

Jessabelle

NAME	
Rgr14	91000
CLASS	EXPERIENCE
14	105000
Character Level	NEXT LEVEL

Rebekah Maitland

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

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

Neutral Good
ALIGNMENT
Low-light
VISION
-1
POINTS



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	12	+1	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

<b>VP</b> Vitality	99	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			<b>WP</b> Wound Points	12	DAMAGE REDUCTION		SPEED Walk 40 ft.																
<b>AC</b> armor class	31	:	26	:	17	=	10	+	9	+	3	+	5	+	0	+	2	+	2			30	-2	0			
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST

INITIATIVE modifier	+9	TOTAL	+5	DEX MODIFIER	+4	MISC MODIFIER
BASE ATTACK bonus	+14/+9/+4					

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)	+8	= +4	+4	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12/+7	= +14/+9/+4	+3	+0	+0	+0	
RANGED attack bonus	+19/+14/+9	= +14/+9/+4	+5	+0	+0	+0	
GRAPPLE attack bonus	+17/+12/+7	= +14/+9/+4	+3	+0	+0	+0	

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

*Skirt of Dancing Blades			CURRENT HAND	TYPE	SIZE	CRITICAL
			Equipped	S	M	20/x2
	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, 30hp/inch and 15 hardness					

*Willow Blade 1			CURRENT HAND	TYPE	SIZE	CRITICAL
			Primary	S	M	19-20/x2
	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 (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.					

*Willow Blade 2			CURRENT HAND	TYPE	SIZE	CRITICAL	
			Off-hand		S	M	19-20/x2
	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 (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.						

\*: 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)	Light	+9	+5	-1	15
30hp/inch and 15 hardness					
*Shield +1 (Heavy/Metal/Animated)	Heavy	+3		-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, 30hp/inch and 15 hardness					

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5	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	+	
✓	Intimidate	CHA	2	= 2	+	+		
✓	Jump	STR	13	= 3	+	1.0	+	9
✓	Knowledge (Nature)	INT	9	= 0	+	7.0	+	2
✓	Listen	WIS	13	= 4	+	7.0	+	2
X	Psychic-Enhance Ability	WIS	5	= 4	+	1.0	+	
X	Psychic-Enhance Senses	WIS	7	= 4	+	3.0	+	
X	Psychic-Mental Contact	CHA	6	= 2	+	4.0	+	
X	Psychic-Psychic Healing	WIS	8	= 4	+	4.0	+	
X	Psychic-Psychic Sense	WIS	4	= 4	+	+	+	
✓	Ride	DEX	8	= 5	+	1.0	+	2
✓	Search	INT	18	= 0	+	16.0	+	2
✓	Sense Motive	WIS	5	= 4	+	1.0	+	
✓	Sneak	DEX	22	= 5	+	12.0	+	5
✓	Sneak (Hide)	DEX	15	= 5	+	12.0	+	-2
	Speak Language(Ker CPA, Sylvan, Undercommon)		3	= 0	+	3.0	+	
✓	Spot	WIS	21	= 4	+	15.0	+	2
✓	Survival	WIS	19	= 4	+	15.0	+	
	Survival (Natural environments)	WIS	21	= 4	+	15.0	+	2
	Survival (Tracking)	WIS	21	= 4	+	15.0	+	2
✓	Swim	STR	-1	= 3	+	+	+	-4
	Tumble	DEX	11	= 5	+	8.0	+	-2
✓	Use Rope	DEX	7	= 5	+	2.0	+	
				=	+	+	+	
				=	+	+	+	
✓: can be used untrained. X: exclusive skills								

✓: can be used untrained. ✗: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Belle's Boots	Equipped	1	1.0	10225.0
Breastplate +4 (Mithral)	Equipped	1	15.0	20200.0
30hp/inch and 15 hardness				
Bracers CON +2	Equipped	1	0.0	4000.0
(Bracers CON +2), Enhancement bonus to ability CON +2				
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)	Equipped	1	0.0	12000.0
Absorbs 10 points of Fire damage				
Shield +1 (Heavy/Metal/Animated)	Equipped	1	15.0	9170.0
floats in front of character requiring no hands, but still take normal pnalities				
Skirt of Dancing Blades	Equipped	1	0.0	80306.0
+2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, 30hp/inch and 15 hardness				
Vestment Natural Armor Bonus (Enhancement) (+2)	Equipped	1	0.0	8000.0
Natural Armor bonus to armor class of +2				
Willow Blade 1	Equipped	1	2.0	50335.0
+3 Bastard Sword, able to wield in one-hand., Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.				
Willow Blade 2	Equipped	1	2.0	50335.0
+3 Bastard Sword, able to wield in one-hand., Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.				
TOTAL WEIGHT CARRIED/VALUE			39 lbs.251871.0	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
Evasion (Ex)
Favored Enemy (Aberration) +4
Favored Enemy (Giant) +2
Favored Enemy, Elf (Undead) +6
Gain special bonus to Elven Favored Enemies
Immunity to magic sleep effects.
Swift Tracker (Ex)
Two Weapon Fighting Combat Style
Wild Empathy (Ex) +18
Woodland Stride (Ex)

FEATS	
Ambidexterity	Ignore off-hand penalties
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	Dual Strike:-4 to standard attack with two weapons (One roll - Critical is primary weapon only)
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.
Natural Bond	Add three to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
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.
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.
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.
Weapon Focus (Sword (Bastard))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
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.
Natural Bond	Add three to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion.
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.
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, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickles, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven, Ker CPA, Sylvan, Undercommon

TEMPLATES
Elven Ranger Lv:1
Elven Ranger Lv:10
Elven Ranger Lv:4
Willow Blade
Truename

Animal Companion: Huntress (Elven Hound (Cooshee))					
HP:	116	AC:	26	INIT:	+9
FORT:	+10	REF:	+13	WILL:	+7
*Bite	+20/+15/+10	DAM:	1d8+10	CRIT:	19-20/x2
Special:	Devotion (Ex), Evasion (Ex), Immune to sleep spells or effects, Link (Ex), Magical Beast Traits, Magical Beasts eat/sleep/breathe, Multiattack (Ex), Resist Enchantment (Ex): +2 racial bonus on saving throws against enchantment spells or effects, Scent (Ex): +4 racial bonus on Survival checks when tracking by scent. Detect opponents within 30 ft by smell., Share Spells (Ex), Sprint (Ex): Once per hour, an elven hound can move five times its normal speed when it makes a charge.				

