

Durikken

CHARACTER NAME

Ranger 15

CLASS

15 / 14

635000 / 890000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16	20	+5		
DEX Dexterity	16		+3		
CON Constitution	14		+2		
INT Intelligence	14		+2		
WIS Wisdom	13	15	+2		
CHA Charisma	8		-1		

SAVING THROWS

FORTITUDE  
(constitution)

+16

=

+9

+

+2

+

+6

+

-1

+

+0

+

REFLEX  
(dexterity)

+17

=

+9

+

+3

+

+6

+

-1

+

+0

+

WILL  
(wisdom)

+14

=

+5

+

+2

+

+6

+

+1

+

+0

+

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

+21/+16/+11

=

+15/+10/+5

+

+5

+

+0

+

+1

+

+0

+

RANGED  
attack bonus

+19/+14/+9

=

+15/+10/+5

+

+3

+

+0

+

+1

+

+0

+

CMB  
attack bonus

+21/+16/+11

=

+15/+10/+5

+

+5

+

+0

+

+1

+

BULL RUSH

OVERRUN

GRAPPLE

TRIP

DISARM

SUNDER

OFFENSE

+21/+16/+11

+21/+16/+11

+21/+16/+11

+21/+16/+11

+21

+21

DEFENSE

35

35

35

35

35

35

Shield Bash	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Lethal	20	1d3	20	5

Silver Dagger, Masterwork	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+22/+17/+12		1d4+6			
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2
Dam	1d4+6	1d4+6	1d4+6	1d4+6	1d4+6
Special Properties	10 hp/inch, hardness 8				

Flame Tongue		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	17-20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+22/+17/+12			1d8+7			
Special Properties	Range touch attack ray inflicts 4d6 of fire damage on hit 1/day, +1d6 fire damage, on a critical hit deals +1d10 additional fire damage					

Handaxe	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x3	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+21/+16/+11		1d6+6			

\*: 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
*Celestial Armor	Light	+9	+8	-2	15
*Shield +3 (Light/Steel)	Light	+4		+0	5
use Fly 1/day					

Allard

PLAYER NAME

Human (Varisian)

RACE

Medium / 5 ft.

SIZE / FACE

5' 8"

HEIGHT

170 lbs.

WEIGHT

16

Male

AGE

GENDER

EYES

HAIR

POINTS

HP  
hit points

152

WOUNDS/CURRENT HP

AC  
armor class

28

FLAT

24

TOUCH

15

BASE

10

ARMOR BONUS

9

SHIELD BONUS

4

STAT

3

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

DODGE

1

MISC

1

INITIATIVE

+7

DEX MODIFIER

+3

MISC MODIFIER

+4

BASE ATTACK

+15/+10/+5

bonus

SPEED

Walk 40 ft.

MISS CHANCE

20

ARCANE SPELL FAILURE

-2

ARMOR CHECK PENALTY

0

SPELL RESIST

0

TOTAL SKILLPOINTS: 135		SKILLS			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 15/15
✓ Acrobatics	DEX	16	=	3	+ 15 + -2
✓ Acrobatics (Jump)	DEX	25	=	3	+ [15] + 7
✓ Appraise	INT	3	=	3	+ 1
✓ Bluff	CHA	-1	=	-1	
✓ Climb	STR	12	=	5	+ 6 + 1
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	-1	=	-1	
✓ Disguise	CHA	-1	=	-1	
✓ Escape Artist	DEX	1	=	3	+ -2
✓ Fly	DEX	1	=	3	+ -2
Handle Animal	CHA	3	=	-1	+ 1 + 3
✓ Heal	WIS	6	=	2	+ 1 + 3
✓ Intimidate	CHA	17	=	-1	+ 15 + 3
Knowledge (Dungeoneering)	INT	10	=	2	+ 5 + 3
Knowledge (Geography)	INT	15	=	2	+ 10 + 3
Knowledge (Nature)	INT	10	=	2	+ 5 + 3
Linguistics(Thassilonian, Giant, Draconic, Elven, Celestial, Abyssal, Infernal)	INT	9	=	2	+ 7
✓ Perception	WIS	20	=	2	+ 15 + 3
✓ Perform (Untrained)	CHA	-1	=	-1	
Profession (Soldier)	WIS	8	=	2	+ 3 + 3
✓ Ride	DEX	9	=	3	+ 5 + 1
✓ Sense Motive	WIS	17	=	2	+ 15
Sleight of Hand	DEX	2	=	3	+ 1 + -2
Spellcraft	INT	15	=	2	+ 10 + 3
✓ Stealth	DEX	25	=	3	+ 15 + 7
✓ Survival	WIS	20	=	2	+ 15 + 3
✓ Survival (Follow or identify tracks)	WIS	27	=	2	+ [15] + 10
✓ Swim	STR	11	=	5	+ 5 + 1
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

*Longsword +1 (Adamantine/Holy)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	17-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+22/+17/+12		1d8+7			
Special Properties	ignore hardness less than 20, good aligned, +2d6 damage against evil targets, 1 negative level bestowed to evil wielder				

Longsword +1 (Domineering)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	17-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+22/+17/+12		1d8+7			
Special Properties	Wielder gets +2 morale bonus on saving throws against transmutation spells, takes -2 penalty on Diplomacy checks. Acts as a bane weapon (+2 to attack rolls and damage, +2d6 to damage) against transmuters and creatures with the shapechange subtype. Absorbs up to three harmful transmutation effects inflicted on the wielder per day.				

Mace (Light/Adamantine)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+22/+17/+12		1d6+6			
Special Properties	ignore hardness less than 20				

Shortbow +1 (Composite/Strength Rating+5)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
30 ft.		70 ft.		140 ft.	
TH	+20/+15/+10	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4
Dam	1d6+7	1d6+7	1d6+7	1d6+7	1d6+7
Special Properties	Strength bonus to damage				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bag of Holding (Type II)	Carried	1	25.0	5000.0	
0 lbs.					
Belt of Giant Strength +4	Equipped	1	1.0	16000.0	
Boots of Striding And Springing	Equipped	1	1.0	5500.0	
Celestial Armor	Equipped	1	20.0	22400.0	
use Fly 1/day					
Cloak of Resistance +5	Equipped	1	1.0	25000.0	
Silver Dagger, Masterwork	Carried	1	1.0	322.0	
10 hp/inch, hardness 8					
Flame Tongue	Carried	1	4.0	20715.0	
Range touch attack ray inflicts 4d6 of fire damage on hit 1/day, +1d6 fire damage, on a critical hit deals +1d10 additional fire damage					
Handaxe	Carried	1	3.0	6.0	
Handy Haversack	Equipped	1	5.0	2000.0	
0 lbs., 2 Potion of Cure Light Wounds, 2 Potion of Cure Moderate Wounds, 2 Potion of Heroism, 2 Potion of Invisibility, 1 Potion of Lesser Restoration					
Headband of Inspired Wisdom +2	Equipped	1	1.0	4000.0	
Longsword +1 (Adamantine/Holy)	Equipped	1	4.0	21015.0	
ignore hardness less than 20, good aligned, +2d6 damage against evil targets, 1 negative level bestowed to evil wielder					
Longsword +1 (Domineering)	Carried	1	4.0	18315.0	
Wielder gets +2 morale bonus on saving throws against transmutation spells, takes -2 penalty on Diplomacy checks. Acts as a bane weapon (+2 to attack rolls and damage, +2d6 to damage) against transmuters and creatures with the shapechange subtype. Absorbs up to three harmful transmutation effects inflicted on the wielder per day.					
Mace (Light/Adamantine)	Carried	1	4.0	3005.0	
ignore hardness less than 20					
Potion of Cure Light Wounds	Handy Haversack	2	0.0 (0.0)	50.0 (100.0)	
Cures 1d8+1 points of damage					
☐☐					
Potion of Cure Moderate Wounds	Handy Haversack	2	0.0 (0.0)	300.0 (600.0)	
Cures 2d8+3 points of damage					
☐☐					
Potion of Cure Serious Wounds	Carried	2	0.0 (0.0)	750.0 (1500.0)	
Cures 3d8+5 points of damage					
☐☐					
Potion of Heroism	Handy Haversack	2	0.0 (0.0)	750.0 (1500.0)	
+2 morale bonus on attack rolls, saves, and skill checks for 50 minutes					
☐☐					
Potion of Invisibility	Handy Haversack	2	0.0 (0.0)	300.0 (600.0)	
Grants invisibility for 3 minutes or until you attack					
☐☐					
Potion of Lesser Restoration	Handy Haversack	1	0.0	300.0	
Dispels magical ability penalty or cures 1d4 points of ability damage to one ability score					
☐					
Ring of Feather Falling	Equipped	1	0.0	2200.0	
Acts as Feather Fall spell, activated immediately if the wearer falls more than 5 feet					
Ring of Freedom of Movement	Equipped	1	0.0	40000.0	
This gold ring allows the wearer to act as if continually under the					
TOTAL WEIGHT CARRIED/VALUE			82 lbs.205487.0 gp		

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
effect of a Freedom of Movement spell.				
Shield +3 (Light/Steel)	Equipped	1	6.0	9159.0
Shortbow +1 (Composite/Strength Rating+5)	Carried	1	2.0	2750.0
0 lbs. Strength bonus to damage				
Sihedron Medallion	Equipped	1	0.0	3500.0
TOTAL WEIGHT CARRIED/VALUE			82 lbs.205487.0 gp	

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

LANGUAGES	
Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Giant, Goblin, Infernal, Thassilonian, Varisian	

Special Attacks	
Favored Enemy (Humanoid (Giant)) (Ex)	[Paizo Publishing - Core Rulebook, p.64]
You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against giants. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.	
Favored Enemy (Humanoid (Goblinoid)) (Ex)	[Paizo Publishing - Core Rulebook, p.64]
You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against goblinoids. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.	
Favored Enemy (Humanoid (Human)) (Ex)	[Paizo Publishing - Core Rulebook, p.64]
You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against humans. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.	
Favored Enemy (Undead) (Ex)	[Paizo Publishing - Core Rulebook, p.64]
You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.	

Special Qualities	
<b>Bonus Feat</b>	[Paizo Publishing - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
<b>Camouflage (Ex)</b>	[Paizo Publishing - Core Rulebook, p.67]
You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.	
<b>Evasion (Ex)</b>	[Paizo Publishing - Core Rulebook]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
<b>Favored Terrain (Mountain) (Ex)</b>	[Paizo Publishing - Core Rulebook, p.65]
You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.	
<b>Favored Terrain (Underground) (Ex)</b>	[Paizo Publishing - Core Rulebook, p.65]
You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in underground terrain (caves and dungeons). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.	
<b>Favored Terrain (Urban) (Ex)</b>	[Paizo Publishing - Core Rulebook, p.65]
You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.	
<b>Hunting Companions (Ex)</b>	[Paizo Publishing - Core Rulebook, p.66]
You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 2 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.	
<b>Mark of Wrath (Su)</b>	[Paizo Publishing - Rise of the Runelords - Chapter 5: Sins of the Saviors]
You have slain the latest Highlord of Wrath. This makes you the new Highlord and you now wear the mark of wrath - a faintly glowing tattoo-like rune on your forehead that moves through the generations from one ruler to the next. The mark of wrath provides you with a +1 insight bonus to AC and on attack and damage rolls. Once per day as a swift action, you can call upon the mark to protect you with a fire shield (CL 15th). If you are slain in combat, the mark of wrath transfers to the brow of your defeater. It can only be transferred again on that character's death at the hands of another, but can be removed with a successful break enchantment against CL 20th. Once removed in this manner, it vanishes forever.	
<b>Quarry (Ex)</b>	[Paizo Publishing - Core Rulebook, p.67]
You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.	
<b>Skilled</b>	[Paizo Publishing - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
<b>Swift Tracker (Ex)</b>	[Paizo Publishing - Core Rulebook, p.67]
You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.	
<b>Track (Ex)</b>	[Paizo Publishing - Core Rulebook, p.64]
You gain +7 to Survival checks made to follow or identify tracks.	
<b>Wild Empathy (Ex)</b>	[Paizo Publishing - Core Rulebook, p.50/64]
You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+14 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.	
<b>Woodland Stride (Ex)</b>	[Paizo Publishing - Core Rulebook]
You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.	

Feats	
<b>Cleave</b>	[Paizo Publishing - Core Rulebook, p.119]
As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.	
<b>Dodge</b>	[Paizo Publishing - Core Rulebook, p.122]
You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	
<b>Double Slice</b>	[Paizo Publishing - Core Rulebook, p.122]
Add your Strength bonus to damage rolls made with your off-hand weapon.	
<b>Improved Critical (Longsword)</b>	[Paizo Publishing - Core Rulebook, p.127]
When using the weapon you selected, your threat range is doubled.	
<b>Improved Initiative</b>	[Paizo Publishing - Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
<b>Iron Will</b>	[Paizo Publishing - Core Rulebook, p.129]
You get a +2 bonus on all Will saving throws.	
<b>Mobility</b>	[Paizo Publishing - Core Rulebook, p.130]
You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.	
<b>Power Attack</b>	[Paizo Publishing - Core Rulebook, p.131]
You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
<b>Skill Focus (Stealth)</b>	[Paizo Publishing - Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
<b>Armor Proficiency, Light</b>	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Armor Proficiency, Medium</b>	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Endurance</b>	[Paizo Publishing - Core Rulebook, p.112]
You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.	
<b>Martial Weapon Proficiency</b>	[Paizo Publishing - Core Rulebook, p.130]
You make attack rolls with all your martial weapons normally (without the non-proficient penalty).	
<b>Shield Proficiency</b>	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
<b>Simple Weapon Proficiency</b>	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	
<b>Improved Shield Bash (Granted)</b>	[Paizo Publishing - Core Rulebook, p.128]
When you perform a shield bash, you may still apply the shield's shield bonus to your AC.	
<b>Shield Master (Granted)</b>	[Paizo Publishing - Core Rulebook, p.133]
You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus.	
<b>Shield Slam (Granted)</b>	[Paizo Publishing - Core Rulebook, p.133]
Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see Chapter 8). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.	

<b>Two-Weapon Fighting (Granted)</b>	<b>[Paizo Publishing - Core Rulebook, p.136]</b>
Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.	

<b>PROFICIENCIES</b>
Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Dogslicer, Earth Breaker, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Horsechopper, Javelin, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Mace (Heavy), Mace (Light), Morningstar, Ogre Hook, 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, War Razor, Waraxe (Dwarven), Warhammer

<b>TEMPLATES</b>
Regional Affinity (Varisia)
Mark of Wrath

## Magic Item Spell-like Abilities






























	Name	Save Information	Time	Duration	Range	Comp.	Source
At Will	Feather Fall	DC: 10, Will negates (harmless) or Will negates (object); SR: Yes (object)	1 immediate action	Until landing or 1 rounds	Close (25 ft.)	V	PFCR: p.281
	School: Transmutation		Target: 1 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart			Caster Level:1	Concentration:+1
	Effect: The affected creatures or objects fall slowly.						
□	Fire Shield		1 standard action	15 rounds [D]	Personal	V, S, M	PFCR: p.282
	School: Evocation [Fire, Cold]	SR:	Target: You			Caster Level:15	Concentration:+15
	Effect: This spell wreathes you in flame and causes damage to each creature that attacks you in melee protecting you from either cold-based or fire-based attacks.						
□	Fly	DC: 14, Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, F	PFCR: p.284
	School: Transmutation	SR: Yes (harmless)	Target: Creature touched			Caster Level:5	Concentration:+5
	Effect: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load].						
At Will	Freedom of Movement	DC: 10, Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	PFCR: p.287
	School: Abjuration	SR: Yes (harmless)	Target: You or creature touched			Caster Level:7	Concentration:+7
	Effect: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web.						
			* =Domain/Speciality Spell				



# Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	4	3	2	1
Concentration	+14				

## LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
 Alarm <i>School:</i> Abjuration <i>Effect:</i> Alarm creates a subtle ward on an area you select.	<i>SR:</i> No	1 standard action	24 hours [D]	Close (55 ft.)	V, S, F/DF <i>Caster Level:</i> 12	PFCR: p.240 <i>Concentration:</i> +14
 Animal Messenger <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> You compel a Tiny animal to go to a spot you designate.	<b>DC: 13, None; see text</b> <i>SR:</i> Yes	1 minute	1 day/level <i>Target:</i> One Tiny animal	Close (55 ft.)	V, S, M <i>Caster Level:</i> 12	PFCR: p.241 <i>Concentration:</i> +14
 Ant Haul <i>School:</i> Transmutation <i>Effect:</i> Triples carrying capacity of a creature.	<b>DC: 13, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	24 hours <i>Target:</i> creature touched	Touch	V, S, M/DF (a small pulley) <i>Caster Level:</i> 12	PFAPG: p.202 <i>Concentration:</i> +14
 Aspect of the Falcon <i>School:</i> Transmutation (Polymorph) <i>Effect:</i> Gives bonuses on Perception checks and ranged attacks.	<i>SR:</i>	1 standard action	12 minutes <i>Target:</i> You	Personal	V, S, DF <i>Caster Level:</i> 12	PFAPG: p.203 <i>Concentration:</i> +14
 Call Animal <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Makes an animal come to you.	<i>SR:</i> None	1 standard action	12 hours [D] <i>Target:</i> one animal whose CR is equal or less than 12	see description	V, S, DF <i>Caster Level:</i> 12	PFAPG: p.209 <i>Concentration:</i> +14
 Calm Animals <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> This spell soothes and quiets animals, rendering them docile and harmless.	<b>DC: 13, Will negates</b> <i>SR:</i> Yes	1 standard action	12 minutes <i>Target:</i> Animals within 30 ft. of each other	Close (55 ft.)	V, S <i>Caster Level:</i> 12	PFCR: p.252 <i>Concentration:</i> +14
 Charm Animal <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> This spell functions like charm person, except that it affects a creature of the animal type.	<b>DC: 13, Will negates</b> <i>SR:</i> Yes	1 standard action	12 hours <i>Target:</i> One animal	Close (55 ft.)	V, S <i>Caster Level:</i> 12	PFCR: p.254 <i>Concentration:</i> +14
 Cloak of Shade <i>School:</i> Abjuration <i>Effect:</i> Reduces effects of sun exposure and heat.	<b>DC: 13, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	12 hours [D] <i>Target:</i> one creature per level	Touch	V, S, M (a leaf from a shade tree) <i>Caster Level:</i> 12	PFAPG: p.211 <i>Concentration:</i> +14
 Dancing Lantern <i>School:</i> Transmutation [Fire, Light] <i>Effect:</i> Animates a lantern that follows you.	<i>SR:</i> No	1 standard action	12 hours [D] <i>Target:</i> Animates one lantern	Touch	V, S, F (a lantern) <i>Caster Level:</i> 12	PFAPG: p.214 <i>Concentration:</i> +14
 Delay Poison <i>School:</i> Conjururation (Healing) <i>Effect:</i> The subject becomes temporarily immune to poison.	<b>DC: 13, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	12 hours <i>Target:</i> Creature touched	Touch	V, S, DF <i>Caster Level:</i> 12	PFCR: p.265 <i>Concentration:</i> +14
 Detect Aberration <i>School:</i> Divination <i>Effect:</i> Reveals presence of aberrations.	<i>SR:</i> No	1 standard action	concentration, up to 120 minutes [D] <i>Target:</i> cone-shaped emanation	Long (880 ft.)	V, S <i>Caster Level:</i> 12	PFAPG: p.215 <i>Concentration:</i> +14
 Detect Animals or Plants <i>School:</i> Divination <i>Effect:</i> You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.	<i>SR:</i> No	1 standard action	Concentration, up to 120 minutes [D] <i>Target:</i> Cone-shaped emanation	Long (880 ft.)	V, S <i>Caster Level:</i> 12	PFCR: p.266 <i>Concentration:</i> +14
 Detect Poison <i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.	<i>SR:</i> No	1 standard action	Instantaneous <i>Target:</i> Or Area one creature, one object, or a 5-ft. cube	Close (55 ft.)	V, S <i>Caster Level:</i> 12	PFCR: p.268 <i>Concentration:</i> +14
 Detect Snares and Pits <i>School:</i> Divination <i>Effect:</i> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.	<i>SR:</i> No	1 standard action	Concentration, up to 120 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S <i>Caster Level:</i> 12	PFCR: p.268 <i>Concentration:</i> +14
 Dream Feast <i>School:</i> Conjururation (Creation) <i>Effect:</i> Target gets sated during sleep.	<b>DC: 13, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S, DF <i>Caster Level:</i> 12	PF2: p.72 <i>Concentration:</i> +14
 Endure Elements <i>School:</i> Abjuration <i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.	<b>DC: 13, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	24 hours <i>Target:</i> Creature touched	Touch	V, S <i>Caster Level:</i> 12	PFCR: p.277 <i>Concentration:</i> +14
 Entangle <i>School:</i> Transmutation <i>Effect:</i> This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area.	<b>DC: 13, Reflex partial; see text</b> <i>SR:</i> No	1 standard action	12 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (880 ft.)	V, S, DF <i>Caster Level:</i> 12	PFCR: p.278 <i>Concentration:</i> +14
 Feather Step <i>School:</i> Transmutation <i>Effect:</i> Ignore movement penalty in difficult terrain.	<b>DC: 13, Fortitude negates (harmless)</b> <i>SR:</i> Yes	1 standard action	120 minutes <i>Target:</i> one creature	Close (55 ft.)	V, S <i>Caster Level:</i> 12	PFAPG: p.221 <i>Concentration:</i> +14
 Glide <i>School:</i> Transmutation <i>Effect:</i> You take no falling damage, move 60 ft./round while falling.	<i>SR:</i>	1 standard action	until landing or 12 minutes [D] <i>Target:</i> You	Personal	V, S, M/DF (a leaf ) <i>Caster Level:</i> 12	PFAPG: p.225 <i>Concentration:</i> +14
 Gravity Bow <i>School:</i> Transmutation <i>Effect:</i> Arrows do damage as though one size category bigger.	<i>SR:</i>	1 standard action	12 minutes [D] <i>Target:</i> You	Personal	V, S <i>Caster Level:</i> 12	PFAPG: p.226 <i>Concentration:</i> +14
 Hide from Animals <i>School:</i> Abjuration <i>Effect:</i> Animals cannot sense the warded creatures.	<b>DC: 13, Will negates (harmless)</b> <i>SR:</i> Yes	1 standard action	120 minutes [D] <i>Target:</i> 12 creatures touched	Touch	S, DF <i>Caster Level:</i> 12	PFCR: p.296 <i>Concentration:</i> +14
 Hunter's Howl <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> Treat enemies as favored for 12 rounds.	<b>DC: 13, Will negates Spell Resistance none</b> <i>SR:</i>	1 standard action	12 rounds <i>Target:</i> 20-ft.-radius burst	20 ft.	V, S <i>Caster Level:</i> 12	PFAPG: p.228 <i>Concentration:</i> +14
 Jump <i>School:</i> Transmutation <i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.	<b>DC: 13, Will negates (harmless)</b> <i>SR:</i> Yes	1 standard action	12 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M <i>Caster Level:</i> 12	PFCR: p.303 <i>Concentration:</i> +14
 Keen Senses <i>School:</i> Transmutation <i>Effect:</i> Subject gains +2 Perception, low-light vision.	<b>DC: 13, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	12 minutes [D] <i>Target:</i> creature touched	Touch	V, M/DF (a hawk's feather) <i>Caster Level:</i> 12	PFAPG: p.230 <i>Concentration:</i> +14
 Lead Blades <i>School:</i> Transmutation <i>Effect:</i> Melee weapons damage as if one size bigger.	<i>SR:</i>	1 standard action	12 minutes [D] <i>Target:</i> touch	Personal	V, S <i>Caster Level:</i> 12	PFAPG: p.230 <i>Concentration:</i> +14
 Longstrider <i>School:</i> Transmutation <i>Effect:</i> This spell gives you a +10 foot enhancement bonus to your base speed.	<i>SR:</i>	1 standard action	12 hours [D] <i>Target:</i> You	Personal	V, S, M <i>Caster Level:</i> 12	PFCR: p.305 <i>Concentration:</i> +14
 Magic Fang <i>School:</i> Transmutation <i>Effect:</i> Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls.	<b>DC: 13, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	12 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF <i>Caster Level:</i> 12	PFCR: p.308 <i>Concentration:</i> +14
 Negate Aroma <i>School:</i> Transmutation <i>Effect:</i> Subject cannot be tracked by scent.	<b>DC: 13, Fortitude negates</b> <i>SR:</i> Yes	1 standard action	12 hours [D] <i>Target:</i> 12 creatures or objects touched	Close (55 ft.)	V, S, M/DF (a pinch of alum) <i>Caster Level:</i> 12	PFAPG: p.234 <i>Concentration:</i> +14
 Pass without Trace <i>School:</i> Transmutation <i>Effect:</i> The subject or subjects of this spell do not leave footprints or a scent trail while moving.	<b>DC: 13, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	12 hours [D] <i>Target:</i> 12 creatures touched	Touch	V, S, DF <i>Caster Level:</i> 12	PFCR: p.318 <i>Concentration:</i> +14
* =Domain/Specialty Spell						

## Ranger Spells

<p><b>Read Magic</b></p> <p><i>School:</i> Divination</p> <p><i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.</p>	<p><i>SR:</i></p>	<p><i>Target:</i> You</p>	<p>1 standard action</p> <p>120 minutes</p>	<p>Personal</p>	<p>V, S, F</p> <p><i>Caster Level:</i>12</p>	<p>PFCR: p.330</p> <p><i>Concentration:</i>+14</p>
<p><b>Residual Tracking</b></p> <p><i>School:</i> Divination</p> <p><i>Effect:</i> Tell creature's appearance by footprint.</p>	<p><i>SR:</i> No</p>	<p><i>Target:</i> footprint touched</p>	<p>1 minute</p> <p>Instantaneous</p>	<p>Touch</p>	<p>V, S, M (a bit of plaster)</p> <p><i>Caster Level:</i>12</p>	<p>PFAPG: p.238</p> <p><i>Concentration:</i>+14</p>
<p><b>Resist Energy</b></p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.</p>	<p><b>DC: 13, Fortitude negates (harmless)</b></p> <p><i>SR:</i> Yes (harmless)</p>	<p><i>Target:</i> Creature touched</p>	<p>1 standard action</p> <p>120 minutes</p>	<p>Touch</p>	<p>V, S, DF</p> <p><i>Caster Level:</i>12</p>	<p>PFCR: p.334</p> <p><i>Concentration:</i>+14</p>
<p><b>Speak with Animals</b></p> <p><i>School:</i> Divination</p> <p><i>Effect:</i> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.</p>	<p><i>SR:</i></p>	<p><i>Target:</i> You</p>	<p>1 standard action</p> <p>12 minutes</p>	<p>Personal</p>	<p>V, S</p> <p><i>Caster Level:</i>12</p>	<p>PFCR: p.346</p> <p><i>Concentration:</i>+14</p>
<p><b>Summon Nature's Ally I</b></p> <p><i>School:</i> Conjuration (Summoning)</p> <p><i>Effect:</i> This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant].</p>	<p><i>SR:</i> No</p>	<p><i>Target:</i> One summoned creature</p>	<p>1 round</p> <p>12 rounds [D]</p>	<p>Close (55 ft.)</p>	<p>V, S, DF</p> <p><i>Caster Level:</i>12</p>	<p>PFCR: p.354</p> <p><i>Concentration:</i>+14</p>
<p><b>Tireless Pursuit</b></p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Ignore fatigue while hustling.</p>	<p><i>SR:</i></p>	<p><i>Target:</i> You</p>	<p>1 standard action</p> <p>12 hours [D]</p>	<p>Personal</p>	<p>V, S, M (a hard biscuit)</p> <p><i>Caster Level:</i>12</p>	<p>PFAPG: p.249</p> <p><i>Concentration:</i>+14</p>

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:12	Concentration:+14
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 60 lbs.			Caster Level:12	Concentration:+14
Effect:						
☐☐☐☐☐Arrow Eruption		1 standard action	Instantaneous	Long (880 ft.)	V, S, M (arrow or crossbow bolt)	PFAPG: p.202
School: Conjuration (Creation)	SR: Yes	Target: 30-ft.-radius burst			Caster Level:12	Concentration:+14
Effect: Creates duplicates of killing arrow.						
☐☐☐☐☐Aspect of the Bear		1 standard action	12 minutes	Personal	V, S, DF	PFAPG: p.203
School: Transmutation (Polymorph)	SR:	Target: You			Caster Level:12	Concentration:+14
Effect: +2 AC and combat maneuver rolls.						
☐☐☐☐☐Barkskin		1 standard action	120 minutes	Touch	V, S, DF	PFCR: p.246
School: Transmutation	SR: Yes (harmless)	Target: Living creature touched			Caster Level:12	Concentration:+14
Effect: Barkskin toughens a creature's skin granting a +5 enhancement bonus to the creature's existing natural armor bonus.						
☐☐☐☐☐Bear's Endurance	DC: 14, Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	PFCR: p.246
School: Transmutation	SR: Yes	Target: Creature touched			Caster Level:12	Concentration:+14
Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.						
☐☐☐☐☐Bloodhound		1 standard action	12 hours	Personal	V, S, M (a drop of blood and a pinch of cinnamon)	PFAPG: p.206
School: Transmutation	SR:	Target: You			Caster Level:12	Concentration:+14
Effect: Gives caster the scent special ability.						
☐☐☐☐☐Campfire Wall		1 standard action	24 hours; see below [D]	Close (55 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:12	Concentration:+14
Effect: Creates a shelter around a campfire.						
☐☐☐☐☐Cat's Grace	DC: 14, Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	PFCR: p.252
School: Transmutation	SR: Yes	Target: Creature touched			Caster Level:12	Concentration:+14
Effect: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.						
☐☐☐☐☐Chameleon Stride		1 standard action	12 minutes	Personal	V, S, DF	PFAPG: p.210
School: Illusion (Glamer)	SR:	Target: You			Caster Level:12	Concentration:+14
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:12	Concentration:+14
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:12	Concentration:+14
Effect: When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.						
☐☐☐☐☐Eagle Eye		1 minute	12 minutes [D]	Long (880 ft.)	V, S, DF	PFAPG: p.217
School: Divination	SR: No	Target: magical sensor			Caster Level:12	Concentration:+14
Effect: Creates a magical sensor high above you.						
☐☐☐☐☐Guiding Star		1 minute	12 days [D]	Personal	V, S, M (a spool of thread or string)	PFAPG: p.226
School: Divination	SR:	Target: You			Caster Level:12	Concentration:+14
Effect: Know approximate distance from where you cast this spell.						
☐☐☐☐☐Hide Campsite	DC: 14, Will disbelief (if interacted with)	10 minutes	24 hours [D]	Close (55 ft.)	V, S, M (a sprig of mistletoe, and a vial of quicksilver)	PFAPG: p.227
School: Illusion (Glamer)	SR: No	Target: one 20-ft. cube			Caster Level:12	Concentration:+14
Effect: Hides all traces of your campsite.						
☐☐☐☐☐Hold Animal	DC: 14, Will negates; see text		12 rounds [D]; see text		V, S	PFCR: p.296
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One animal			Caster Level:12	Concentration:+14
Effect: This spell functions like hold person, except that it affects an animal instead of a humanoid.						
☐☐☐☐☐Hunter's Eye		1 standard action	12 minutes	Medium (220 ft.)	V, S, DF	PFAPG: p.228
School: Divination	SR: Yes	Target: one creature			Caster Level:12	Concentration:+14
Effect: +20 on Perception checks to locate a target.						
☐☐☐☐☐Lockjaw	DC: 14, Fortitude negates (harmless)	1 standard action	12 rounds	Touch	V, S, M (sticky tree gum)	PFAPG: p.232
School: Transmutation	SR: Yes (harmless)	Target: creature touched			Caster Level:12	Concentration:+14
Effect: Gives creature grab ability with a natural attack.						
☐☐☐☐☐Owl's Wisdom	DC: 14, Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	PFCR: p.318
School: Transmutation	SR: Yes	Target: Creature touched			Caster Level:12	Concentration:+14
Effect: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.						
☐☐☐☐☐Perceive Cues		1 standard action	120 minutes	Personal	V, S, M (a drop of water)	PFAPG: p.235
School: Transmutation	SR:	Target: You			Caster Level:12	Concentration:+14
Effect: +5 Perception and Sense Motive 10 min./level.						
☐☐☐☐☐Protection from Energy	DC: 14, Fortitude negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, DF	PFCR: p.327
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level:12	Concentration:+14
Effect: Protection from energy grants temporary immunity to the type of energy you specify when you cast it.						
☐☐☐☐☐Protective Spirit		1 standard action	12 rounds	Personal	V, S, DF	PFAPG: p.237
School: Conjuration (Creation)	SR:	Target: You			Caster Level:12	Concentration:+14
Effect: Protects from attacks of opportunity.						
☐☐☐☐☐Slipstream	DC: 14, Reflex negates (harmless)	1 standard action	120 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:12	Concentration:+14
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 26ft. diameter			Caster Level:12	Concentration:+14
		* =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	12 minutes	Personal	V, S	PFCR: p.346	
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 12		<i>Concentration:</i> +14	
<i>Effect:</i> You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them.							
☐☐☐☐☐ Spike Growth		DC: 14, Reflex partial	1 standard action	12 hours [D]	Medium (220 ft.)	V, S, DF	PFCR: p.347
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> 12 20-ft. squares		<i>Caster Level:</i> 12		<i>Concentration:</i> +14	
<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	12 rounds	Medium (220 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> 12		<i>Concentration:</i> +14	
<i>Effect:</i> 2d6 damage to all creatures in area.							
☐☐☐☐☐ Summon Nature's Ally II		1 round	12 rounds [D]	Close (55 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> 12		<i>Concentration:</i> +14	
<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		DC: 14, Will negates (harmless, object)	1 standard action	12 minutes	Close (55 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> 12		<i>Concentration:</i> +14	
<i>Effect:</i> Weapon bypasses some DR.							
☐☐☐☐☐ Wind Wall		DC: 14, None; see text	1 standard action	12 rounds	Medium (220 ft.)	V, S, M/DF	PFCR: p.370
<i>School:</i> Evocation [Air]	<i>SR:</i> Yes	<i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]		<i>Caster Level:</i> 12		<i>Concentration:</i> +14	
<i>Effect:</i> An invisible vertical curtain of wind appears.							

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐Aspect of the Stag		1 standard action	12 minutes	Personal	V, S, DF	PFAPG: p.203
<i>School:</i> Transmutation (Polymorph)	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> +2 AC against attacks of opportunity and increases speed.						
☐☐☐☐☐Bloody Claws	<b>DC: 15, Fortitude negates (harmless)</b>	1 standard action	12 minutes	Touch	V, S, DF	PFAPG: p.206
<i>School:</i> Necromancy	<i>SR:</i> Yes (harmless)	<i>Target:</i> living creature touched		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> Gives creature the ability to deal bleed damage with natural attacks.						
☐☐☐☐☐Cloak of Winds	<b>DC: 15, Fortitude negates (harmless)</b>	1 standard action	12 minutes	Close (55 ft.)	V, S	PFAPG: p.211
<i>School:</i> Abjuration [Air]	<i>SR:</i> Yes (harmless)	<i>Target:</i> one living creature		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> Creates screen of strong wind around you.						
☐☐☐☐☐Command Plants	<b>DC: 15, Will negates</b>	1 standard action	12 days	Close (55 ft.)	V	PFCR: p.257
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Up to 24 HD of plant creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> This spell allows you some degree of control over one or more plant creatures.						
☐☐☐☐☐Cure Moderate Wounds	<b>DC: 15, Will half (harmless) or Will half; see text</b>	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes (harmless) or yes; see text	<i>Target:</i> Creature touched		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+10 points of damage.						
☐☐☐☐☐Darkvision	<b>DC: 15, Will negates (harmless)</b>	1 standard action	12 hours	Touch	V, S, M	PFCR: p.264
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> The subject gains the ability to see 60 feet even in total darkness.						
☐☐☐☐☐Diminish Plants		1 standard action	Instantaneous	See text	V, S, DF	PFCR: p.270
<i>School:</i> Transmutation	<i>SR:</i> No	<i>Target:</i> Or Area see text		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> This spell has two versions: Prune Growth and Stunt Growth.						
☐☐☐☐☐Feather Step, Mass	<b>DC: 15, Fortitude negates (harmless)</b>	1 standard action	120 minutes	Close (55 ft.)	V, S	PFAPG: p.221
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> As feather step, except this spell affects multiple creatures.						
☐☐☐☐☐Instant Enemy		1 swift action	12 minutes	Close (55 ft.)	V, S	PFAPG: p.229
<i>School:</i> Enchantment	<i>SR:</i> No	<i>Target:</i> one creature that is not your favored enemy.		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> Target is treated as a favored enemy type of your choice.						
☐☐☐☐☐Life Bubble	<b>DC: 15, Will negates (harmless)</b>	1 standard action	24 hours; see text	Touch	V, S, M/DF (a bit of eggshell)	PFAPG: p.230
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> up to 12 creatures touched		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> Protects creatures from sustained environmental effects.						
☐☐☐☐☐Magic Fang (Greater)	<b>DC: 15, Will negates (harmless)</b>	1 standard action	12 hours	Close (55 ft.)	V, S, DF	PFCR: p.309
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> One living creature		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +3.						
☐☐☐☐☐Neutralize Poison	<b>DC: 15, Will negates (harmless, object)</b>	1 standard action	Instantaneous or 120 minutes; see text	Touch	V, S, M/DF	PFCR: p.316
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Creature or object of up to 12 cu. ft. touched		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> You detoxify any sort of venom in the creature or object touched.						
☐☐☐☐☐Nondetection	<b>DC: 15, Will negates (harmless, object)</b>	1 standard action	12 hours	Touch	V, S, M	PFCR: p.317
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells.						
☐☐☐☐☐Plant Growth		1 standard action	Instantaneous	See text	V, S, DF	PFCR: p.322
<i>School:</i> Transmutation	<i>SR:</i> No	<i>Target:</i> Or Area see text		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> Plant growth has different effects depending on the version chosen.						
☐☐☐☐☐Reduce Animal		1 standard action	12 hours [D]	Touch	V, S	PFCR: p.330
<i>School:</i> Transmutation	<i>SR:</i> No	<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> This spell functions like reduce person, except that it affects a single willing animal.						
☐☐☐☐☐Remove Disease	<b>DC: 15, Fortitude negates (harmless)</b>	1 standard action	Instantaneous	Touch	V, S	PFCR: p.332
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> Remove disease can cure all diseases from which the subject is suffering.						
☐☐☐☐☐Repel Vermin	<b>DC: 15, None or Will negates; see text</b>	1 standard action	120 minutes [D]	10 ft.	V, S, DF	PFCR: p.333
<i>School:</i> Abjuration	<i>SR:</i> Yes	<i>Target:</i> 10-ft.-radius emanation centered on you		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> An invisible barrier holds back vermin.						
☐☐☐☐☐Strong Jaw	<b>DC: 15, Fortitude negates (harmless)</b>	1 standard action	12 minutes	Touch	V, S	PFAPG: p.247
<i>School:</i> Transmutation	<i>SR:</i> yes (harmless)	<i>Target:</i> creature touched		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> Natural attacks damage as two sizes bigger.						
☐☐☐☐☐Summon Nature's Ally III		1 round	12 rounds [D]	Close (55 ft.)	V, S, DF	PFCR: p.354
<i>School:</i> Conjunction (Summoning [see text])	<i>SR:</i> No	<i>Target:</i> One summoned creature		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.						
☐☐☐☐☐Tireless Pursuers	<b>DC: 15, Fortitude negates (harmless)</b>			Touch	V, S, M (a hard biscuit broken into pieces)	PFAPG: p.249
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> You plus 4 touched creatures		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> This spell functions as tireless pursuit, except as noted above.						
☐☐☐☐☐Tree Shape		1 standard action	12 hours [D]	Personal	V, S, DF	PFCR: p.362
<i>School:</i> Transmutation	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.						
☐☐☐☐☐Venomous Bolt	<b>DC: 15, Fortitude negates; see text</b>	1 swift action	Instantaneous	0 ft.	V, S	PFAPG: p.254
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> one arrow or bolt		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> Arrow or bolt poisons target.						
☐☐☐☐☐Water Walk	<b>DC: 15, Will negates (harmless)</b>	1 standard action	120 minutes [D]	Touch	V, S, DF	PFCR: p.368
<i>School:</i> Transmutation [Water]	<i>SR:</i> Yes (harmless)	<i>Target:</i> 12 touched creatures		<i>Caster Level:</i> 12		<i>Concentration:</i> +14
<i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.						

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐Animal Growth	DC: 16, Fortitude negates	1 standard action	12 minutes	Medium (220 ft.)	V, S	PFCR: p.240
School: Transmutation	SR: Yes	Target: One animal [Gargantuan or smaller]			Caster Level:12	Concentration:+14
Effect: The target animal grows to twice its normal size and eight times its normal weight.						
* =Domain/Specialty Spell						

\* =Domain/Specialty Spell



Ranger Spells

■■■■■Aspect of the Wolf		1 standard action	12 minutes	Personal	V, S, DF	PFAPG: p.204
School: Transmutation (Polymorph)	SR:	Target: You			Caster Level:12	Concentration:+14
Effect: +4 Str and Dex, +2 bonus on trip attacks.						
■■■■■Blessing of the Salamander	DC: 16, Fortitude negates (harmless)	1 standard action	12 rounds	Touch	V, S, DF	PFAPG: p.206
School: Transmutation (Polymorph)	SR: Yes (harmless)	Target: creature touched			Caster Level:12	Concentration:+14
Effect: Subject gets fast healing 2, fire resistance 10, and +2 to its CMD.						
■■■■■Bow Spirit		1 standard action	12 rounds	Personal	V, S, DF	PFAPG: p.207
School: Conjuration (Creation)	SR:	Target: You			Caster Level:12	Concentration:+14
Effect: Summons an invisible spirit that fires your arrows for you as a swift action.						
■■■■■Commune with Nature		10 minutes	Instantaneous	Personal	V, S	PFCR: p.258
School: Divination	SR:	Target: You			Caster Level:12	Concentration:+14
Effect: You become one with nature, attaining knowledge of the surrounding territory.						
■■■■■Cure Serious Wounds	DC: 16, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 ft.)	V, S	PFCR: p.263
School: Conjuration (Healing)	SR: Yes (harmless) or yes; see text	Target: Creature touched			Caster Level:12	Concentration:+14
Effect: When laying your hand upon a living creature, you channel positive energy that cures 3d8+12 points of damage.						
■■■■■Freedom of Movement	DC: 16, Will negates (harmless)	1 standard action	120 minutes	Personal or touch	V, S, M, DF	PFCR: p.287
School: Abjuration	SR: Yes (harmless)	Target: You or creature touched			Caster Level:12	Concentration:+14
Effect: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web.						
■■■■■Grove of Respite		10 minutes	24 hours [D]	Close (55 ft.)	V, S, M/DF (a leaf or blade of grass and a drop of water)	PFAPG: p.226
School: Conjuration (Creation)	SR: No	Target: 20-ft.-radius grove			Caster Level:12	Concentration:+14
Effect: Creates trees and a small spring.						
■■■■■Summon Nature's Ally IV		1 round	12 rounds [D]	Close (55 ft.)	V, S, DF	PFCR: p.354
School: Conjuration (Summoning [see text])	SR: No	Target: One summoned creature			Caster Level:12	Concentration:+14
Effect: This spell functions like summon nature's ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.						
■■■■■Tree Stride		1 standard action	12 hours or until expended; see text	Personal	V, S, DF	PFCR: p.362
School: Conjuration (Teleportation)	SR:	Target: You			Caster Level:12	Concentration:+14
Effect: When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant.						
* =Domain/Specialty Spell						

## Magic Item Spell-like Abilities

At Will Feather Fall (DC:10)

☐ Fire Shield (DC:)

☐ Fly (DC:14)

At Will Freedom of Movement  
(DC:10)

Durikken

Human (Varisian)

RACE

16

AGE

Male

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

5' 8"

HEIGHT

170 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Varisia

REGION

Description:  
Biography: