

Neelie Loreuq

NAME
Rgr6 19809
CLASS EXPERIENCE
6 21000
Character Level NEXT LEVEL

Eileen

PLAYERNAME DEITY
Elf Medium 4' 8" 94 lbs.
RACE SIZE HEIGHT WEIGHT
128 Female
AGE GENDER EYES HAIR POINTS

Neutral Good

ALIGNMENT
Low-light
VISION
0



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	17	+3	17	+3
DEX Dexterity	21	+5	21	+5	21	+5
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	8	-1	8	-1	8	-1
APP Appearance	14	+2	14	+2	14	+2

HP hit points	64	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	18	13	15	10	3	0	5	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR
INITIATIVE		TOTAL		DEX MODIFIER	MISC MODIFIER		MAX RANKS		
BASE ATTACK		TOTAL		bonus		MISC MODIFIER			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+5	+3	+0	+0	+0		
REFLEX (dexterity)	+12	+5	+5	+0	+2	+0		
WILL (wisdom)	+4	+2	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9/+4	+6/+1	+3	+0	+0	+0	
RANGED attack bonus	+11/+6	+6/+1	+5	+0	+0	+0	
GRAPPLE attack bonus	+9/+4	+6/+1	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+4	1d3+3	20/x2	5 ft.

Axe, Throwing		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+9/+4	1d6+3	2W-P-(OH)	+5/+0	1d6+3	
1H-O	+9/+4	1d6+1	2W-P-(OL)	+7/+2	1d6+3	
2H	+9/+4	1d6+3	2W-OH	+7/+2	1d6+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	1d6+3	1d6+3	1d6+3	1d6+3	1d6+3	

Greataxe		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x3	5 ft.
	To Hit	Dam	To Hit	Dam		
2H	+9/+4	1d12+4	2W-OH	N/A	N/A	

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+9/+4	1d8+3	2W-P-(OH)	+5/+0	1d8+3	
1H-O	+9/+4	1d8+1	2W-P-(OL)	+7/+2	1d8+3	
2H	+9/+4	1d8+4	2W-OH	+5/+0	1d8+1	

*: 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
*Masterwork Studded Leather	Light	+3	+5	+0	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS	9/4.5
✓ Appraise	INT	1	=	1	+	+
✓ Balance	DEX	5	=	5	+	+
✓ Bluff	CHA	-1	=	-1	+	+
✓ Climb	STR	8	=	3	+	5.0
✓ Concentration	CON	3	=	3	+	+
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Diplomacy	CHA	-1	=	-1	+	+
✓ Disguise	CHA	-1	=	-1	+	+
✓ Escape Artist	DEX	7	=	5	+	2.5
✓ Forgery	INT	1	=	1	+	+
✓ Gather Information	CHA	-1	=	-1	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Hide	DEX	12	=	5	+	2.0
✓ Intimidate	CHA	-1	=	-1	+	+
✓ Jump	STR	5	=	3	+	2.0
Knowledge (Arcana)	INT	2	=	1	+	1.0
Knowledge (Nature)	INT	5	=	1	+	4.0
Knowledge (Religion)	INT	3	=	1	+	2.0
✓ Listen	WIS	13	=	2	+	9.0
✓ Move Silently	DEX	14	=	5	+	9.0
✓ Ride	DEX	5	=	5	+	+
✓ Search	INT	6	=	1	+	3.0
✓ Sense Motive	WIS	2	=	2	+	+
✓ Spot	WIS	12	=	2	+	8.0
✓ Survival	WIS	6	=	2	+	4.0
✓ Swim	STR	3	=	3	+	+
Use Magic Device	CHA	1	=	-1	+	2.0
✓ Use Rope	DEX	7	=	5	+	2.0
			=	+	+	
			=	+	+	

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

*Shortsword of Impaling +2		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	P	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+11/+6	1d6+5		2W-P-(OH)	+7/+2 1d6+5	
1H-O	+11/+6	1d6+3		2W-P-(OL)	+9/+4 1d6+5	
2H	+11/+6	1d6+5		2W-OH	+9/+4 1d6+3	
Special Properties	Three times per day, you can activate this weapon to treat its next attack (if made before the end of your turn) as a touch attack. You must declare that you are using this property before making your attack roll. If the attack misses, the use is wasted.					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Axe, Throwing	Carried	1	2.0	8.0	
Cloak of Elvenkind	Equipped	1	1.0	2500.0	
Greataxe	Carried	1	12.0	20.0	
Longsword	Equipped	1	4.0	15.0	
Masterwork Studded Leather	Equipped	1	20.0	175.0	
Explorer's Outfit	Equipped	1	8.0	0.0	
Shortsword of Impaling +2	Equipped	1	2.0	16616.0	
<small>Three times per day, you can activate this weapon to treat its next attack (if made before the end of your turn) as a touch attack. You must declare that you are using this property before making your attack roll. If the attack misses, the use is wasted.</small>					
TOTAL WEIGHT CARRIED/VALUE			41 lbs.	19334.0 gp	

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

Special Attacks	
Favored Enemy (Aberration) (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
+4	
Favored Enemy (Giant) (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
+2	

Special Qualities	
Animal Companion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Immunity to magic sleep effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2 racial saving throw bonus against enchantment spells or effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Two Weapon Fighting Combat Style ~ RSRD Base	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Wild Empathy (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
+5 (+1 on Magical Beasts)	

Feats	
Combat Reflexes	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You may make a number of additional attacks of opportunity equal to your Dexterity bonus.	
Improved Initiative	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +4 bonus on initiative checks.	
Lightning Reflexes	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Reflex saving throws.	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Endurance	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.	
Martial Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	
Track	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.	
Improved Two-Weapon Fighting	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.	
Two-Weapon Fighting	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransour, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe, Warhammer, Warhammer

LANGUAGES
Common, Elven

Ranger Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Accelerated Movement <i>Effect:</i> Balance, Climb, or Move Silently at normal speed with no penalty on skill check.			1 swift action	3 rounds [D]	Personal	S, M		Transmutation	splcmp: p,7
□□□□ Alarm <i>Effect:</i> Wards an area for 6 hours.		None	1 standard action	6 hours [D]	Close (30 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
□□□□ Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	13	None; see text	1 standard action	3 days	Close (30 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
□□□□ Arrow Mind <i>Effect:</i> You threaten nearby squares with your bow and fire without provoking attacks of opportunity.			1 immediate action	3 minutes [D]	Personal	V, S, M		Divination	splcmp: p,15
□□□□ Aspect of the Wolf <i>Effect:</i> You change into a wolf and gain some of its abilities.			1 standard action	30 minutes [D]	Personal	V, S, M/DF		Transmutation	splcmp: p,16
□□□□ Blades of Fire <i>Effect:</i> Your melee weapons deal +1d8 fire damage for 1 round.		None	1 swift action	1 round	Touch	V	No	Conjuration (Creation) [Fire]	splcmp: p,31
□□□□ Bloodhound <i>Effect:</i> You gain an immediate retry if you fail a Survival check while tracking.			1 standard action	24 hours [D]	Personal	V, S		Divination	splcmp: p,34
□□□□ Branch to Branch <i>Effect:</i> You gain +10 competence bonus on Climb checks in trees and can brachiate through forest.			1 standard action	3 hours [D]	Personal	V, S		Transmutation	splcmp: p,38
□□□□ Calm Animals <i>Effect:</i> Calms 2d4 + 3 HD of animals.	13	Will negates; see text	1 standard action	3 minutes	Close (30 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
□□□□ Camouflage <i>Effect:</i> Grants +10 bonus on Hide checks.			1 standard action	30 minutes	Personal	V, S		Transmutation	splcmp: p,43
□□□□ Charm Animal <i>Effect:</i> Makes one animal your friend.	13	Will negates	1 standard action	3 hours	Close (30 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
□□□□ Claws of the Bear <i>Effect:</i> Your hands become weapons that deal 1d8 damage.			1 standard action	3 rounds	Personal	V, S		Transmutation	splcmp: p,47
□□□□ Climb Walls <i>Effect:</i> Touched creature gains increased climbing ability.	13	Will negates (harmless)		3 minutes [D]	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,47
□□□□ Crabwalk <i>Effect:</i> Touched creature gains bonus while charging.		None	1 standard action	3 minutes	Touch	V, S, M	No	Transmutation	splcmp: p,53
□□□□ Dawn <i>Effect:</i> Sleeping/unconscious creatures in area awaken.	13	Fortitude negates (harmless)	1 swift action	Instantaneous	15 ft.	V	Yes (harmless)	Abjuration	splcmp: p,59
□□□□ Deep Breath <i>Effect:</i> Your lungs are filled with air.			1 immediate action	3 rounds	Personal	V		Conjuration (Creation) [Air]	splcmp: p,61
□□□□ Delay Poison <i>Effect:</i> Stops poison from harming subject for 3 hours.	13	Fortitude negates (harmless)	1 standard action	3 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
□□□□ Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.		None	1 standard action	Concentration, up to 30 minutes [D]	Long (520 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
□□□□ Detect Favored Enemy <i>Effect:</i> You know if favored enemies are within 60 ft.		None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF	No	Divination	splcmp: p,64
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
□□□□ Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.		None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
□□□□ Easy Trail <i>Effect:</i> You make a temporary trail through any kind of undergrowth.		None	1 standard action	3 hours [D]	40 ft.	V, S	Yes	Abjuration	splcmp: p,76
□□□□ Embrace the Wild <i>Effect:</i> You gain an animal's senses for 30 minutes.			1 standard action	30 minutes [D]	Personal	V		Transmutation	splcmp: p,79
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf

* =Domain/Specialty Spell

Ranger Spells

□□□□□	Enlarge Animal	None	1 standard action	Concentration +3 rounds	Medium (130 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3	splcmp: p,82	
<i>Effect:</i> Animal rages like barbarian, not fatigued.					<i>Target:</i> One animal					
□□□□□	Entangle	13	Reflex partial; see text	1 standard action	3 minutes [D]	Long (520 ft.)	V, S, DF	No	Transmutation Caster Level: 3	RSRD: SpellsD-E.rtf
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread					
□□□□□	Guided Shot			1 swift action	1 round	Personal	V		Divination Caster Level: 3	splcmp: p,108
<i>Effect:</i> You ignore distance, cover, concealment penalties with your ranged attacks for 1 round.					<i>Target:</i> You					
□□□□□	Hawkeye			1 standard action	30 minutes [D]	Personal	V		Transmutation Caster Level: 3	splcmp: p,110
<i>Effect:</i> Increase range increments by 50%, +5 on Spot checks.					<i>Target:</i> You					
□□□□□	Healing Lorecall			1 standard action	30 minutes	Personal	V, S, M		Divination Caster Level: 3	splcmp: p,110
<i>Effect:</i> If you have 5 or more ranks in Heal, you can remove harmful conditions with conjuration [healing] spells.					<i>Target:</i> You					
□□□□□	Hide from Animals	13	Will negates (harmless)	1 standard action	30 minutes [D]	Touch	S, DF	Yes	Abjuration Caster Level: 3	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 3 subjects.					<i>Target:</i> 3 creatures touched					
□□□□□	Horrible Taste	13	Fortitude negates; see text	1 standard action	30 minutes	Touch	V, S, M	No	Transmutation Caster Level: 3	splcmp: p,116
<i>Effect:</i> Touched creature or object nauseates biting or swallowing foes.					<i>Target:</i> Creature or object touched					
□□□□□	Hunter's Mercy			1 standard action	1 round	Personal	S		Transmutation Caster Level: 3	splcmp: p,117
<i>Effect:</i> Your next hit with a bow is automatically a critical hit.					<i>Target:</i> You					
□□□□□	Instant Search			1 swift action	1 round	Personal	V, S		Divination Caster Level: 3	splcmp: p,124
<i>Effect:</i> Make Search check at +2 as free action.					<i>Target:</i> You					
□□□□□	Jump	13	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M	Yes	Transmutation Caster Level: 3	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject gets +[10*[floor(1,3)]] enhancement bonus on Jump checks.					<i>Target:</i> Creature touched					
□□□□□	Lay of the Land			3 rounds	Instantaneous	Personal	V, S, F/DF		Divination Caster Level: 3	splcmp: p,131
<i>Effect:</i> You gain an overview of the geography around you.					<i>Target:</i> You					
□□□□□	Lightfoot			1 swift action	1 round	Personal	V		Transmutation Caster Level: 3	splcmp: p,132
<i>Effect:</i> Your move does not provoke attacks of opportunity for 1 round.					<i>Target:</i> You					
□□□□□	Living Prints			1 standard action	3 hours	Personal	V, S		Divination Caster Level: 3	splcmp: p,134
<i>Effect:</i> You perceive tracks as if they had just been made.					<i>Target:</i> You					
□□□□□	Longstrider	None		1 standard action	3 hours [D]	Personal	V, S, M	No	Transmutation Caster Level: 3	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.					<i>Target:</i> You					
□□□□□	Low-Light Vision	13	Will negates (harmless)	1 standard action	3 hours	Touch	V, M	Yes (harmless)	Transmutation Caster Level: 3	splcmp: p,134
<i>Effect:</i> See twice as far as a human in poor illumination.					<i>Target:</i> Creature touched					
□□□□□	Magic Fang	13	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation Caster Level: 3	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched					
□□□□□	Marked Object			1 minute	72 hours	Personal	V, S, F		Divination Caster Level: 3	splcmp: p,139
<i>Effect:</i> You gain bonus to track a specific being.					<i>Target:</i> You					
□□□□□	Naturewatch	None		1 standard action	30 minutes	30 ft.	S	No	Necromancy Caster Level: 3	splcmp: p,146
<i>Effect:</i> As deathwatch, but on animals and plants.					<i>Target:</i> Cone-shaped emanation					
□□□□□	Omen of Peril			1 round	Instantaneous	Personal	V, F		Divination Caster Level: 3	splcmp: p,149
<i>Effect:</i> You know how dangerous the future will be.					<i>Target:</i> You					
□□□□□	Pass Without Trace	13	Will negates (harmless)	1 standard action	3 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation Caster Level: 3	RSRD: SpellsP-R.rtf
<i>Effect:</i> 3 subjects leaves no tracks.					<i>Target:</i> 3 creatures touched					
□□□□□	Ram's Might			1 standard action	3 minutes	Personal	V, S		Transmutation Caster Level: 3	splcmp: p,166
<i>Effect:</i> Gain +2 to Strength and your unarmed attacks deal normal damage.					<i>Target:</i> You					
□□□□□	Rapid Burrowing	13	Fortitude negates (harmless)	1 standard action	30 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation Caster Level: 3	splcmp: p,166
<i>Effect:</i> +20 ft. to subject's burrow speed.					<i>Target:</i> Creature touched					
□□□□□	Read Magic	None		1 standard action	30 minutes	Personal	V, S, F	No	Divination Caster Level: 3	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You					
□□□□□	Remove Scent	13	Will negates	1 standard action	30 minutes	Touch	V, S, M	Yes	Transmutation Caster Level: 3	splcmp: p,173
<i>Effect:</i> Hides touched creature's scent.					<i>Target:</i> Creature touched					
□□□□□	Resist Energy	13	Fortitude negates (harmless)	1 standard action	30 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration Caster Level: 3	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched					
□□□□□	Resist Planar Alignment	13	Fortitude negates (harmless)	1 standard action	30 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration Caster Level: 3	splcmp: p,174
<i>Effect:</i> Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.					<i>Target:</i> Creature touched					
□□□□□	Rhino's Rush			1 swift action	1 round	Personal	V, S		Transmutation Caster Level: 3	splcmp: p,176
<i>Effect:</i> Next charge deals double damage.					<i>Target:</i> You					

* =Domain/Speciality Spell

Ranger Spells

□□□□□ Scent	None		1 standard 30 minutes action	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,180
<i>Effect:</i> Grants the scent special ability.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Smell of Fear	13	Will negates	1 standard 3 minutes action	Touch	V, S	Yes	Transmutation	splcmp: p,193
<i>Effect:</i> Subject's aroma attracts animal attacks.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Sniper's Shot			1 swift action 1 round	Personal	V, S		Divination	splcmp: p,194
<i>Effect:</i> No range limit on next ranged sneak attack.				<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Snowshoes	13	Will negates (harmless)	1 standard 3 hours [D] action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,194
<i>Effect:</i> Subject walks easily on ice and snow.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Speak with Animals	None		1 standard 3 minutes action	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.				<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Stalking Brand	None		1 standard 72 hours action	Close (30 ft.)	S	Yes	Transmutation	splcmp: p,204
<i>Effect:</i> Subject marked with symbol you can see despite disguises.				<i>Target:</i> One creature			<i>Caster Level:</i> 3	
□□□□□ Summon Nature's Ally I	None		1 round 3 rounds [D]	Close (30 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One summoned creature			<i>Caster Level:</i> 3	
□□□□□ Surefoot			1 standard 30 minutes action	Personal	V, S		Abjuration	splcmp: p,216
<i>Effect:</i> +10 bonus on Balance, Climb, Jump, and Tumble checks.				<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Surefooted Stride	None		1 standard 3 minutes action	Personal	V, S	No	Transmutation	splcmp: p,216
<i>Effect:</i> You can move over rubble as easily as you can over open ground.				<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Towering Oak			1 swift action 3 rounds	Personal	V, S		Illusion (Glamer)	splcmp: p,221
<i>Effect:</i> +10 bonus on Intimidate checks.				<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Traveler's Mount	13	Will negates	1 standard 3 hours action	Touch	V, S	Yes	Transmutation	splcmp: p,223
<i>Effect:</i> Creature moves faster but can't attack.				<i>Target:</i> Animal or magical beast touched			<i>Caster Level:</i> 3	
□□□□□ Vine Strike			1 swift action 1 round	Personal	V, DF		Divination	splcmp: p,230
<i>Effect:</i> You can sneak attack plant creatures for 1 round.				<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Wings of the Sea	13	Fortitude negates (harmless)	1 standard 3 minutes action	Touch	S, M	Yes (harmless)	Transmutation	splcmp: p,240
<i>Effect:</i> +30 ft. to subject's swim speed.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	

* =Domain/Speciality Spell

Notes:

Cloak of Elvenkind:

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Hide checks. The cloak radiates faint illusion magic.

Shortsword of Impaling +2:

Acts as +2 Shortsword, but three times per day, you can activate this weapon to treat its next attack (if made before the end of your turn) as a touch attack. You must declare that you are using this property before making your attack roll. If the attack misses, the use is wasted. (MIC 37)