# Ranger Spells

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

## 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	SPELL CO: Pg.7
<i>Effect: You can move at your normal speed while using Balance, Climb or Move Silently.</i>					<i>Target: You</i>			<i>Caster Level: 7</i>	
Alarm	15	None	1 standard action	2 hours/level [D]	Close (40 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect: Wards an area for 2 hours/level.</i>					<i>Target: 20-ft.-radius emanation centered on a point in space</i>			<i>Caster Level: 7</i>	
Animal Messenger	15	None; see text	1 standard action	1 day/level	Close (40 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect: Sends a Tiny animal to a specific place.</i>					<i>Target: One Tiny animal</i>			<i>Caster Level: 7</i>	
Arrow Mind	15	N/A	1 immediate action	1 minute/level [D]	Personal	V,S,M	N/A	Divination	SPELL CO: Pg.15
<i>Effect: Threaten adjacent squares and may make AoO. You do not provoke AoO when using the bow.</i>					<i>Target: You</i>			<i>Caster Level: 7</i>	
Aspect of the Wolf	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.16
<i>Effect: You assume the physical appearance and many of the qualities of a wolf.</i>					<i>Target: You</i>			<i>Caster Level: 7</i>	
Blades of Fire	15	None	1 swift action	1 round	Touch	V	No	Conjuration (Creation) [Fire]	SPELL CO: Pg.31
<i>Effect: Adds 1d8 fire damage to your held weapons.</i>					<i>Target: Up to two melee weapons you are wielding</i>			<i>Caster Level: 7</i>	
Bloodhound	15	N/A	1 standard action	24 hours [D]	Personal	V,S	N/A	Divination	SPELL CO: Pg.34
<i>Effect: Grants second check when tracking on a failed rolled.</i>					<i>Target: You</i>			<i>Caster Level: 7</i>	
Branch to Branch	15	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.38
<i>Effect: Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.</i>					<i>Target: You</i>			<i>Caster Level: 7</i>	
Calm Animals	15	Will negates; see text	1 standard action	1 minute/level	Close (40 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect: Calms 2d4 + 1/level HD of animals.</i>					<i>Target: Animals within 30 ft. of each other</i>			<i>Caster Level: 7</i>	
Camouflage	15	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.43
<i>Effect: Gain +10 circumstance bonus on Hide checks.</i>					<i>Target: You</i>			<i>Caster Level: 7</i>	
Charm Animal	15	Will negates	1 standard action	1 hour/level	Close (40 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect: Makes one animal your friend.</i>					<i>Target: One animal</i>			<i>Caster Level: 7</i>	
Claws of the Bear	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.47
<i>Effect: Your hands become natural weapons that deal 1d8 with each attack.</i>					<i>Target: You</i>			<i>Caster Level: 7</i>	
Climb Walls	15	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.47
<i>Effect: Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 7</i>	
Crabwalk	15	None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SPELL CO: Pg.53
<i>Effect: When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 7</i>	
Dawn	15	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.59
<i>Effect: Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].</i>					<i>Target: All creatures within a 15-ft.-radius burst centered on you</i>			<i>Caster Level: 7</i>	
Deep Breath	15	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SPELL CO: Pg.61
<i>Effect: Your lungs are constantly filled with air for the duration of the spell.</i>					<i>Target: You</i>			<i>Caster Level: 7</i>	
Delay Poison	15	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect: Stops poison from harming subject for 1 hour/level.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 7</i>	
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes/level [D]	Long (680 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect: Detects kinds of animals or plants.</i>					<i>Target: Cone-shaped emanation</i>			<i>Caster Level: 7</i>	
Detect Favord Enemy	15	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S,DF	No	Divination	SPELL CO: Pg.64
<i>Effect: Reveals favored enemies.</i>					<i>Target: Quarter circle emanating from you to the extreme of the range</i>			<i>Caster Level: 7</i>	
Detect Poison	15	None	1 standard action	Instantaneous	Close (40 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect: Detects poison in one creature or small object.</i>					<i>Target: One creature, one object, or a 5-ft. cube</i>			<i>Caster Level: 7</i>	
Detect Snares and Pits	15	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect: Reveals natural or primitive traps.</i>					<i>Target: Cone-shaped emanation</i>			<i>Caster Level: 7</i>	
Easy Trail	15	None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SPELL CO: Pg.76
<i>Effect: Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.</i>					<i>Target: 40-ft. radius emanation centered on you</i>			<i>Caster Level: 7</i>	
Embrace the Wild	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SPELL CO: Pg.79
<i>Effect: 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>					<i>Target: You</i>			<i>Caster Level: 7</i>	
Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect: Exist comfortably in hot or cold environments.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 7</i>	
Enrage Animal	15	None	1 standard action	Concentration +1 round/level	Medium (170 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.81
<i>Effect: Grants +4 morale bonus to Str, Con, Will Saves &amp; -2 penalty to AC to affected animal.</i>					<i>Target: One animal</i>			<i>Caster Level: 7</i>	
Entangle	15	Reflex partial; see text	1 standard action	1 minute/level [D]	Long (680 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>					<i>Target: Plants in a 40-ft.-radius spread</i>			<i>Caster Level: 7</i>	
Guided Shot	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SPELL CO: Pg.108
<i>Effect: No range increment penalties and target denied AC bonus for anything less than total cover.</i>					<i>Target: You</i>			<i>Caster Level: 7</i>	

\* =Domain/Speciality Spell

## Ranger Spells

■■■■■Hawkeye	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SPELL CO: Pg.110
Effect: Increases range increment by 50% and +5 competence bonus on Spot checks.					Target: You			Caster Level: 7	
■■■■■Healing Lorecall	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SPELL CO: Pg.110
Effect: Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.					Target: You			Caster Level: 7	
■■■■■Hide from Animals	15	Will negates (harmless)	1 standard action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
Effect: Animals can't perceive 1 subject/level.					Target: 1 creature/level touched			Caster Level: 7	
■■■■■Horrible Taste	15	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.116
Effect: Animals must save after biting or refuse to bite the subject.					Target: Creature or object touched			Caster Level: 7	
■■■■■Hunters of Hades	15	N/A	1 standard action	1 round	Personal	S	N/A	Transmutation	SPELL CO: Pg.117
Effect: Your next bow attack automatically hits and threatens a critical.					Target: You			Caster Level: 7	
■■■■■Instant Search	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SPELL CO: Pg.124
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			Caster Level: 7	
■■■■■Jump	15	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
Effect: Subject gets bonus on Jump checks.					Target: Creature touched			Caster Level: 7	
■■■■■Lay of the Land	15	N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	N/A	Divination	SPELL CO: Pg.131
Effect: Learn area of 50 miles radius; see text					Target: You			Caster Level: 7	
■■■■■Lightfoot	15	N/A	1 swift	1 round	Personal	V	N/A	Transmutation	SPELL CO: Pg.132
Effect: You don't provoke attacks of opportunity when moving.					Target: You			Caster Level: 7	
■■■■■Living Prints	15	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Divination	SPELL CO: Pg.134
Effect: You perceive tracks as if they had just been made.					Target: You			Caster Level: 7	
■■■■■Longstrider	15	None	1 standard action	1 hour/level [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
Effect: Increases your speed.					Target: You			Caster Level: 7	
■■■■■Low-light Vision	15	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SPELL CO: Pg.134
Effect: Target gains low-light vision.					Target: Creature touched			Caster Level: 7	
■■■■■Magic Fang	15	Will negates (harmless)	1 standard action	1 minute/level	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			Caster Level: 7	
■■■■■Marked Object	15	N/A	1 minute	24 hours/level	Personal	V,S,F	N/A	Divination	SPELL CO: Pg.139
Effect: Track owner of item with +10 Search and Survival; see text.					Target: You			Caster Level: 7	
■■■■■Naturewatch	15	None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SPELL CO: Pg.146
Effect: Same as deathwatch but only functions on plants and animals; see text.					Target: Cone-shaped emanation			Caster Level: 7	
■■■■■Omen of Peril	15	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SPELL CO: Pg.149
Effect: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					Target: You			Caster Level: 7	
■■■■■Pass without Trace	15	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
Effect: 1 subject/level leaves no tracks.					Target: 1 creature/level touched			Caster Level: 7	
■■■■■Ram's Might	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.166
Effect: Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					Target: You			Caster Level: 7	
■■■■■Rapid Burrowing	15	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.166
Effect: Improves existing burrow speed by 20 ft.					Target: Creature touched			Caster Level: 7	
■■■■■Read Magic	15	None	1 standard action	10 minutes/level	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 7	
■■■■■Remove Scent	15	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SPELL CO: Pg.173
Effect: Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.					Target: Creature touched			Caster Level: 7	
■■■■■Resist Energy	15	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 20 points of damage/attack from specified energy type.					Target: Creature touched			Caster Level: 7	
■■■■■Resist Planar Alignment	15	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: Grants limited protection from a plane's alignment traits; see text.					Target: Creature touched			Caster Level: 7	
■■■■■Rhino's Rush	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.176
Effect: Subject's charge attack deals double damage of first attack.					Target: You			Caster Level: 7	
■■■■■Scent	15	None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.180
Effect: Bestows Scent ability with all the same powers.					Target: Creature touched			Caster Level: 7	
■■■■■Smell of Fear	15	Will negates	1 standard action	1 minute/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.193
Effect: Bestow target with an aroma that attracts predatory animals that prefer to attack the target with +1 bonus per three caster levels [max +3].					Target: Creature touched			Caster Level: 7	
■■■■■Sniper's Shot	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SPELL CO: Pg.194
Effect: 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.					Target: You			Caster Level: 7	
■■■■■Snowshoes	15	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
Effect: Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					Target: Creature touched			Caster Level: 7	
■■■■■Speak with Animals	15	None	1 standard action	1 minute/level	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
Effect: You can communicate with animals.					Target: You			Caster Level: 7	
■■■■■Stalking Brand	15	None	1 standard action	24 hours/level	Close (40 ft.)	S	Yes	Transmutation	SPELL CO: Pg.204
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: One creature			Caster Level: 7	
■■■■■Summon Nature's Ally I	15	None	1 round	1 round/level [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.					Target: One summoned creature			Caster Level: 7	
* =Domain/Speciality Spell									



## Ranger Spells

☐☐☐☐☐ Surefoot	15	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Abjuration	SPELL CO: 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	15	None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SPELL CO: 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 (Glamour)	SPELL CO: 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 action	1 hour/level	Touch	V,S	Yes	Transmutation	SPELL CO: 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	SPELL CO: 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 action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SPELL CO: 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 action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: 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 action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SPELL CO: Pg.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
☐☐☐☐☐ Barkskin	16	None	1 standard action	10 minutes/level	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 action	1 minute/level	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
☐☐☐☐☐ Briar Web	16	None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,DF	No	Transmutation	SPELL CO: 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 action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SPELL CO: 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 action	10 minutes/level	Medium (170 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: 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 action	1 minute/level	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
☐☐☐☐☐ Cure Light Wounds	16	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 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
☐☐☐☐☐ Curse of Impending Blades	16	None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,M/DF	Yes	Necromancy	SPELL CO: 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 action	10 minutes/level [D]	Medium (170 ft.)	V,S	Yes [object]	Transmutation	SPELL CO: 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 action	1 minute/level	Touch	V,S	Yes [harmless,object]	Transmutation	SPELL CO: 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 action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: 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 action	1d4 rounds	Personal	V	N/A	Transmutation	SPELL CO: 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 action	1 round/level [D]; see text	Medium (170 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 1 round/level.					<i>Target:</i> One animal			<i>Caster Level:</i> 7	
☐☐☐☐☐ Jagged Tooth	16	Will negates [harmless]	1 standard action	10 minutes/level	Close (40 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: 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 action	1 round	Personal	V	N/A	Transmutation	SPELL CO: 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 action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SPELL CO: 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 action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SPELL CO: 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 action	1 hour/level	Personal	V,S	N/A	Transmutation	SPELL CO: 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	
☐☐☐☐☐ Owl's Wisdom	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
☐☐☐☐☐ Protection from Energy	16	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
☐☐☐☐☐ Snare	16	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Creates a magic booby trap.					<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level			<i>Caster Level:</i> 7	

\* =Domain/Specialty Spell

## Ranger Spells

□□□□□ Speak with Plants	16	None	1 standard action	1 minute/level	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can talk to normal plants and plant creatures.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□ Spike Growth	16	Reflex partial	1 standard action	1 hour/level [D]	Medium (170 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level			<i>Caster Level:</i> 7	
□□□□□ Summon Nature's Ally II	16	None	1 round	1 round/level [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	
□□□□□ Train Animal	16	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SPELL CO: Pg.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.					<i>Target:</i> Animal touched			<i>Caster Level:</i> 7	
□□□□□ Tremorsense	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F/DF	N/A	Transmutation	SPELL CO: 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.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□ Wind Wall	16	None; see text	1 standard action	1 round/level	Medium (170 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]			<i>Caster Level:</i> 7	

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Align Fang, Mass	17	Will negates [harmless]	1 standard action	1 minute/level	Close (40 ft.)	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.9
<i>Effect:</i> Same as algin fang, but on multiple creatures.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 7	
□□□□□ Arrow Storm	17	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SPELL CO: Pg.16
<i>Effect:</i> Attack 1 opponent/level within range of your bow.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□ Blade Storm	17	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SPELL CO: Pg.30
<i>Effect:</i> Make an attack at every creature within reach; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□ Blade Thirst	17	None [object]	1 swift action	1 round/level	Touch	V	Yes [object]	Transmutation	SPELL CO: Pg.31
<i>Effect:</i> Grants weapon +3 enhancement and sheds light like a torch.					<i>Target:</i> One slashing weapon			<i>Caster Level:</i> 7	
□□□□□ Bottle of Smoke	17	None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SPELL CO: Pg.37
<i>Effect:</i> Creates a steed made of smoke.					<i>Target:</i> One smoky, horselike creature			<i>Caster Level:</i> 7	
□□□□□ Burrow, Mass	17	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.41
<i>Effect:</i> Same as Burrow, except effects multiple creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
□□□□□ Charge of the Triceratops	17	Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SPELL CO: 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.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
□□□□□ Command Plants	17	Will negates	1 standard action	1 day/level	Close (40 ft.)	V	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Sway the actions of one or more plant creatures.					<i>Target:</i> Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
□□□□□ Cure Moderate Wounds	17	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 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□ Curse of Impending Blades, Mass	17	None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,M/DF	Yes	Necromancy	SPELL CO: Pg.57
<i>Effect:</i> -2 penalty to AC to all creatures.					<i>Target:</i> Enemies in a 20-ft.-radius burst			<i>Caster Level:</i> 7	
□□□□□ Darkvision	17	Will negates (harmless)	1 standard action	1 hour/level	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> See 60 ft. in total darkness.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□ Decoy Image	17	Will disbelief; see text	1 round	8 hours [D]	Long (680 ft.)	V,S	No	Illusion (Figment)	SPELL CO: Pg.61
<i>Effect:</i> Create duplicates of yourself and allies complete with smell, sound, visual, etc.					<i>Target:</i> Figment that mimics you and all allies within 50 ft. of you			<i>Caster Level:</i> 7	
□□□□□ Diminish Plants	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reduces size or blights growth of normal plants.					<i>Target:</i> See text			<i>Caster Level:</i> 7	
□□□□□ Find the Gap	17	N/A	1 standard action	1 round/level	Personal	V	N/A	Divination	SPELL CO: Pg.91
<i>Effect:</i> Your first attack each round acts as a touch attack.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□ Forestfold	17	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.98
<i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□ Heal Animal Companion	17	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.110
<i>Effect:</i> Functions as heal, except it only affects your animal companion.					<i>Target:</i> One item of a volume no greater than 10 cu. ft./level; see text			<i>Caster Level:</i> 7	
□□□□□ Magic Fang, Greater	17	Will negates (harmless)	1 standard action	1 hour/level	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.					<i>Target:</i> One living creature			<i>Caster Level:</i> 7	
□□□□□ Mark of the Hunter	17	Will negates	1 standard action	1 minute/level	Medium (170 ft.)	V,S,M	Yes	Divination	SPELL CO: Pg.138
<i>Effect:</i> Gain +4 to your favored enemy bonuses against target; see text.					<i>Target:</i> One creature, which must be a favored enemy			<i>Caster Level:</i> 7	
□□□□□ Nature's Rampart	17	None	10 minutes	Instantaneous	Medium (170 ft.)	V,S,F	No	Transmutation	SPELL CO: Pg.146
<i>Effect:</i> Shapes natural setting into a formidable defense.					<i>Target:</i> Structure up to 40 ft. square			<i>Caster Level:</i> 7	
□□□□□ Neutralize Poison	17	Will negates (harmless, object)	1 standard action	10 minutes/level	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.					<i>Target:</i> Creature or object of up to 1 cu. ft./level. touched			<i>Caster Level:</i> 7	
□□□□□ Phantasmal Decoy	17	Will disbelief [if interacted with]	1 standard action	1 round/level	Medium (170 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SPELL CO: Pg.155
<i>Effect:</i> Create an illusion of a hated enemy.					<i>Target:</i> One living creature			<i>Caster Level:</i> 7	
□□□□□ Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Grows vegetation, improves crops.					<i>Target:</i> See text			<i>Caster Level:</i> 7	
□□□□□ Reduce Animal	17	None	1 standard	1 hour/level [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf

\* =Domain/Specialty Spell

## Ranger Spells

<i>Effect:</i> Shrinks one willing animal.					action					<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size <i>Caster Level:</i> 7				
Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf					
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched					<i>Caster Level:</i> 7				
Repel Vermin	17	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf					
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you					<i>Caster Level:</i> 7				
Safe Clearing	17	Will negates; see text	10 minutes	1 hour/level	30 ft.	V,S	Yes	Abjuration	SPELL CO: Pg.179					
<i>Effect:</i> Creates an area safe from attack like sanctuary spell; see text					<i>Target:</i> 30-ft.-radius emanation					<i>Caster Level:</i> 7				
Snowshoes, Mass	17	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (40 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194					
<i>Effect:</i> Same as Snowshoes, except as noted.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart					<i>Caster Level:</i> 7				
Summon Nature's Ally III	17	None	1 round	1 round/level [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				
Tree Shape	17	None	1 standard action	1 hour/level [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf					
<i>Effect:</i> You look exactly like a tree for 1 hour/level.					<i>Target:</i> You					<i>Caster Level:</i> 7				
Water Walk	17	Will negates (harmless)	1 standard action	10 minutes/level [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf					
<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> One touched creature/level					<i>Caster Level:</i> 7				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	18	Fortitude negates	1 standard action	1 minute/level	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 one animal/per two levels [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	SPELL CO: Pg.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a bullette.					<i>Target:</i> You				
Commune with Nature	18	None	10 minutes	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Learn about terrain for one mile/level.					<i>Target:</i> You				
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 +1/level [max +15] damage.					<i>Target:</i> Creature touched				
Deeper Darkvision	18	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation	SPELL CO: Pg.62
<i>Effect:</i> The subject gains the ability to see 90 feet in total darkness.					<i>Target:</i> Creature touched				
Foebane	18	Will negates [harmless,object]	1 standard action	1 round/level [D]	Touch	V,S	Yes [harmless,object]	Evocation	SPELL CO: Pg.96
<i>Effect:</i> Create +5 magic weapon with additional 2d6 points of damage; see text.					<i>Target:</i> Weapon touched				
Freedom of Movement	18	Will negates (harmless)	1 standard action	10 minutes/level	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				
Implacable Pursuer	18	Will negates; see text	1 minute	1 hour/level [D]	Long (680 ft.)	V,S	Yes	Divination	SPELL CO: Pg.120
<i>Effect:</i> Gives direction and distance any time the target moves 10 ft.					<i>Target:</i> One creature				
Land Womb	18	Will negates	1 standard action	10 minutes/level [D]	Touch	V,S	Yes	Abjuration	SPELL CO: 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				
Magic Fang, Superior	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SPELL CO: 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				
Nondetection	18	Will negates (harmless, object)	1 standard action	1 hour/level	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				
Planar Tolerance	18	None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: 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				
Snakebite	18	N/A	1 standard action	1 round/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.					<i>Target:</i> You				
Summon Nature's Ally IV	18	None	1 round	1 round/level [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				
Surefooted Stride, Mass	18	None	1 standard action	1 minute/level	Close (40 ft.)	V,S	No	Transmutation	SPELL CO: 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				
Swamp Stride	18	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SPELL CO: Pg.217
<i>Effect:</i> As tree stride, instead you use pools of water.					<i>Target:</i> You				
Tree Stride	18	None	1 standard action	1 hour/level 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				
Wild Runner	18	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: 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: