

Andúnë Anwamanë

CHARACTER NAME

Ranger 10

CLASS

10 / 9

105000 / 155000

Character Level / CR

EXP / NEXT LEVEL

Huntress

PLAYER NAME

Elf

RACE

Medium / 5 ft.

SIZE / FACE

5' 10"

HEIGHT

118 lbs.

WEIGHT

Gold, Braided

HAIR

130 (02-04-2012)

Female

GENDER

AGE

EYES

None

REGION

Neutral Good

ALIGNMENT

Low-light

VISION

POINTS

None

REGION

Neutral Good

ALIGNMENT

Low-light

VISION

POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10	12	+1		
DEX Dexterity	18	20	+5		
CON Constitution	11		+0		
INT Intelligence	10		+0		
WIS Wisdom	14		+2		
CHA Charisma	10		+0		

HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED								
hit points	110							Walk 30 ft.								
armor class	28	22	19	10	8	0	5	0	1	3	1	0	15	-1	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+11		+5		+6
BASE ATTACK		bonus		+10/+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +2 vs. enchantment spells and effects
FORTITUDE (constitution)	+7	+7	+0	+0	+0	+0		
REFLEX (dexterity)	+12	+7	+5	+0	+0	+0		
WILL (wisdom)	+5	+3	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+11/+6	+10/+5	+1	+0	+0	+0	
RANGED attack bonus	+15/+10	+10/+5	+5	+0	+0	+0	
CMB attack bonus	+11/+6	+10/+5	+1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+11/+6	+11/+6	+11/+6	+11/+6	+11	+11
Defense	30	30	30	30	30	30

*Curve Blade +3 (Elven/Mithral)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	15-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
2H	+18/+13	1d10+4	2W-OH		N/A	N/A
Special Properties 30 hp/inch, hardness 15						

*Gauntlet		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+15/+10	1d3+1	2W-P-(OH)		+9/+4	1d3+1
1H-O	+11/+6	1d3	2W-P-(OL)		+11/+6	1d3+1
2H	+15/+10	1d3+1	2W-OH		+7	1d3

\*: 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 +2 (Mithral)	Light	+8	+5	-1	15
30 hp/inch, hardness 15					
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +3		+3		+0	0

TOTAL SKILLPOINTS: 60		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	4	=	5			+ -1
✓	Appraise	INT	0	=	0			
✓	Bluff	CHA	0	=	0			
✓	Climb	STR	0	=	1			+ -1
✓	Craft (Untrained)	INT	0	=	0			
✓	Diplomacy	CHA	0	=	0			
✓	Disguise	CHA	0	=	0			
✓	Escape Artist	DEX	4	=	5			+ -1
✓	Fly	DEX	4	=	5			+ -1
✓	Heal	WIS	2	=	2			
✓	Intimidate	CHA	0	=	0			
	Knowledge (Geography)	INT	13	=	0	+ 10	+ 3	
	Knowledge (Nature)	INT	14	=	0	+ 10	+ 4	
✓	Perception	WIS	17	=	2	+ 10	+ 5	
✓	Perform (Untrained)	CHA	0	=	0			
✓	Ride	DEX	17	=	5	+ 10	+ 2	
✓	Sense Motive	WIS	2	=	2			
✓	Stealth	DEX	17	=	5	+ 10	+ 2	
✓	Survival	WIS	17	=	2	+ 10	+ 5	
✓	Survival (Follow or identify tracks)	WIS	22	=	2	+ [10]	+ 10	
✓	Swim	STR	0	=	1			+ -1
				=	+	+		
				=	+	+		

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Breastplate +2 (Mithral)</b>	Equipped	1	15.0	8200.0
30 hp/inch, hardness 15				
<b>Amulet of Natural Armor +1</b>	Equipped	1	0.02	2000.0
<b>Belt of Physical Might (STR/DEX) +2</b>	Equipped	1	1.0	10000.0
<b>Curve Blade +3 (Elven/Mithral)</b>	Equipped	1	3.5	21580.0
30 hp/inch, hardness 15				
<b>Hat of Disguise</b>	Equipped	1	0.02	1800.0
<b>Ring of Protection +3</b>	Equipped	1	0.0	18000.0
Gauntlet	Equipped	1	1.0	0.0
TOTAL WEIGHT CARRIED/VALUE			20.54 lbs.	61580.0 gp

WEIGHT ALLOWANCE			
Light	43	Medium	86
Lift over head	130	Lift off ground	260
		Heavy	130
		Push / Drag	650

LANGUAGES	
Common, Elven	

Traits	
<b>Child of Nature (Gozreh)</b>	[PFAPG, p.333]
You have been blessed by Gozreh to be as comfortable in the wilderness as you are at home. You gain a +2 trait bonus on Survival checks to find food and water, and a +1 trait bonus on Knowledge (nature) checks. One of these skills (your choice) is always a class skill for you.	
<b>Warrior of Old</b>	[PFAPG, p.331]
As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble.	

Special Attacks	
<b>Favored Enemy (Humanoid (Dwarf)) (Ex)</b>	[PFCR, p.64]
You gain a +2 bonus on Attack rolls, Damage roll and skill checks against dwarves.	
<b>Favored Enemy (Humanoid (Human)) (Ex)</b>	[PFCR, p.64]
You gain a +4 bonus on Attack rolls, Damage roll and skill checks against humans.	
<b>Favored Enemy (Humanoid (Orc)) (Ex)</b>	[PFCR, p.64]
You gain a +4 bonus on Attack rolls, Damage roll and skill checks against orcs.	

Special Qualities	
<b>Elven Immunities (Ex)</b>	[PFCR, p.22]
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
<b>Elven Magic (Ex)</b>	[PFCR, p.22]
Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.	
<b>Evasion (Ex)</b>	[PFCR]
You can avoid damage from many area-effect attacks.	
<b>Favored Terrain (Forest) (Ex)</b>	[PFCR, p.65]
You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks, Initiative checks and cannot be tracked in forest terrain	
<b>Favored Terrain (Mountain) (Ex)</b>	[PFCR, p.65]
You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks, Initiative checks and cannot be tracked in mountain terrain	
<b>Hunting Companions (Ex)</b>	[PFCR, p.66]
You form a powerful band with your companions.	
<b>Keen Senses (Ex)</b>	[PFCR, p.22]
Elves receive a +2 bonus on Perception skill checks.	
<b>Swift Tracker (Ex)</b>	[PFCR, p.67]
You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty.	
<b>Track (Ex)</b>	[PFCR, p.64]
You gain +5 to Survival checks made to follow or identify tracks.	
<b>Weapon Familiarity (Ex)</b>	[PFCR, p.22]
Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.	
<b>Wild Empathy (Ex)</b>	[PFCR, p.50/64]
You can improve the attitude of an animal.	
<b>Woodland Stride (Ex)</b>	[PFCR]
You may move through any sort of magical undergrowth at your normal speed and without taking damage or suffering any other impairment.	

Feats	
<b>Dodge</b>	[PFCR, p.122]
Your training and reflexes allow you to react swiftly to avoid an opponent's attack.	
<b>Improved Critical (Curve Blade (Elven))</b>	[PFCR, p.127]
Attacks made with your chosen weapon are quite deadly.	
<b>Improved Initiative</b>	[PFCR, p.127]
Your quick reflexes allow you to react quickly to danger.	
<b>Lunge</b>	[PFCR, p.130]
You can strike foes that would normally be out of reach.	
<b>Weapon Finesse</b>	[PFCR, p.136]
You are trained in using your agility in melee combat, as opposed to brute strength.	
<b>Armor Proficiency, Light</b>	[PFCR, p.118]
You are skilled at wearing light armor.	
<b>Armor Proficiency, Medium</b>	[PFCR, p.118]
You are skilled at wearing medium armor.	
<b>Endurance</b>	[PFCR, p.112]
Harsh conditions or long exertions do not easily tire you.	
<b>Martial Weapon Proficiency</b>	[PFCR, p.130]
You understand how to use your martial weapons in combat.	
<b>Shield Proficiency</b>	[PFCR, p.133]
You are trained in how to properly use a shield.	
<b>Simple Weapon Proficiency</b>	[PFCR, p.133]
You are trained in the use of basic weapons.	
<b>Cleave (Granted)</b>	[PFCR, p.119]
You can strike two adjacent foes with a single swing.	
<b>Furious Focus (Granted)</b>	[PFAPG, p.161]
Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.	
<b>Power Attack (Granted)</b>	[PFCR, p.131]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	

PROFICIENCIES	
Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Curve Blade (Elven), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Pilum, Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sword (Bastard), Sword (Short), Sword Cane, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer	

TEMPLATES	
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Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	3	2	—	—
Concentration	+9				

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>Alarm</div> <div>School: Abjuration</div> <div>Effect: Alarm creates a subtle ward on an area you select.</div>	SR: No	1 standard action	14 hours [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.240
<div>Animal Messenger</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: You compel a Tiny animal to go to a spot you designate.</div>	DC: 13, None; see text SR: Yes	1 minute	1 day/level	Close (40 ft.)	V, S, M	PFCR: p.241
<div>Ant Haul</div> <div>School: Transmutation</div> <div>Effect: Triples carrying capacity of a creature.</div>	DC: 13, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	14 hours	Touch	V, S, M/DF (a small pulley)	PFAPG: p.202
<div>Aspect of the Falcon</div> <div>School: Transmutation (Polymorph)</div> <div>Effect: Gives bonuses on Perception checks and ranged attacks.</div>	SR:	1 standard action	7 minutes	Personal	V, S, DF	PFAPG: p.203
<div>Call Animal</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Makes an animal come to you.</div>	SR: None	1 standard action	7 hours [D]	see description	V, S, DF	PFAPG: p.209
<div>Calm Animals</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: This spell soothes and quiets animals, rendering them docile and harmless.</div>	DC: 13, Will negates SR: Yes	1 standard action	7 minutes	Close (40 ft.)	V, S	PFCR: p.252
<div>Charm Animal</div> <div>School: Enchantment (Charm) [Mind-Affecting]</div> <div>Effect: This spell functions like charm person, except that it affects a creature of the animal type.</div>	DC: 13, Will negates SR: Yes	1 standard action	7 hours	Close (40 ft.)	V, S	PFCR: p.254
<div>Cloak of Shade</div> <div>School: Abjuration</div> <div>Effect: Reduces effects of sun exposure and heat.</div>	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	7 hours [D]	Touch	V, S, M (a leaf from a shade tree)	PFAPG: p.211
<div>Dancing Lantern</div> <div>School: Transmutation [Fire, Light]</div> <div>Effect: Animates a lantern that follows you.</div>	SR: No	1 standard action	7 hours [D]	Touch	V, S, F (a lantern)	PFAPG: p.214
<div>Delay Poison</div> <div>School: Conjururation (Healing)</div> <div>Effect: The subject becomes temporarily immune to poison.</div>	DC: 13, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	7 hours	Touch	V, S, DF	PFCR: p.265
<div>Detect Aberration</div> <div>School: Divination</div> <div>Effect: Reveals presence of aberrations.</div>	SR: No	1 standard action	concentration, up to 70 minutes [D]	Long (680 ft.)	V, S	PFAPG: p.215
<div>Detect Animals or Plants</div> <div>School: Divination</div> <div>Effect: You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.</div>	SR: No	1 standard action	Concentration, up to 70 minutes [D]	Long (680 ft.)	V, S	PFCR: p.266
<div>Detect Poison</div> <div>School: Divination</div> <div>Effect: You determine whether a creature, object, or area has been poisoned or is poisonous.</div>	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.268
<div>Detect Snares and Pits</div> <div>School: Divination</div> <div>Effect: You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.</div>	SR: No	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S	PFCR: p.268
<div>Endure Elements</div> <div>School: Abjuration</div> <div>Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.</div>	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S	PFCR: p.277
<div>Entangle</div> <div>School: Transmutation</div> <div>Effect: This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area.</div>	DC: 13, Reflex partial; see text SR: No	1 standard action	7 minutes [D]	Long (680 ft.)	V, S, DF	PFCR: p.278
<div>Feather Step</div> <div>School: Transmutation</div> <div>Effect: Ignore movement penalty in difficult terrain.</div>	DC: 13, Fortitude negates (harmless) SR: Yes	1 standard action	70 minutes	Close (40 ft.)	V, S	PFAPG: p.221
<div>Glide</div> <div>School: Transmutation</div> <div>Effect: You take no falling damage, move 60 ft./round while falling.</div>	SR:	1 standard action	until landing or 7 minutes [D]	Personal	V, S, M/DF (a leaf )	PFAPG: p.225
<div>Gravity Bow</div> <div>School: Transmutation</div> <div>Effect: Arrows do damage as though one size category bigger.</div>	SR:	1 standard action	7 minutes [D]	Personal	V, S	PFAPG: p.226
<div>Hide from Animals</div> <div>School: Abjuration</div> <div>Effect: Animals cannot sense the warded creatures.</div>	DC: 13, Will negates (harmless) SR: Yes	1 standard action	70 minutes [D]	Touch	S, DF	PFCR: p.296
<div>Hunter's Howl</div> <div>School: Necromancy [Fear, Mind-Affecting]</div> <div>Effect: Treat enemies as favored for 7 rounds.</div>	DC: 13, Will negates Spell Resistance none SR:	1 standard action	7 rounds	20 ft.	V, S	PFAPG: p.228
<div>Jump</div> <div>School: Transmutation</div> <div>Effect: The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.</div>	DC: 13, Will negates (harmless) SR: Yes	1 standard action	7 minutes [D]	Touch	V, S, M	PFCR: p.303
<div>Keen Senses</div> <div>School: Transmutation</div> <div>Effect: Subject gains +2 Perception, low-light vision.</div>	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	7 minutes [D]	Touch	V, M/DF (a hawk's feather)	PFAPG: p.230
<div>Lead Blades</div> <div>School: Transmutation</div> <div>Effect: Melee weapons damage as if one size bigger.</div>	SR:	1 standard action	7 minutes [D]	Personal	V, S	PFAPG: p.230
<div>Longstrider</div> <div>School: Transmutation</div> <div>Effect: This spell gives you a +10 foot enhancement bonus to your base speed.</div>	SR:	1 standard action	7 hours [D]	Personal	V, S, M	PFCR: p.305
<div>Magic Fang</div> <div>School: Transmutation</div> <div>Effect: Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls.</div>	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	7 minutes	Touch	V, S, DF	PFCR: p.308
<div>Negate Aroma</div> <div>School: Transmutation</div> <div>Effect: Subject cannot be tracked by scent.</div>	DC: 13, Fortitude negates SR: Yes	1 standard action	7 hours [D]	Close (40 ft.)	V, S, M/DF (a pinch of alum)	PFAPG: p.234
<div>Pass without Trace</div> <div>School: Transmutation</div> <div>Effect: The subject or subjects of this spell do not leave footprints or a scent trail while moving.</div>	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	7 hours [D]	Touch	V, S, DF	PFCR: p.318
<div>Read Magic</div> <div>School: Divination</div>	SR:	1 standard action	70 minutes	Personal	V, S, F	PFCR: p.330
			<div>Target: You</div> <div>* =Domain/Speciality Spell</div>			

# Ranger Spells

Effect: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.

Residual Tracking		1 minute	Instantaneous	Touch	V, S, M (a bit of plaster)	PFAPG: p.238
School: Divination	SR: No	Target: footprint touched			Caster Level: 7	Concentration: +9
Effect: Tell creature's appearance by footprint.						
Resist Energy	DC: 13, Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	PFCR: p.334
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level: 7	Concentration: +9
Effect: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.						
Speak with Animals		1 standard action	7 minutes	Personal	V, S	PFCR: p.346
School: Divination	SR:	Target: You			Caster Level: 7	Concentration: +9
Effect: You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.						
Summon Nature's Ally I		1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	PFCR: p.354
School: Conjuration (Summoning)	SR: No	Target: One summoned creature			Caster Level: 7	Concentration: +9
Effect: This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant].						
Tireless Pursuit		1 standard action	7 hours [D]	Personal	V, S, M (a hard biscuit)	PFAPG: p.249
School: Transmutation	SR:	Target: You			Caster Level: 7	Concentration: +9
Effect: Ignore fatigue while hustling.						

## LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Accelerate Poison	DC: 14, Fortitude negates	1 standard action	Instantaneous	Touch	V, S, M (a thorn)	PFAPG: p.201
School: Transmutation	SR: Yes	Target: creature touched			Caster Level: 7	Concentration: +9
Effect: Hastens targeted poison's onset						
Allfood	DC: 14, Will negates (object)	1 standard action	Instantaneous	Touch	V, S, M (a pinch of salt and pepper)	PFAPG: p.201
School: Transmutation	SR: Yes (object)	Target: object touched, weighing up to 35 lbs.			Caster Level: 7	Concentration: +9
Effect:						
Arrow Eruption		1 standard action	Instantaneous	Long (680 ft.)	V, S, M (arrow or crossbow bolt)	PFAPG: p.202
School: Conjuration (Creation)	SR: Yes	Target: 30-ft.-radius burst			Caster Level: 7	Concentration: +9
Effect: Creates duplicates of killing arrow.						
Aspect of the Bear		1 standard action	7 minutes	Personal	V, S, DF	PFAPG: p.203
School: Transmutation (Polymorph)	SR:	Target: You			Caster Level: 7	Concentration: +9
Effect: +2 AC and combat maneuver rolls.						
Barkskin		1 standard action	70 minutes	Touch	V, S, DF	PFCR: p.246
School: Transmutation	SR: Yes (harmless)	Target: Living creature touched			Caster Level: 7	Concentration: +9
Effect: Barkskin toughens a creature's skin granting a +3 enhancement bonus to the creature's existing natural armor bonus.						
Bear's Endurance	DC: 14, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	PFCR: p.246
School: Transmutation	SR: Yes	Target: Creature touched			Caster Level: 7	Concentration: +9
Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.						
Bloodhound		1 standard action	7 hours	Personal	V, S, M (a drop of blood and a pinch of cinnamon)	PFAPG: p.206
School: Transmutation	SR:	Target: You			Caster Level: 7	Concentration: +9
Effect: Gives caster the scent special ability.						
Campfire Wall		1 standard action	14 hours; see below [D]	Close (40 ft.)	V, S, M/DF (ash made from burnt thorns)	PFAPG: p.210
School: Evocation [Fire, Light]	SR: Yes	Target: 20-ft.-radius sphere centered on fire source			Caster Level: 7	Concentration: +9
Effect: Creates a shelter around a campfire.						
Cat's Grace	DC: 14, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	PFCR: p.252
School: Transmutation	SR: Yes	Target: Creature touched			Caster Level: 7	Concentration: +9
Effect: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.						
Chameleon Stride		1 standard action	7 minutes	Personal	V, S, DF	PFAPG: p.210
School: Illusion (Glamour)	SR:	Target: You			Caster Level: 7	Concentration: +9
Effect: Gives a +4 bonus on Stealth checks and concealment.						
Create Treasure Map		1 hour	Instantaneous	Touch	V, S, M (powdered metal and rare inks worth 100 gp)	PFAPG: p.214
School: Divination	SR: No	Target: one dead creature			Caster Level: 7	Concentration: +9
Effect: Creates treasure map out of a creature's corpse.						
Cure Light Wounds	DC: 14, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touched			Caster Level: 7	Concentration: +9
Effect: When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.						
Eagle Eye		1 minute	7 minutes [D]	Long (680 ft.)	V, S, DF	PFAPG: p.217
School: Divination	SR: No	Target: magical sensor			Caster Level: 7	Concentration: +9
Effect: Creates a magical sensor high above you.						
Guiding Star		1 minute	7 days [D]	Personal	V, S, M (a spool of thread or string)	PFAPG: p.226
School: Divination	SR:	Target: You			Caster Level: 7	Concentration: +9
Effect: Know approximate distance from where you cast this spell.						
Hide Campsite	DC: 14, Will disbelief (if interacted with)	10 minutes	14 hours [D]	Close (40 ft.)	V, S, M (a sprig of mistletoe, and a vial of quicksilver)	PFAPG: p.227
School: Illusion (Glamour)	SR: No	Target: one 20-ft. cube			Caster Level: 7	Concentration: +9
Effect: Hides all traces of your campsite.						
Hold Animal	DC: 14, Will negates; see text		7 rounds [D]; see text		V, S	PFCR: p.296
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One animal			Caster Level: 7	Concentration: +9
Effect: This spell functions like hold person, except that it affects an animal instead of a humanoid.						
Hunter's Eye		1 standard action	7 minutes	Medium (170 ft.)	V, S, DF	PFAPG: p.228
School: Divination	SR: Yes	Target: one creature			Caster Level: 7	Concentration: +9
Effect: +20 on Perception checks to locate a target.						
Lockjaw	DC: 14, Fortitude negates (harmless)	1 standard action	7 rounds	Touch	V, S, M (sticky tree gum)	PFAPG: p.232
School: Transmutation	SR: Yes (harmless)	Target: creature touched			Caster Level: 7	Concentration: +9
Effect: Gives creature grab ability with a natural attack.						
Owl's Wisdom	DC: 14, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	PFCR: p.318
School: Transmutation	SR: Yes	Target: Creature touched			Caster Level: 7	Concentration: +9
Effect: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.						
Perceive Cues		1 standard action	70 minutes	Personal	V, S, M (a drop of water)	PFAPG: p.235
School: Transmutation	SR:	Target: You			Caster Level: 7	Concentration: +9
Effect: +5 Perception and Sense Motive 10 min./level.						
Protection from Energy	DC: 14, Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	PFCR: p.327
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level: 7	Concentration: +9
Effect: Protection from energy grants temporary immunity to the type of energy you specify when you cast it.						
Protective Spirit		1 standard action	7 rounds	Personal	V, S, DF	PFAPG: p.237
School: Conjuration (Creation)	SR:	Target: You			Caster Level: 7	Concentration: +9
Effect: Protects from attacks of opportunity.						
Slipstream	DC: 14, Reflex negates (harmless)	1 standard action	70 minutes [D]	Touch	V, S, M/DF (a few drops of oil and water)	PFAPG: p.244
School: Conjuration (Creation) [Water]	SR: No	Target: creature touched			Caster Level: 7	Concentration: +9
Effect: Wave boosts creature's speed.						
Snare		3 rounds	Until triggered or broken	Touch	V, S, DF	PFCR: p.344
School: Transmutation	SR: No	Target: Touched nonmagical circle of vine, rope, or thong with a 16ft. diameter			Caster Level: 7	Concentration: +9
		* =Domain/Specialty Spell				

