours.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 7	
Animal Messenger	15	None; see text	1 standard action	7 days	Close (40 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 7	
Arrow Mind	15	N/A	1 immediate action	1 minute/level [D]	Personal	V,S,M	N/A	Divination	SC: Pg.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> 7	
Aspect of the Wolf	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.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> 7	
Blades of Fire		None	1 swift action	1 round	Touch	V	No	Conjuration (Creation) [Fire]	SC: Pg.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> 7	
Bloodhound	15	N/A	1 standard action	24 hours [D]	Personal	V,S	N/A	Divination	SC: Pg.34
<i>Effect:</i> Grants second check when tracking on a failed rolled.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Branch to Branch	15	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.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> 7	
Calm Animals	15	Will negates; see text	1 standard action	7 minutes	Close (40 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 7 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other			<i>Caster Level:</i> 7	
Camouflage	15	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Charm Animal	15	Will negates	1 standard action	7 hours	Close (40 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal			<i>Caster Level:</i> 7	
Claws of the Bear	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Climb Walls	15	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.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> 7	
Crabwalk		None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: Pg.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> 7	
Dawn	15	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: Pg.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> 7	
Deep Breath	15	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.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> 7	
Delay Poison	15	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 7 hours.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Detect Animals or Plants		None	1 standard action	Concentration, up to 70 minutes [D]	Long (680 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
Detect Favord Enemy		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S,DF	No	Divination	SC: Pg.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> 7	
Detect Poison		None	1 standard action	Instantaneous	Close (40 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<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> 7	
Detect Snares and Pits		None	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: Pg.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.					<i>Target:</i> 40-ft. radius emanation centered on you			<i>Caster Level:</i> 7	
Embrace the Wild	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: Pg.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> 7	
Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Enrage Animal		None	1 standard action	Concentration +1 round/level	Medium (170 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.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> 7	

* =Domain/Specialty Spell

Ranger Spells

Entangle	15	Reflex partial; see text	1 standard action	7 minutes [D]	Long (680 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.									
Guided Shot	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: Pg.108
<i>Effect:</i> No range increment penalties and target denied AC bonus for anything less than total cover.									
Hawkeye	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: Pg.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.									
Healing Lorecall	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.									
Hide from Animals	15	Will negates (harmless)	1 standard action	70 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 7 subjects.									
Horrible Taste	15	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SC: Pg.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.									
Instant Search	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SC: Pg.124
<i>Effect:</i> You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.									
Jump	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject gets +20 enhancement bonus on Jump checks.									
Lay of the Land	15	N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	N/A	Divination	SC: Pg.131
<i>Effect:</i> Learn area of 50 miles radius; see text									
Lightfoot	15	N/A	1 swift	1 round	Personal	V	N/A	Transmutation	SC: Pg.132
<i>Effect:</i> You don't provoke attacks of opportunity when moving.									
Living Prints	15	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Divination	SC: Pg.134
<i>Effect:</i> You perceive tracks as if they had just been made.									
Longstrider		None	1 standard action	7 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.									
Low-light Vision	15	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SC: Pg.134
<i>Effect:</i> Target gains low-light vision.									
Magic Fang	15	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.									
Marked Object	15	N/A	1 minute	24 hours/level	Personal	V,S,F	N/A	Divination	SC: Pg.139
<i>Effect:</i> Track owner of item with +10 Search and Survival; see text.									
Naturewatch		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: Pg.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.									
Omen of Peril	15	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: Pg.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.									
Pass without Trace	15	Will negates (harmless)	1 standard action	7 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 7 subjects leaves no tracks.									
Ram's Might	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.									
Rapid Burrowing	15	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.									
Read Magic		None	1 standard action	70 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.									
Remove Scent	15	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.									
Resist Energy	15	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.									
Resist Planar Alignment	15	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.									
Rhino's Rush	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: Pg.176
<i>Effect:</i> Subject's charge attack deals double damage of first attack.									
Scent		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.180
<i>Effect:</i> Bestows Scent ability with all the same powers.									
Smell of Fear	15	Will negates	1 standard action	1 minute/level	Touch	V,S	Yes	Transmutation	SC: Pg.193
<i>Effect:</i> Bestow target with an aroma that attracts predatory animals that prefer to attack the target with +1 bonus per three caster levels [max +3].									
Sniper's Shot	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SC: Pg.194
<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	15	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.									
Speak with Animals		None	1 standard action	7 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.									
* =Domain/Specialty Spell									

Ranger Spells

Stalking Brand	None	1 standard	24 hours/level action	Close (40 ft.)	S	Yes	Transmutation	SC: Pg.204	
<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.				<i>Target:</i> One creature			<i>Caster Level:</i> 7		
Summon Nature's Ally I	None	1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf	
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One summoned creature			<i>Caster Level:</i> 7		
Surefoot	15	N/A	1 standard	10 minutes/level action	Personal	V,S	N/A	Abjuration	SC: Pg.216
<i>Effect:</i> Gain +10 competence bonus to Balance, Climb, Jump, and Tumble checks.				<i>Target:</i> You			<i>Caster Level:</i> 7		
Surefooted Stride	None	1 standard	1 minute/level action	Personal	V,S	No	Transmutation	SC: Pg.216	
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.				<i>Target:</i> You			<i>Caster Level:</i> 7		
Towering Oak	15	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Illusion (Glamer)	SC: Pg.221
<i>Effect:</i> Gain +10 competence bonus on Intimidation checks and +2 Str bonus.				<i>Target:</i> You			<i>Caster Level:</i> 7		
Traveler's Mount	15	Will negates	1 standard	1 hour/level action	Touch	V,S	Yes	Transmutation	SC: Pg.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.				<i>Target:</i> Animal or magical beast touched			<i>Caster Level:</i> 7		
Vine Strike	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: Pg.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.				<i>Target:</i> You			<i>Caster Level:</i> 7		
Wings of the Sea	15	Fortitude negates [harmless]	1 standard	1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 7		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Align Fang	16	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
<i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
Balancing Lorecall	16	N/A	1 standard	1 minute/level [D] action	Personal	V,S,M/DF	N/A	Divination	SC: Pg.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Barkskin		None	1 standard	70 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Grants +3 enhancement to natural armor.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
Bear's Endurance	16	Will negates (harmless)	1 standard	7 minutes action	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 7 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Briar Web		None	1 standard	1 minute/level action	Medium (170 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.			<i>Caster Level:</i> 7	
Burrow	16	Will negates [harmless]	1 standard	1 minute/level [D] action	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Camouflage, Mass	16	Will negates [harmless]	1 standard	10 minutes/level action	Medium (170 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart]					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart			<i>Caster Level:</i> 7	
Cat's Grace	16	Will negates (harmless)	1 standard	7 minutes action	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 7 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Cure Light Wounds	16	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Curse of Impending Blades		None	1 standard	1 minute/level action	Medium (170 ft.)	V,S,M/DF	Yes	Necromancy	SC: Pg.56
<i>Effect:</i> -2 penalty to AC, cannot be dispelled.					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
Easy Climb	16	None [object]	1 standard	10 minutes/level [D] action	Medium (170 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.76
<i>Effect:</i> Changes the terrain to DC 10 for climb checks.					<i>Target:</i> Vertical path 10 ft. wide and 20 ft. tall/level			<i>Caster Level:</i> 7	
Exacting Shot	16	Will negates [harmless,object]	1 swift	1 minute/level action	Touch	V,S	Yes [harmless,object]	Transmutation	SC: Pg.85
<i>Effect:</i> Strike true with a ranged weapon against your favored enemy. Any threat for critical automatically succeeds.					<i>Target:</i> Ranged weapon touched			<i>Caster Level:</i> 7	
Fell the Greatest Foe	16	Fortitude negates [harmless]	1 standard	1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
<i>Effect:</i> Deal 1d6 damage per size category difference.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Haste, Swift	16	N/A	1 swift	1d4 rounds action	Personal	V	N/A	Transmutation	SC: Pg.110
<i>Effect:</i> Functions as Haste, except as noted.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Hold Animal	16	Will negates; see text	1 standard	7 rounds [D]; see text action	Medium (170 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 7 rounds.					<i>Target:</i> One animal			<i>Caster Level:</i> 7	
Jagged Tooth	16	Will negates [harmless]	1 standard	10 minutes/level action	Close (40 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.127
<i>Effect:</i> Doubles the critical threat range of one natural weapon.					<i>Target:</i> One natural slashing or piercing weapon of target creatures			<i>Caster Level:</i> 7	
Lion's Charge	16	N/A	1 swift	1 round action	Personal	V	N/A	Transmutation	SC: Pg.133
<i>Effect:</i> Gain pounce ability [make full attack after a charge].					<i>Target:</i> You			<i>Caster Level:</i> 7	
Listening Lorecall	16	N/A	1 standard	10 minutes/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Nature's Favor	16	Will negates [harmless]	1 swift	1 minute action	Touch	V,S,DF	Yes [harmless]	Evocation	SC: Pg.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.					<i>Target:</i> Animal touched			<i>Caster Level:</i> 7	
One With the Land	16	N/A	1 standard	1 hour/level action	Personal	V,S	N/A	Transmutation	SC: Pg.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
* =Domain/Specialty Spell									

