

Filia

CHARACTER NAME

d8E 2, Ranger

CLASS

2

Character Level

1000 / 3000

EXP / NEXT LEVEL

ABILITY NAME

STR

Strength

16

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

+3

ABILITY DAMAGE

PENALTY

DEX

Dexterity

20

+5

CON

Constitution

14

+2

INT

Intelligence

17

+3

WIS

Wisdom

17

+3

CHA

Charisma

13

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+1

+

+5

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+4

=

+6

+

+3

+

+0

+

-5

+

+0

+

RANGED

attack bonus

+6

=

+6

+

+5

+

+0

+

-5

+

+0

+

GRAPPLE

attack bonus

+4

=

+6

+

+3

+

+0

+

-5

+

+0

+

*Longbow (Strength/Bonded)

HAND

TYPE

SIZE

CRITICAL

REACH

Both

P

M

20/x3

5 ft.

30 ft.

150 ft.

300 ft.

450 ft.

600 ft.

TH

+15/+15

+14/+14

+12/+12

+10/+10

+8/+8

Dam

1d8+6

1d8+5

1d8+5

1d8+5

1d8+5

Special Properties

Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.

Longsword

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+4/+4

1d8+3

2W-P-(OH)

-2/-2

1d8+3

1H-O

+0/+0

1d8+1

2W-P-(OL)

+0/+0

1d8+3

2H

+4/+4

1d8+4

2W-OH

-6

1d8+1

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Shimmer Mail

+4

+0

0

This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus.

Bekah M.

PLAYER NAME

Human

Medium

5' 6"

140 lbs.

Normal

143

Female

Amber

Dark Brown

None

Neutral Good

VISION

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

hit points

22

Walk 30 ft.

AC

armor class

22

17

16

10

4

2

5

0

0

0

0

0

0

1

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+5

=

+5

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

TOTAL SKILLPOINTS: 49

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 5/2.5

✓

Acrobatics

DEX

10

=

5

+

5

✓

Appraise

INT

3

=

3

✓

Athletics

STR

8

=

3

+

5

✓

Craft (Untrained)

INT

3

=

3

✓

Deception

CHA

6

=

1

+

5

✓

Deception (Act in character)

CHA

8

=

1

+

[5]

+

2

✓

Endurance

CON

2

=

2

✓

Gather Information

CHA

1

=

1

✓

Heal

WIS

10

=

3

+

5

+

2

✓

Insight

WIS

10

=

3

+

5

+

2

Martial Arts (Dexterity Based)

DEX

10

=

5

+

5

✓

Perception

WIS

12

=

3

+

5

+

4

Perform (Sing)

CHA

5

=

1

+

4

✓

Persuasion

CHA

8

=

1

+

5

+

2

✓

Persuasion (Diplomacy)

CHA

10

=

1

+

[5]

+

4

✓

Ride

DEX

10

=

5

+

5

✓

Stealth

DEX

10

=

5

+

5

✓

Survival

WIS

10

=

3

+

5

+

2

✓

Survival (Find or follow tracks)

WIS

12

=

3

+

[5]

+

4

✓

Thievery

DEX

5

=

5

✓

Thievery (Sleight of Hand)

DEX

7

=

5

+

2

✓

Use Rope

DEX

5

=

5

=

+

+

=

+

+

✓

:

can be used untrained.

X

: exclusive skills.

*

: Skill Mastery.

| EQUIPMENT | | | | |
|--|----------|-----|--------|---------|
| ITEM | LOCATION | QTY | WT | COST |
| Longbow (Strength/Bonded) | Equipped | 1 | 3.0 | 75.0 |
| 0 lbs. Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed. | | | | |
| Shimmer Mail | Equipped | 1 | 0.0 | 0.0 |
| This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus. | | | | |
| Longsword | Carried | 1 | 4.0 | 15.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 7 lbs. | 90.0 gp |

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

| LANGUAGES | |
|-----------|--|
| Common | |

| Special Attacks | |
|---|-----------------|
| Bonded Weapon | [Drew] |
| Bonded Weapon has a +2 to Hit and Damage, Alarm on the Weapon, Sunder damage redirected to self | |
| Warcraft | [Eclipse, p.10] |
| +2 BAB | |
| Warcraft / Weapon Focus (Longbow) | [Eclipse, p.10] |
| Increase selected weapon to hit by +1 | |
| Warcraft / Weapon Focus, Greater (Longbow) | [Eclipse, p.10] |
| Increase selected weapon to hit by +1 | |

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

| Recurring Bonuses | |
|--|-----------------|
| Duties (To Artemis) | [Eclipse, p.17] |
| You have duties. Grants 2 CP per level. [+4 total CP]. | |
| Fast Learner (Focused on Skills /Human) (Child) | [Eclipse, p.17] |
| +2 CP towards Skills per level. [+10 total Skill Points Granted]. | |
| Restrictions (Must remain chaste) | [Eclipse, p.17] |
| You have specified restrictions. Gain 1 CP per level per restriction. [+2 total CP]. | |

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

| Spell Caster Information | |
|----------------------------------|-----------------|
| Spell Points | [Eclipse] |
| Ranger | [Eclipse, p.11] |
| Ranger Level 1, Casterlevel is 0 | |

| Eclipse Abilities | |
|--|-----------------|
| Character Points Total | [Eclipse] |
| Character Points Total 100, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 4 CP, Restrictions adds 2 CP, HD 8 deducts 8 CP | |
| Adept (Deception, Martial Arts ~ Dex Based, Perception, Survival) | [Eclipse, p.24] |
| Choose four related skills that only cost 1/2 a Character Point for each skill rank. | |
| Far Shot | [Eclipse, p.52] |
| (6 CP). Far Shot multiplies projectile weapon ranges by x1.5 and thrown weapon ranges by x2. This may be taken multiple times. | |
| Fast Learner /Specialized in Skills | [Eclipse] |
| +2 SP/Level (6 CP). [Granted 10] | |
| Grant of Aid / Specialized (requires several hours) | [Eclipse] |
| [1/day] May heal 1d8+5 damage OR 1d3 points of attribute damage OR one negative level once per three levels per day or part thereof, [3 CP], with the Regenerative option/Corrupted - requires lots of food and rest, 2 CP, allowing them to slowly regrow lost limbs and organs. | |
| Immunity / Aging | [Eclipse] |
| (uncommon/minor/minor, 2 CP). They can expect to live for several centuries without much of any signs of aging. | |
| Innate Enchantment | [Eclipse, p.34] |
| adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 9000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. | |
| Innate Enchantment / purchase additional (2x) | [Eclipse, p.34] |
| For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. [Additional Total Granted 2000] | |
| Innate Enchantment / Force Shield | [Eclipse] |
| [At Will] As Shield Spell, grants +2 Shield AC. | |
| Innate Enchantment / Skill Mastery/+2 to all Wisdom-Linked Skills | [Eclipse] |
| +2 Competence bonus to Wisdom Skills. | |
| Innate Enchantment / Disguise Self | [Eclipse] |
| (2000 GP) You make yourself-including clothing, armor, weapons, and equipment-look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamor gets a Will save to recognize it as an illusion. | |
| Innate Enchantment / Enhanced Attribute (+2 Strength) | [Eclipse] |
| [At Will] Grants +2 Enhancement Bonus to Strength | |
| Innate Enchantment / Martial Mastery (Longbow) | [Eclipse] |
| +4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon). | |
| Track (Wilderness) | [Eclipse, p.47] |
| (3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel. | |

Martial Arts

Martial Arts Basic / Attack [Eclipse, p.81]

Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

Martial Arts Basic / Defenses [Eclipse, p.81]

Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.

Martial Arts Basic / Synergy (Perception) [Eclipse, p.81]

You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.

Martial Arts Advanced / Instant Stand [Eclipse, p.81]

You may stand up as a Free Action if unarmored or in light armor.

Martial Arts Advanced / Mind Like Moon [Eclipse, p.81]

You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.

Feats

Point Blank Shot [Is This It, p.98]

+1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot [Is This It, p.98]

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

TEMPLATES

Ranger Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 |
|---------|---|---|---|---|---|
| PER DAY | — | 1 | — | — | — |

LEVEL 1

| Name | Save Information | Time | Duration | Range | Comp. | Source |
|---|--|--------------------|---|---|----------|------------|
| Accelerated Movement <i>School:</i> Transmutation <i>Effect:</i> You can move at your normal speed while using Balance, Climb or Move Silently. | DC: 14, N/A <i>SR:</i> N/A | 1 swift action | 1 round/level [D] | Personal | S,M | SC: p.7 |
| Alarm <i>School:</i> Abjuration <i>Effect:</i> Wards an area for 2 hours/level. | <i>SR:</i> No | Standard Action | 2 hours/level [D] | Close (35 ft.) | V,S,F/DF | PHB: p.197 |
| Animal Messenger <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Sends a Tiny animal to a specific place. | DC: 14, None; see text <i>SR:</i> Yes | Standard Action | 1 day/level | Close (35 ft.) | V,S,M | PHB: p.198 |
| Arrow Mind <i>School:</i> Divination <i>Effect:</i> Threaten adjacent squares and may make AoO. You do not provoke AoO when using the bow. | DC: 14, N/A <i>SR:</i> N/A | 1 immediate action | 1 minute/level [D] | Personal | V,S,M | SC: p.15 |
| Aspect of the Wolf <i>School:</i> Transmutation <i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf. | DC: 14, N/A <i>SR:</i> N/A | 1 standard action | 10 minutes/level | Personal | V,S,M/DF | SC: p.16 |
| Blades of Fire <i>School:</i> Conjuration (Creation) [Fire] <i>Effect:</i> Adds 1d8 fire damage to your held weapons. | <i>SR:</i> No | 1 swift action | 1 round | Touch | V | SC: p.31 |
| Bloodhound <i>School:</i> Divination <i>Effect:</i> Grants second check when tracking on a failed rolled. | DC: 14, N/A <i>SR:</i> N/A | 1 standard action | 24 hours [D] | Personal | V,S | SC: p.34 |
| Branch to Branch <i>School:</i> Transmutation <i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation. | DC: 14, N/A <i>SR:</i> N/A | 1 standard action | 1 hour/level [D] | Personal | V,S | SC: p.38 |
| Calm Animals <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Calms 2d4 + 1/level HD of animals. | DC: 14, Will negates; see text <i>SR:</i> Yes | Standard Action | 1 minute/level | Close (35 ft.) | V,S | PHB: p.207 |
| Camouflage <i>School:</i> Transmutation <i>Effect:</i> Gain +10 circumstance bonus on Hide checks. | DC: 14, N/A <i>SR:</i> N/A | 1 standard action | 10 minutes/level | Personal | V,S | SC: p.43 |
| Charm Animal <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> Makes one animal your friend. | DC: 14, Will negates <i>SR:</i> Yes | Standard Action | 1 hour/level | Close (35 ft.) | V,S | PHB: p.208 |
| Claws of the Bear <i>School:</i> Transmutation <i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack. | DC: 14, N/A <i>SR:</i> N/A | 1 standard action | 1 round/level | Personal | V,S | SC: p.47 |
| Climb Walls <i>School:</i> Transmutation <i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level. | DC: 14, Will negates [harmless] <i>SR:</i> Yes [harmless] | 1 standard action | 1 minute/level [D] | Touch | V,S,M | SC: p.47 |
| Crabwalk <i>School:</i> Transmutation [Cold] <i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack. | <i>SR:</i> No | 1 standard action | 1 minute/level | Touch | V,S,M | SC: p.53 |
| Dawn <i>School:</i> Abjuration <i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered]. | DC: 14, Fortitude negates [harmless] <i>SR:</i> Yes [harmless] | 1 swift action | Instantaneous | 15 ft. | V | SC: p.59 |
| Deep Breath <i>School:</i> Conjuration (Creation) [Air] <i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell. | DC: 14, N/A <i>SR:</i> N/A | 1 immediate action | 1 round/level | Personal | V | SC: p.61 |
| Delay Poison <i>School:</i> Conjuration (Healing) <i>Effect:</i> Stops poison from harming subject for 1 hour/level. | DC: 14, Fortitude negates (harmless) <i>SR:</i> Yes (harmless) | Standard Action | 1 hour/level | Touch | V,S, DF | PHB: p.217 |
| Detect Animals or Plants <i>School:</i> Divination <i>Effect:</i> Detects kinds of animals or plants. | <i>SR:</i> No | Standard Action | Concentration, up to 10 minutes/level [D] | Long (560 ft.) | V,S | PHB: p.218 |
| Detect Favored Enemy <i>School:</i> Divination <i>Effect:</i> Reveals favored enemies. | <i>SR:</i> No | 1 standard action | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S,DF | SC: p.64 |
| Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object. | <i>SR:</i> No | Standard Action | Instantaneous | Close (35 ft.) | V,S | PHB: p.219 |
| Detect Snares and Pits <i>School:</i> Divination <i>Effect:</i> Reveals natural or primitive traps. | <i>SR:</i> No | Standard Action | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S | PHB: p.220 |
| Easy Trail <i>School:</i> Abjuration <i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers. | <i>SR:</i> Yes | 1 standard action | 1 hour/level [D] | 40 ft. | V,S | SC: p.76 |
| Embrace the Wild <i>School:</i> Transmutation <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. | DC: 14, N/A <i>SR:</i> N/A | 1 standard action | 10 minutes/level [D] | Personal | V | SC: p.79 |
| Endure Elements <i>School:</i> Abjuration <i>Effect:</i> Exist comfortably in hot or cold environments. | DC: 14, Will negates (harmless) <i>SR:</i> Yes (harmless) | Standard Action | 24 hours | Touch | V,S | PHB: p.226 |
| Enrage Animal <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal. | <i>SR:</i> Yes | 1 standard action | Concentration +1 round/level | Medium (140 ft.) | V,S | SC: p.81 |
| Entangle <i>School:</i> Transmutation <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle. | DC: 14, Reflex partial; see text <i>SR:</i> No | Standard Action | 1 minute/level [D] | Long (560 ft.) | V,S, DF | PHB: p.227 |
| Guided Shot <i>School:</i> Divination <i>Effect:</i> No range increment penalties and target denied AC bonus for anything less than total cover. | DC: 14, N/A <i>SR:</i> N/A | 1 swift action | 1 round | Personal | V,DF | SC: p.108 |
| Hawkeye <i>School:</i> Transmutation <i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks. | DC: 14, N/A <i>SR:</i> N/A | 1 standard action | 10 minutes/level [D] | Personal | V | SC: p.110 |
| Healing Lorecall <i>School:</i> Divination <i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text. | DC: 14, N/A <i>SR:</i> N/A | 1 standard action | 10 minutes/level | Personal | V,S,M | SC: p.110 |
| Hide from Animals <i>School:</i> Abjuration | DC: 14, Will negates (harmless) <i>SR:</i> Yes | Standard Action | 10 minutes/level [D] | Touch | S, DF | PHB: p.241 |
| | | | | <i>Target:</i> 1 creature/level touched * =Domain/Speciality Spell | | |

Ranger Spells

| | | | | | | | |
|--|---|--|--------------------|----------------|------------------------|-----------------|--|
| <i>Effect:</i> Animals can't perceive 1 subject/level. | | | | | | | |
| ☐☐☐☐☐ Horrible Taste | DC: 14, Fortitude negates; see text | 1 standard action | 10 minutes/level | Touch | V,S,M | SC: p.116 | |
| <i>School:</i> Transmutation | <i>SR:</i> No | <i>Target:</i> Creature or object touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Animals must save after biting or refuse to bite the subject. | | | | | | | |
| ☐☐☐☐☐ Hunter's Mercy | DC: 14, N/A | 1 standard action | 1 round | Personal | S | SC: p.117 | |
| <i>School:</i> Transmutation | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Your next bow attack automatically hits and threatens a critical. | | | | | | | |
| ☐☐☐☐☐ Instant Search | DC: 14, N/A | 1 swift action | 1 round | Personal | V,S | SC: p.124 | |
| <i>School:</i> Divination | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <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 | DC: 14, Will negates (harmless) | Standard Action | 1 minute/level [D] | Touch | V,S,M | PHB: p.246 | |
| <i>School:</i> Transmutation | <i>SR:</i> Yes | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Subject gets bonus on Jump checks. | | | | | | | |
| ☐☐☐☐☐ Lay of the Land | DC: 14, N/A | 3 rounds | Instantaneous | Personal | V,S,F,DF | SC: p.131 | |
| <i>School:</i> Divination | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Learn area of 50 miles radius; see text | | | | | | | |
| ☐☐☐☐☐ Lightfoot | DC: 14, N/A | 1 swift | 1 round | Personal | V | SC: p.132 | |
| <i>School:</i> Transmutation | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> You don't provoke attacks of opportunity when moving. | | | | | | | |
| ☐☐☐☐☐ Linked Perception | DC: 14, Will negates (harmless) | 1 standard action | 1 minute/level [D] | 20 ft. | V,DF | Is This : p.117 | |
| <i>School:</i> Divination | <i>SR:</i> Yes (harmless) | <i>Target:</i> 20-ft.-radius emanation centered on you | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> All allies get a shared awareness. +2 bonus on Spot and Listen checks per ally in the area [example: you and three allies would make +6]. | | | | | | | |
| ☐☐☐☐☐ Living Prints | DC: 14, N/A | 1 standard action | 1 hour/level | Personal | V,S | SC: p.134 | |
| <i>School:</i> Divination | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> You perceive tracks as if they had just been made. | | | | | | | |
| ☐☐☐☐☐ Locate City | | 1 round | Instantaneous | 40 miles | V | Race Des: p.166 | |
| <i>School:</i> Divination | <i>SR:</i> No | <i>Target:</i> 40 miles radius circle, centered on you | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Sense the distance of your nearest community of minimum size you designate. | | | | | | | |
| ☐☐☐☐☐ Longstrider | | Standard Action | 1 hour/level [D] | Personal | V,S,M | PHB: p.249 | |
| <i>School:</i> Transmutation | <i>SR:</i> No | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Increases your speed. | | | | | | | |
| ☐☐☐☐☐ Low-light Vision | DC: 14, Will negates [harmless] | 1 standard action | 1 hour/level | Touch | V,M | SC: p.134 | |
| <i>School:</i> Transmutation | <i>SR:</i> Yes [harmless] | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Target gains low-light vision. | | | | | | | |
| ☐☐☐☐☐ Magic Fang | DC: 14, Will negates (harmless) | Standard Action | 1 minute/level | Touch | V,S, DF | PHB: p.250 | |
| <i>School:</i> Transmutation | <i>SR:</i> Yes (harmless) | <i>Target:</i> Living creature touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls. | | | | | | | |
| ☐☐☐☐☐ Marked Object | DC: 14, N/A | 1 minute | 24 hours/level | Personal | V,S,F | SC: p.139 | |
| <i>School:</i> Divination | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Track owner of item with +10 Search and Survival; see text. | | | | | | | |
| ☐☐☐☐☐ Naturewatch | | 1 standard action | 10 minutes/level | 30 ft. | S | SC: p.146 | |
| <i>School:</i> Necromancy | <i>SR:</i> No | <i>Target:</i> Cone-shaped emanation | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text. | | | | | | | |
| ☐☐☐☐☐ Omen of Peril | DC: 14, N/A | 1 round | Instantaneous | Personal | V,F | SC: p.149 | |
| <i>School:</i> Divination | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <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 | DC: 14, Will negates (harmless) | Standard Action | 1 hour/level [D] | Touch | V,S, DF | PHB: p.259 | |
| <i>School:</i> Transmutation | <i>SR:</i> Yes (harmless) | <i>Target:</i> 1 creature/level touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> 1 subject/level leaves no tracks. | | | | | | | |
| ☐☐☐☐☐ Ram's Might | DC: 14, N/A | 1 standard action | 1 minute/level | Personal | V,S | SC: p.166 | |
| <i>School:</i> Transmutation | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed. | | | | | | | |
| ☐☐☐☐☐ Rapid Burrowing | DC: 14, Fortitude negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S,DF | SC: p.166 | |
| <i>School:</i> Transmutation | <i>SR:</i> Yes [harmless] | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Improves existing burrow speed by 20 ft. | | | | | | | |
| ☐☐☐☐☐ Read Magic | | Standard Action | 10 minutes/level | Personal | V,S,F | PHB: p.269 | |
| <i>School:</i> Divination | <i>SR:</i> No | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Read scrolls and spellbooks. | | | | | | | |
| ☐☐☐☐☐ Remove Scent | DC: 14, Will negates | 1 standard action | 10 minutes/level | Touch | V,S,M | SC: p.173 | |
| <i>School:</i> Transmutation | <i>SR:</i> Yes | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes. | | | | | | | |
| ☐☐☐☐☐ Resist Energy | DC: 14, Fortitude negates (harmless) | Standard Action | 10 minutes/level | Touch | V,S, DF | PHB: p.272 | |
| <i>School:</i> Abjuration | <i>SR:</i> Yes (harmless) | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type. | | | | | | | |
| ☐☐☐☐☐ Resist Planar Alignment | DC: 14, Will negates [harmless] | 1 standard action | 1 round/level | Touch | V,S,DF | SC: p.174 | |
| <i>School:</i> Abjuration | <i>SR:</i> Yes [harmless] | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Grants limited protection from a plane's alignment traits; see text. | | | | | | | |
| ☐☐☐☐☐ Rhino's Rush | DC: 14, N/A | 1 swift action | 1 round | Personal | V,S | SC: p.176 | |
| <i>School:</i> Transmutation | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Subject's charge attack deals double damage of first attack. | | | | | | | |
| ☐☐☐☐☐ Scent | | 1 standard action | 10 minutes/level | Touch | V,S,M | SC: p.180 | |
| <i>School:</i> Transmutation | <i>SR:</i> Yes [harmless] | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Bestows Scent ability with all the same powers. | | | | | | | |
| ☐☐☐☐☐ Smell of Fear | DC: 14, Will negates | 1 standard action | 1 minute/level | Touch | V,S | SC: p.193 | |
| <i>School:</i> Transmutation | <i>SR:</i> Yes | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 4 | | |
| <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 | DC: 14, N/A | 1 swift action | 1 round | Personal | V,S | SC: p.194 | |
| <i>School:</i> Divination | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <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 | DC: 14, Will negates [harmless] | 1 standard action | 1 hour/level [D] | Touch | V,S | SC: p.194 | |
| <i>School:</i> Transmutation | <i>SR:</i> Yes [harmless] | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. | | | | | | | |
| ☐☐☐☐☐ Speak with Animals | | Standard Action | 1 minute/level | Personal | V,S | PHB: p.281 | |
| <i>School:</i> Divination | <i>SR:</i> No | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> You can communicate with animals. | | | | | | | |
| ☐☐☐☐☐ Stalking Brand | | 1 standard action | 24 hours/level | Close (35 ft.) | S | SC: p.204 | |
| <i>School:</i> Transmutation | <i>SR:</i> Yes | <i>Target:</i> One creature | | | <i>Caster Level:</i> 4 | | |
| <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. | | | | | | | |
| ☐☐☐☐☐ Summon Nature's Ally I | | 1 round | 1 round/level [D] | Close (35 ft.) | V,S, DF | PHB: p.288 | |
| <i>School:</i> Conjuraction (Summoning) | <i>SR:</i> No | <i>Target:</i> One summoned creature | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Calls creature to fight. | | | | | | | |
| ☐☐☐☐☐ Surefoot | DC: 14, N/A | 1 standard action | 10 minutes/level | Personal | V,S | SC: p.216 | |
| <i>School:</i> Abjuration | <i>SR:</i> N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| <i>Effect:</i> Gain +10 competence bonus to Balance, Climb, Jump, and Tumble checks. | | | | | | | |
| ☐☐☐☐☐ Surefooted Stride | | 1 standard action | 1 minute/level | Personal | V,S | SC: p.216 | |
| <i>School:</i> Transmutation | <i>SR:</i> No | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | |
| | | * =Domain/Speciality Spell | | | | | |

Ranger Spells

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|--|--------------------------------------|--|----------------|----------|------------------------|-----------|--|--|
| <i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks. | | | | | | | | |
| □□□□□ Towering Oak | DC: 14, N/A | 1 swift action | 1 round/level | Personal | V,S | SC: p.221 | | |
| <i>School:</i> Illusion (Glamer) | SR: N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | | |
| <i>Effect:</i> Gain +10 competence bonus on Intimidation checks and +2 Str bonus. | | | | | | | | |
| □□□□□ Traveler's Mount | DC: 14, Will negates | 1 standard action | 1 hour/level | Touch | V,S | SC: p.223 | | |
| <i>School:</i> Transmutation | SR: Yes | <i>Target:</i> Animal or magical beast touched | | | <i>Caster Level:</i> 4 | | | |
| <i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. | | | | | | | | |
| □□□□□ Vine Strike | DC: 14, N/A | 1 swift action | 1 round | Personal | V,DF | SC: p.230 | | |
| <i>School:</i> Divination | SR: N/A | <i>Target:</i> You | | | <i>Caster Level:</i> 4 | | | |
| <i>Effect:</i> Allows sneak attacks against plants if you already have the ability. | | | | | | | | |
| □□□□□ Wings of the Sea | DC: 14, Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | S,M | SC: p.240 | | |
| <i>School:</i> Transmutation | SR: Yes [harmless] | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 4 | | | |
| <i>Effect:</i> Increases creatures swim speed by 30 ft. | | | | | | | | |

* =Domain/Speciality Spell