Ranger Spells

<i>Effect:</i> This spell enables you to make a snare that functions as a magic trap.						
□□□□□ Speak with Plants		1 standard action	7 minutes	Personal	V, S	PFCR: p.346
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 7	<i>Concentration:</i> +9
<i>Effect:</i> You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them.						
□□□□□ Spike Growth	<b>DC: 14, Reflex partial</b>	1 standard action	7 hours [D]	Medium (170 ft.)	V, S, DF	PFCR: p.347
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> 7 20-ft. squares			<i>Caster Level:</i> 7	<i>Concentration:</i> +9
<i>Effect:</i> Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.						
□□□□□ Stone Call		1 standard action	7 rounds	Medium (170 ft.)	V, S, DF	PFAPG: p.247
<i>School:</i> Conjunction (Creation) [Earth]	<i>SR:</i> No	<i>Target:</i> cylinder 40			<i>Caster Level:</i> 7	<i>Concentration:</i> +9
<i>Effect:</i> 2d6 damage to all creatures in area.						
□□□□□ Summon Nature's Ally II		1 round	7 rounds [D]	Close (40 ft.)	V, S, DF	PFCR: p.354
<i>School:</i> Conjunction (Summoning)	<i>SR:</i> No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 7	<i>Concentration:</i> +9
<i>Effect:</i> This spell functions as summon nature's ally I, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.						
□□□□□ Versatile Weapon	<b>DC: 14, Will negates (harmless, object)</b>	1 standard action	7 minutes	Close (40 ft.)	V, S, M (iron filings)	PFAPG: p.254
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> one weapon or 50 projectiles, all of which must be together at the time of casting			<i>Caster Level:</i> 7	<i>Concentration:</i> +9
<i>Effect:</i> Weapon bypasses some DR.						
□□□□□ Wind Wall	<b>DC: 14, None; see text</b>	1 standard action	7 rounds	Medium (170 ft.)	V, S, M/DF	PFCR: p.370
<i>School:</i> Evocation [Air]	<i>SR:</i> Yes	<i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S]			<i>Caster Level:</i> 7	<i>Concentration:</i> +9
<i>Effect:</i> An invisible vertical curtain of wind appears.						
* =Domain/Speciality Spell						

Andúnë Anwamanë



Elf
RACE
130
AGE
Female
GENDER
Low-light
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 10"
HEIGHT
118 lbs.
WEIGHT
Hazel
EYE COLOUR
Light
SKIN COLOUR
Gold, Braided
HAIR
The Unknown
PHOBIAS
Charming, Insightful
PERSONALITY TRAITS
Dragons
INTERESTS
Lilting, Why is that?
SPOKEN STYLE
Tower
RESIDENCE
Barrok's Tower
LOCATION
None
REGION

Description:

Biography:

Elf Maiden. Wears typical attire of the dragon riders.