

Remus Everstar

NAME
Rgr10 50040
CLASS EXPERIENCE
10 55000
Character Level NEXT LEVEL

Mike

PLAYERNAME DEITY
Elf Medium 5' 1" 135 lbs.
RACE SIZE HEIGHT WEIGHT
133 Male Jade Green Dark Auburn,
AGE GENDER EYES HAIR

Chaotic Good

ALIGNMENT
Low-light
VISION
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	20	+5	20	+5	20	+5
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	13	+1	13	+1	13	+1
WIS Wisdom	17	+3	17	+3	17	+3
CHA Charisma	13	+1	13	+1	13	+1
APP Appearance	15	+2	15	+2	15	+2

HP hit points	88	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	19	15	14	10	5	0	4	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR
INITIATIVE		modifier		TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK		bonus		+10/+5					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	+7	+3	+0	+0	+0		
REFLEX (dexterity)	+12	+7	+5	+0	+0	+0		
WILL (wisdom)	+6	+3	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+14/+9	+10/+5	+4	+0	+0	+0	
RANGED attack bonus	+15/+10	+10/+5	+5	+0	+0	+0	
GRAPPLE attack bonus	+14/+9	+10/+5	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+14/+9	1d3+4	20/x2	5 ft.

Masterwork Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
30 ft.	100 ft.	200 ft.	300 ft.	400 ft.		
TH	+15/+10	+15/+10	+13/+8	+11/+6	+9/+4	
Dam	1d8	1d8	1d8	1d8	1d8	

*Masterwork Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	17-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+15/+10	1d8+4	2W-P-(OH)	+11/+6	1d8+4	
1H-O	+15/+10	1d8+2	2W-P-(OL)	+13/+8	1d8+4	
2H	+15/+10	1d8+6	2W-OH	+11/+6	1d8+2	

*Shortsword of Corellon		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	P	M	17-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+15/+10	1d6+5	2W-P-(OH)	+11/+6	1d6+5	
1H-O	+15/+10	1d6+3	2W-P-(OL)	+13/+8	1d6+5	
2H	+15/+10	1d6+5	2W-OH	+13/+8	1d6+3	

Special Properties Grants an extra feat (Improved Critical for Shortsword chosen), allows Entropic Shield 1 md/lvl/day, Whispering Wind 1/day, generate Lesser Globe of Invulnerability 1/month

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Elven Chain	Light	+5	+4	-2	20
30hp/inch and 15 hardness					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
✓ Appraise	INT	1	= 1 +		
✓ Balance	DEX	3	= 5 +		-2
✓ Bluff	CHA	1	= 1 +		
✓ Climb	STR	6	= 4 + 4.0 +		-2
✓ Concentration	CON	8	= 3 + 5.0 +		
✓ Craft (Alchemy)	INT	2	= 1 + 1.0 +		
✓ Craft (Bowmaking)	INT	3	= 1 + 2.0 +		
✓ Craft (Trapmaking)	INT	2	= 1 + 1.0 +		
✓ Craft (Untrained)	INT	1	= 1 +		
✓ Craft (Weaponsmithing)	INT	3	= 1 + 2.0 +		
✓ Diplomacy	CHA	1	= 1 +		
✓ Disguise	CHA	1	= 1 +		
✓ Escape Artist	DEX	3	= 5 + 0.5 +		-2
✓ Forgery	INT	1	= 1 +		
✓ Gather Information	CHA	2	= 1 + 1.0 +		
✓ Handle Animal	CHA	5	= 1 + 4.0 +		
✓ Heal	WIS	10	= 3 + 7.0 +		
✓ Hide	DEX	6	= 5 + 3.0 +		-2
✓ Intimidate	CHA	2	= 1 + 1.0 +		
✓ Jump	STR	3	= 4 + 1.0 +		-2
✓ Knowledge (Geography)	INT	2	= 1 + 1.0 +		
✓ Knowledge (Nature)	INT	8	= 1 + 5.0 +		2
✓ Knowledge (Religion)	INT	5	= 1 + 4.0 +		
✓ Listen	WIS	12	= 3 + 7.0 +		2
✓ Move Silently	DEX	16	= 5 + 8.0 +		3
✓ Perform (Comedy)	CHA	1	= 1 + 0.5 +		
✓ Profession (Herbalist)	WIS	5	= 3 + 2.0 +		
✓ Profession (Hunter)	WIS	4	= 3 + 1.0 +		
✓ Ride	DEX	7	= 5 + 2.0 +		
✓ Search	INT	5	= 1 + 2.0 +		2
✓ Sense Motive	WIS	4	= 3 + 1.0 +		
✓ Sleight of Hand	DEX	3	= 5 + 0.5 +		-2
✓ Spot	WIS	9	= 3 + 4.0 +		2
✓ Survival	WIS	9	= 3 + 6.0 +		
✓ Survival (Natural environments)	WIS	11	= 3 + 6.0 +		2
✓ Swim	STR	2	= 4 + 2.0 +		-4
✓ Tumble	DEX	4	= 5 + 1.0 +		-2
✓ Use Magic Device	CHA	1	= 1 + 0.5 +		
✓ Use Rope	DEX	6	= 5 + 1.0 +		

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

Adamantine Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+15/+10	1d4+4	2W-P-(OH)	+11/+6	1d4+4	
1H-O	+15/+10	1d4+2	2W-P-(OL)	+13/+8	1d4+4	
2H	+15/+10	1d4+4	2W-OH	+13/+8	1d4+2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+16/+11	+14/+9	+12/+7	+10/+5	+8/+3	
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4	
Special Properties	Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack <small>26 lbs., 1 Bedroll, 1 Blanket (Winter), 1 Holy Symbol (Wooden), 1 Cold Weather Outfit, 1 Rope (Hempen/50 Ft.), 1 Adamantine Dagger</small>	Carried	1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Boots of Elvenkind	Equipped	1	1.0	2500.0	
Elven Chain <small>30hp/inch and 15 hardness</small>	Equipped	1	20.0	4150.0	
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Holy Symbol (Wooden)	Backpack	1	0.0	1.0	
Masterwork Longbow <small>0 lbs.</small>	Carried	1	3.0	75.0	
Masterwork Longsword	Equipped	1	4.0	315.0	
Cold Weather Outfit <small>+5 circumstance bonus on Fort saves vs cold</small>	Backpack	1	7.0	8.0	
Explorer's Outfit	Equipped	1	8.0	0.0	
Pouch (Belt) <small>0 lbs., 1 Flint and Steel</small>	Carried	1	0.5	1.0	
Rope (Hempen/50 Ft.)	Backpack	1	10.0	1.0	
Shortsword of Corellon <small>Grants an extra feat (Improved Critical for Shortsword chosen), allows Entropic Shield 1 md/lvl/day, Whispering Wind 1/day, generate Lesser Globe of Invulnerability 1/month</small>	Equipped	1	2.0	16060.0	
Signet Ring	Equipped	1	0.0	5.0	
Adamantine Dagger <small>Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness</small>	Backpack	1	1.0	3002.0	
Waterskin (Filled)	Carried	1	4.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			62.5 lbs.	26122.6 gp	

WEIGHT ALLOWANCE			
Light	100	Medium	200
Heavy	300	Push / Drag	1500
Lift over head	300	Lift off ground	600

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

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]
Evasion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
If subjected to an attack that allows a Reflex save for half damage, you take no damage on a successful save.	
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]
Swift Tracker (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
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]
+11 (+7 on Magical Beasts)	
Woodland Stride (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
You may move through any sort of undergrowth at your normal speed and without taking damage or suffering any other impairment.	

Feats	
Dodge	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Improved Critical (Longsword)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] When using the weapon you selected, your threat range is doubled.
Improved Initiative	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You get a +4 bonus on initiative checks.
Mobility	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
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, Ranseur, 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 (Dwarven), Warhammer

LANGUAGES

Common, Elven

Ranger Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	2	2	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	5 rounds [D]	Personal	S, M		Transmutation	splcmp: p,7
□□□□ Alarm <i>Effect:</i> Wards an area for 10 hours.		None	1 standard action	10 hours [D]	Close (35 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
□□□□ Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	14	None; see text	1 standard action	5 days	Close (35 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	5 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	50 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	5 hours [D]	Personal	V, S		Transmutation	splcmp: p,38
□□□□ Calm Animals <i>Effect:</i> Calms 2d4 + 5 HD of animals.	14	Will negates; see text	1 standard action	5 minutes	Close (35 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
□□□□ Camouflage <i>Effect:</i> Grants +10 bonus on Hide checks.			1 standard action	50 minutes	Personal	V, S		Transmutation	splcmp: p,43
□□□□ Charm Animal <i>Effect:</i> Makes one animal your friend.	14	Will negates	1 standard action	5 hours	Close (35 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	5 rounds	Personal	V, S		Transmutation	splcmp: p,47
□□□□ Climb Walls <i>Effect:</i> Touched creature gains increased climbing ability.	14	Will negates (harmless)		5 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	5 minutes	Touch	V, S, M	No	Transmutation	splcmp: p,53
□□□□ Dawn <i>Effect:</i> Sleeping/unconscious creatures in area awaken.	14	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	5 rounds	Personal	V		Conjuration (Creation) [Air]	splcmp: p,61
□□□□ Delay Poison <i>Effect:</i> Stops poison from harming subject for 5 hours.	14	Fortitude negates (harmless)	1 standard action	5 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 50 minutes [D]	Long (600 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 50 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 (35 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 50 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	5 hours [D]	40 ft.	V, S	Yes	Abjuration	splcmp: p,76
□□□□ Embrace the Wild <i>Effect:</i> You gain an animal's senses for 50 minutes.			1 standard action	50 minutes [D]	Personal	V		Transmutation	splcmp: p,79
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	14	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 +5 rounds	Medium (150 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	splcmp: p,82	
<i>Effect:</i> Animal rages like barbarian, not fatigued.					<i>Target:</i> One animal					
□□□□□	Entangle	14	Reflex partial; see text	1 standard 5 minutes [D] action	Long (600 ft.)	V, S, DF	No	Transmutation	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	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	50 minutes [D]	Personal	V	Transmutation	splcmp: p,110	
<i>Effect:</i> Increase range increments by 50%, +5 on Spot checks.					<i>Target:</i> You					
□□□□□	Healing Lorecall			1 standard action	50 minutes	Personal	V, S, M	Divination	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	14	Will negates (harmless)	1 standard 50 minutes [D] action	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf	
<i>Effect:</i> Animals can't perceive 5 subjects.					<i>Target:</i> 5 creatures touched					
□□□□□	Horrible Taste	14	Fortitude negates; see text	1 standard 50 minutes action	Touch	V, S, M	No	Transmutation	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	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	splcmp: p,124	
<i>Effect:</i> Make Search check at +2 as free action.					<i>Target:</i> You					
□□□□□	Jump	14	Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf	
<i>Effect:</i> Subject gets +[10*[floor2,3]] enhancement bonus on Jump checks.					<i>Target:</i> Creature touched					
□□□□□	Lay of the Land			3 rounds	Instantaneous	Personal	V, S, F/DF	Divination	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	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	5 hours	Personal	V, S	Divination	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	5 hours [D]	Personal	V, S, M	Transmutation	RSRD: SpellsH-L.rtf	
<i>Effect:</i> Increases your speed.					<i>Target:</i> You					
□□□□□	Low-Light Vision	14	Will negates (harmless)	1 standard 5 hours action	Touch	V, M	Yes (harmless)	Transmutation	splcmp: p,134	
<i>Effect:</i> See twice as far as a human in poor illumination.					<i>Target:</i> Creature touched					
□□□□□	Magic Fang	14	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf	
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched					
□□□□□	Marked Object			1 minute	120 hours	Personal	V, S, F	Divination	splcmp: p,139	
<i>Effect:</i> You gain bonus to track a specific being.					<i>Target:</i> You					
□□□□□	Naturewatch	None		1 standard action	50 minutes	30 ft.	S	No	Necromancy	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	splcmp: p,149	
<i>Effect:</i> You know how dangerous the future will be.					<i>Target:</i> You					
□□□□□	Pass Without Trace	14	Will negates (harmless)	1 standard 5 hours [D] action	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf	
<i>Effect:</i> 5 subjects leaves no tracks.					<i>Target:</i> 5 creatures touched					
□□□□□	Ram's Might			1 standard action	5 minutes	Personal	V, S	Transmutation	splcmp: p,166	
<i>Effect:</i> Gain +2 to Strength and your unarmed attacks deal normal damage.					<i>Target:</i> You					
□□□□□	Rapid Burrowing	14	Fortitude negates (harmless)	1 standard 50 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation	splcmp: p,166	
<i>Effect:</i> +20 ft. to subject's burrow speed.					<i>Target:</i> Creature touched					
□□□□□	Read Magic	None		1 standard action	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You					
□□□□□	Remove Scent	14	Will negates	1 standard 50 minutes action	Touch	V, S, M	Yes	Transmutation	splcmp: p,173	
<i>Effect:</i> Hides touched creature's scent.					<i>Target:</i> Creature touched					
□□□□□	Resist Energy	14	Fortitude negates (harmless)	1 standard 50 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	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	14	Fortitude negates (harmless)	1 standard 50 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	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	splcmp: p,176	
<i>Effect:</i> Next charge deals double damage.					<i>Target:</i> You					

* =Domain/Speciality Spell

Ranger Spells

□□□□□ Scent	None		1 standard	50 minutes	action	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,180
<i>Effect:</i> Grants the scent special ability.										
□□□□□ Smell of Fear	14	Will negates	1 standard	5 minutes	action	Touch	V, S	Yes	Transmutation	splcmp: p,193
<i>Effect:</i> Subject's aroma attracts animal attacks.										
□□□□□ Sniper's Shot			1 swift	1 round	action	Personal	V, S		Divination	splcmp: p,194
<i>Effect:</i> No range limit on next ranged sneak attack.										
□□□□□ Snowshoes	14	Will negates (harmless)	1 standard	5 hours [D]	action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,194
<i>Effect:</i> Subject walks easily on ice and snow.										
□□□□□ Speak with Animals	None		1 standard	5 minutes	action	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.										
□□□□□ Stalking Brand	None		1 standard	120 hours	action	Close (35 ft.)	S	Yes	Transmutation	splcmp: p,204
<i>Effect:</i> Subject marked with symbol you can see despite disguises.										
□□□□□ Summon Nature's Ally I	None		1 round	5 rounds [D]		Close (35 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.										
□□□□□ Surefoot			1 standard	50 minutes	action	Personal	V, S		Abjuration	splcmp: p,216
<i>Effect:</i> +10 bonus on Balance, Climb, Jump, and Tumble checks.										
□□□□□ Surefooted Stride	None		1 standard	5 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.										
□□□□□ Towering Oak			1 swift	5 rounds	action	Personal	V, S		Illusion (Glamer)	splcmp: p,221
<i>Effect:</i> +10 bonus on Intimidate checks.										
□□□□□ Traveler's Mount	14	Will negates	1 standard	5 hours	action	Touch	V, S	Yes	Transmutation	splcmp: p,223
<i>Effect:</i> Creature moves faster but can't attack.										
□□□□□ Vine Strike			1 swift	1 round	action	Personal	V, DF		Divination	splcmp: p,230
<i>Effect:</i> You can sneak attack plant creatures for 1 round.										
□□□□□ Wings of the Sea	14	Fortitude negates (harmless)	1 standard	5 minutes	action	Touch	S, M	Yes (harmless)	Transmutation	splcmp: p,240
<i>Effect:</i> +30 ft. to subject's swim speed.										

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□ Align Fang	15	Will negates (harmless)	1 standard	5 minutes	action	Touch	V, S, DF	Yes (harmless)	Transmutation [see text] Caster Level: 5	splcmp: p,9
<i>Effect:</i> Natural weapon becomes good, evil, lawful, or chaotic.										
□□□□□ Animalistic Power	15	Will negates	1 standard	5 minutes	action	Touch	V,S,M	Yes	Transmutation	phb2: PHB2 page 101
<i>Effect:</i> Subject gains +2 bonus to Str, Dex, and Con.										
□□□□□ Balancing Lorecall			1 standard	5 minutes [D]	action	Personal	V, S, M/DF		Divination	splcmp: p,23
<i>Effect:</i> You gain a +4 bonus on Balance checks and can balance on difficult surfaces if you have 5 or more ranks in Balance.										
□□□□□ Barkskin	None		1 standard	50 minutes	action	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Grants +2 enhancement to natural armor.										
□□□□□ Bear's Endurance	15	Will negates (harmless)	1 standard	5 minutes	action	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 5 minutes.										
□□□□□ Briar Web	None		1 standard	5 minutes	action	Medium (150 ft.)	V, S, DF	No	Transmutation	splcmp: p,39
<i>Effect:</i> Area slows creatures and thorns deal 1 point of damage/5 ft. moved.										
□□□□□ Burrow	15	Will negates (harmless)	1 standard	5 minutes [D]	action	Touch	V, S, F/DF	Yes (harmless)	Transmutation	splcmp: p,41
<i>Effect:</i> Subject can burrow with a speed of 30 feet.										
□□□□□ Cat's Grace	15	Will negates (harmless)	1 standard	5 minutes	action	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 5 minutes.										
□□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard	Instantaneous	action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.										
□□□□□ Curse of Impending Blades	None		1 standard	5 minutes	action	Medium (150 ft.)	V, S, M/DF	Yes	Necromancy	splcmp: p,56
<i>Effect:</i> Subject takes -2 penalty to AC.										
□□□□□ Easy Climb	15	None (object)	1 standard	50 minutes [D]	action	Medium (150 ft.)	V, S	Yes (object)	Transmutation	splcmp: p,76
<i>Effect:</i> You make a vertical surface easy to climb [DC 10].										
□□□□□ Exacting Shot	15	Will negates (harmless, object)	1 swift	5 minutes	action	Touch	V, S	Yes (harmless,	Transmutation	splcmp: p,85
<i>Effect:</i> Your ranged weapon automatically confirms critical hits against favored enemies.										
□□□□□ Fell the Greatest Foe	15	Fortitude negates (harmless)	1 standard	5 rounds	action	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,90
<i>Effect:</i> Deal extra damage to creatures larger than you.										

* =Domain/Specialty Spell

Ranger Spells

□□□□ Hold Animal	15	Will negates; see text	1 standard 5 rounds [D]; see text action	Medium (150 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 5 rounds.				<i>Target:</i> One animal				
□□□□ Jagged Tooth	15	Will negates (harmless)	1 standard 50 minutes action	Close (35 ft.)	V, S	Yes (harmless)	Transmutation Caster Level: 5	splcmp: p,126
<i>Effect:</i> Doubles the critical threat range of natural weapons.				<i>Target:</i> One natural slashing or piercing weapon of target creature				
□□□□ Lion's Charge			1 swift action 1 round	Personal	V		Transmutation Caster Level: 5	splcmp: p,133
<i>Effect:</i> You can make a full attack on a charge for 1 round.				<i>Target:</i> You				
□□□□ Listening Lorecall			1 standard 50 minutes action	Personal	V, S, DF		Divination Caster Level: 5	splcmp: p,133
<i>Effect:</i> You gain +4 on Listen checks, plus blindsense or blindsight if you have 5 or more ranks in Listen.				<i>Target:</i> You				
□□□□ Mass Camouflage	15	Will negates (harmless)		Medium (150 ft.)		Yes (harmless)	Transmutation Caster Level: 5	splcmp: p,43
<i>Effect:</i> As camouflage, but multiple subjects.				<i>Target:</i> Any number of creatures, no two of which are more than 60 ft. apart				
□□□□ Nature's Favor	15	Will negates (harmless)	1 swift action 1 minute	Touch	V, S, DF	Yes (harmless)	Evocation Caster Level: 5	splcmp: p,146
<i>Effect:</i> Animal touched gains luck bonus on attack rolls and damage rolls of +1/3 levels.				<i>Target:</i> Animal touched				
□□□□ One with the Land			1 standard 5 hours action	Personal	V, S		Transmutation Caster Level: 5	splcmp: p,149
<i>Effect:</i> Link with nature gives a +2 bonus on nature-related skill checks.				<i>Target:</i> You				
□□□□ Owl's Wisdom	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M/DF	Yes	Transmutation Caster Level: 5	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 5 minutes.				<i>Target:</i> Creature touched				
□□□□ Protection from Energy	15	Fortitude negates (harmless)	1 standard 50 minutes or until discharged action	Touch	V, S, DF	Yes (harmless)	Abjuration Caster Level: 5	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 60 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
□□□□ Snare		None	3 rounds Until triggered or broken	Touch	V, S, DF	No	Transmutation Caster Level: 5	RSRD: SpellsS.rtf
<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level				
□□□□ Speak with Plants		None	1 standard 5 minutes action	Personal	V, S	No	Divination Caster Level: 5	RSRD: SpellsS.rtf
<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You				
□□□□ Spike Growth	15	Reflex partial	1 standard 5 hours [D] action	Medium (150 ft.)	V, S, DF	Yes	Transmutation Caster Level: 5	RSRD: SpellsS.rtf
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 5 20-ft. squares				
□□□□ Summon Nature's Ally II		None	1 round 5 rounds [D]	Close (35 ft.)	V, S, DF	No	Conjuration (Summoning) Caster Level: 5	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
□□□□ Swift Haste			1 swift action 1d4 rounds	Personal	V		Transmutation Caster Level: 5	splcmp: p,110
<i>Effect:</i> Move faster, +1 on attacks, AC, Reflex saves.				<i>Target:</i> You				
□□□□ Train Animal	15	Will negates (harmless)	10 minutes 5 hours	Touch	V, S, DF	Yes (harmless)	Enchantment (Charm) [Mind-Affecting] Caster Level: 5	splcmp: p,221
<i>Effect:</i> Affected animal gains additional tricks equal to 1/2 caster level for 5 hours.				<i>Target:</i> Animal touched				
□□□□ Tremorsense			1 standard 50 minutes [D] action	Personal	V, S, F/DF		Transmutation Caster Level: 5	splcmp: p,224
<i>Effect:</i> Grants tremorsense to a range of 30 feet.				<i>Target:</i> You				
□□□□ Wind Wall	15	None; see text	1 standard 5 rounds action	Medium (150 ft.)	V, S, M/DF	Yes	Evocation [Air] Caster Level: 5	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 50 ft. long and 25 ft. high [S]				

* =Domain/Specialty Spell

Notes:

Ring of Resuscitation:

This gold ring has a clear white gem set in it. The ring has the power to heal the wearer when they are injured and near death. When the wearer falls below -5 HP, the ring will automatically heal them up to 0, with a maximum of 15 HP per day. This healing is instantaneous, so that a character who would otherwise die can be saved from death by it. If the wearer suffers damage that is more than the ring can save them from, the gem will shatter and the wearer will be healed up to 0 HP (the ring is permanently ruined). The ring requires one day of wearing to bond itself to a new owner.

Shortsword of Corellon:

This magical shortsword +2 is part of a set. The other half of the set is a magical longsword. By itself it is a +2 Shortsword, with the following properties:

An individual must be marked in a druidic ritual in order to wield the sword. Once marked, the owner may choose a feat to imbue the sword with (wielder gains that feat). In the hands of anyone other than the owner, it will always miss. In addition, the sword can:

- generate Entropic Shield for 1 rnd/lvl of owner, once per day (all at once)
- cast Whispering Wind 1/day.
- generate Lesser Globe of Invulnerability 1/month