Ranger Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Owl's Wisdom	16	Will negates (harmless)	1 standard 7 minutes action	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 7 minutes.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Energy	16	Fortitude negates (harmless)	1 standard 70 minutes or until discharged action	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 84 points of damage from one kind of energy.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Snare		None	3 rounds Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Creates a magic booby trap.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Speak with Plants		None	1 standard 7 minutes action	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can talk to normal plants and plant creatures.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Spike Growth	16	Reflex partial	1 standard 7 hours [D] action	Medium (170 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Summon Nature's Ally II		None	1 round 7 rounds [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Train Animal	16	Will negates [harmless]	10 minutes 1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: Pg.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Tremorsense	16	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,F/DF	N/A	Transmutation	SC: Pg.224
<i>Effect:</i> You can automatically pinpoint the location of any object or creature within 30 feet that is in contact with the ground.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Wind Wall	16	None; see text	1 standard 7 rounds action	Medium (170 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Align Fang, Mass	17	Will negates [harmless]	1 standard 1 minute/level action		Close (40 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
<i>Effect:</i> Same as align fang, but on multiple creatures.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Arrow Storm	17	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: Pg.16
<i>Effect:</i> Attack 1 opponent/level within range of your bow.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Blade Storm	17	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: Pg.30
<i>Effect:</i> Make an attack at every creature within reach; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Blade Thirst	17	None [object]	1 swift action	1 round/level	Touch	V	Yes [object]	Transmutation	SC: Pg.31
<i>Effect:</i> Grants weapon +3 enhancement and sheds light like a torch.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bottle of Smoke		None	10 minutes 1 hour/level		Touch	V,S,F	No	Conjuration (Creation)	SC: Pg.37
<i>Effect:</i> Creates a steed made of smoke.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Burrow, Mass	17	Will negates [harmless]	1 standard 1 minute/level [D] action		Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
<i>Effect:</i> Same as Burrow, except effects multiple creatures.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Charge of the Triceratops	17	Will negates [harmless]	1 standard 1 round/level [D] action		Touch	V,S,DF	Yes	Transmutation	SC: Pg.45
<i>Effect:</i> Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Command Plants	17	Will negates	1 standard 7 days action		Close (40 ft.)	V	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Sway the actions of one or more plant creatures.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Moderate Wounds	17	Will half (harmless); see text	1 standard Instantaneous action		Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+7 damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Curse of Impending Blades, Mass		None	1 standard 1 minute/level action		Medium (170 ft.)	V,S,M/DF	Yes	Necromancy	SC: Pg.57
<i>Effect:</i> -2 penalty to AC to all creatures.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Darkvision	17	Will negates (harmless)	1 standard 7 hours action		Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> See 60 ft. in total darkness.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Decoy Image	17	Will disbelief; see text	1 round 8 hours [D]		Long (680 ft.)	V,S	No	Illusion (Figment)	SC: Pg.61
<i>Effect:</i> Create duplicates of yourself and allies complete with smell, sound, visual, etc.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Diminish Plants		None	1 standard Instantaneous action		See text	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reduces size or blights growth of normal plants.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Find the Gap	17	N/A	1 standard 1 round/level action		Personal	V	N/A	Divination	SC: Pg.91
<i>Effect:</i> Your first attack each round acts as a touch attack.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Forestfold	17	N/A	1 standard 1 hour/level [D] action		Personal	V,S	N/A	Transmutation	SC: Pg.98
<i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Heal Animal Companion	17	Will negates [harmless]	1 standard Instantaneous action		Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.110
<i>Effect:</i> Functions as heal, except it only affects your animal companion.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Fang, Greater	17	Will negates (harmless)	1 standard 7 hours action		Close (40 ft.)	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mark of the Hunter	17	Will negates	1 standard 1 minute/level action		Medium (170 ft.)	V,S,M	Yes	Divination	SC: Pg.138
<i>Effect:</i> Gain +4 to your favored enemy bonuses against target; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Nature's Rampart		None	10 minutes Instantaneous		Medium (170 ft.)	V,S,F	No	Transmutation	SC: Pg.146
<i>Effect:</i> Shapes natural setting into a formidable defense.									

* =Domain/Specialty Spell

Ranger Spells

Neutralize Poison	17	Will negates (harmless, object)	1 standard 70 minutes action	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.								
Phantasmal Decoy	17	Will disbelief [if interacted with]	1 standard 1 round/level action	Medium (170 ft.)	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: Pg.155
<i>Effect:</i> Create an illusion of a hated enemy.								
Plant Growth	None		1 standard Instantaneous action	See text	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Grows vegetation, improves crops.								
Reduce Animal	None		1 standard 7 hours [D] action	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Shrinks one willing animal.								
Remove Disease	17	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures all diseases affecting subject.								
Repel Vermin	17	None or Will negates; see text	1 standard 70 minutes [D] action	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								
Safe Clearing	17	Will negates; see text	10 minutes 1 hour/level	30 ft.	V, S	Yes	Abjuration	SC: Pg.179
<i>Effect:</i> Creates an area safe from attack like sanctuary spell; see text								
Snowshoes, Mass	17	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (40 ft.)	V, S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.								
Summon Nature's Ally III	None		1 round 7 rounds [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.								
Tree Shape	None		1 standard 7 hours [D] action	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> You look exactly like a tree for 7 hours.								
Water Walk	17	Will negates (harmless)	1 standard 70 minutes [D] action	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	18	Fortitude negates	1 standard action	7 minutes	Medium (170 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> One animal/two levels doubles in size.					<i>Target:</i> Up to 3 animals (Gargantuan or smaller), no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
Aspect of the Earth Hunter	18	N/A	1 standard action	10 minutes/level	Personal	V,S,M,DF	N/A	Transmutation	SC: Pg.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a bulutte.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Commune with Nature		None	10 minutes	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Learn about terrain for 7 miles.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+7 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Deeper Darkvision	18	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.62
<i>Effect:</i> The subject gains the ability to see 90 feet in total darkness.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Foebane	18	Will negates [harmless,object]	1 standard action	1 round/level [D]	Touch	V,S	Yes [harmless,object]	Evocation	SC: Pg.96
<i>Effect:</i> Create +5 magic weapon with additional 2d6 points of damage; see text.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 7	
Freedom of Movement	18	Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 7	
Implacable Pursuer	18	Will negates; see text	1 minute	1 hour/level [D]	Long (680 ft.)	V,S	Yes	Divination	SC: Pg.120
<i>Effect:</i> Gives direction and distance any time the target moves 10 ft.					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
Land Womb	18	Will negates	1 standard action	10 minutes/level [D]	Touch	V,S	Yes	Abjuration	SC: Pg.130
<i>Effect:</i> Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.					<i>Target:</i> You and one other creature/level			<i>Caster Level:</i> 7	
Magic Fang, Superior	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.136
<i>Effect:</i> Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].					<i>Target:</i> You			<i>Caster Level:</i> 7	
Nondetection	18	Will negates (harmless, object)	1 standard action	7 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration	RSRD: SpellsM-O.rtf
<i>Effect:</i> Hides subject from divination, scrying.					<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 7	
Planar Tolerance		None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 7	
Snakebite	18	N/A	1 standard action	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Summon Nature's Ally IV		None	1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
Surefooted Stride, Mass		None	1 standard action	1 minute/level	Close (40 ft.)	V,S	No	Transmutation	SC: Pg.216
<i>Effect:</i> Same as surefooted, excepted as noted.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 7	
Swamp Stride	18	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SC: Pg.217
<i>Effect:</i> As tree stride, instead you use pools of water.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Tree Stride		None	1 standard action	7 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Step from one tree to another far away.					<i>Target:</i> You			<i>Caster Level:</i> 7	

* =Domain/Specialty Spell

Ranger Spells										
<div><div></div><div></div><div></div><div></div><div></div></div> Wild Runner		18	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.239
<i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.					<i>Target:</i> You		<i>Caster Level:</i> 7			
* =Domain/Specialty Spell										

Notes:

Character Sheet Notes: