

Fitz
 Character Name
 Ranger 11, Rogue 1
 CLASS
 12 (12) 71920 / 78000
 Character Level (CR) EXP/NEXT LEVEL

Lizzie
 Player Name
 Human / Humanoid
 RACE
 18 Male
 AGE GENDER

None
 Deity Region Alignment
 Medium / 5 ft. 5' 1" / 126 lbs. Normal
 SIZE / FACE HEIGHT / WEIGHT VISION
 Green
 EYES HAIR Points



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	18		+4		
CON Constitution	14		+2		
INT Intelligence	14		+2		
WIS Wisdom	16		+3		
CHA Charisma	13		+1		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
107				Walk 30 ft.
AC armor class	18	14	14	10
	TOTAL	FLAT	TOUCH	BASE
				ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLECTION
				DODGE
				Morale
				Insight
				Sacred
				Profane
				MISC

INITIATIVE modifier
 TOTAL +8 = +4 + +4
 DEX MODIFIER MISC MODIFIER

Encumbrance Light

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+9	+7	+2	+0	+0	+0	
REFLEX (dexterity)	+13	+9	+4	+0	+0	+0	
WILL (wisdom)	+6	+3	+3	+0	+0	+0	

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+14/+9/+4	+11/+6/+1	+3	+0	+0	0	
RANGED attack bonus	+15/+10/+5	+11/+6/+1	+4	+0	+0	0	
GRAPPLE attack bonus	+14/+9/+4	+11/+6/+1	+3	+0	+0	+0	

*Longbow of the Serpent	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +17/+12/+7		Damage: 1d8+2		
110 ft.	220 ft.	330 ft.	440 ft.	550 ft.	
TH +16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2	
Dam 1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	
660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.	
TH +6/+1/-4	+4/-1/-6	+2/-3/-8	+0/-5/-10	-2/-7/-12	
Dam 1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	

Special Properties: 10% chance arrow changes into a snake

Longbow (Composite +0)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +16/+11/+6		Damage: 1d8+1		
110 ft.	220 ft.	330 ft.	440 ft.	550 ft.	
TH +15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1	+7/+2/-3	
Dam 1d8	1d8	1d8	1d8	1d8	
660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.	
TH +5/+0/-5	+3/-2/-7	+1/-4/-9	-1/-6/-11	-3/-8/-13	
Dam 1d8	1d8	1d8	1d8	1d8	

Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+15/+10/+5		1d8+3			

*: 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.

TOTAL SKILLPOINTS: 127		MAX RANKS: 15/7.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	2	=	2	
✓ Balance	DEX	3	=	4 + 1 + -2	
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	8	=	3 + 7 + -2	
✓ Concentration	CON	6	=	2 + 4	
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	2	=	1 + 1	
✓ Disable Device	INT	3	=	2 + 1	
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	2	=	4 + -2	
✓ Forgery	INT	2	=	2	
✓ Gather Information	CHA	1	=	1	
✓ Handle Animal	CHA	7	=	1 + 6	
✓ Heal	WIS	9	=	3 + 6	
✓ Hide	DEX	22	=	4 + 10 + 8	
✓ Intimidate	CHA	1	=	1	
✓ Jump	STR	8	=	3 + 7 + -2	
✓ Knowledge (Arcana)	INT	3	=	2 + 1	
✓ Knowledge (Dungeoneering)	INT	3	=	2 + 1	
✓ Knowledge (Nature)	INT	5	=	2 + 1 + 2	
✓ Knowledge (The Planes)	INT	3	=	2 + 1	
✓ Listen	WIS	18	=	3 + 15	
✓ Move Silently	DEX	17	=	4 + 15 + -2	
✓ Open Lock	DEX	9	=	4 + 5	
✓ Perform (Untrained)	CHA	1	=	1	
✓ Ride	DEX	10	=	4 + 4 + 2	
✓ Search	INT	12	=	2 + 10	
✓ Sense Motive	WIS	3	=	3	
✓ Sleight of Hand	DEX	8	=	4 + 6 + -2	
✓ Spot	WIS	13	=	3 + 10	
✓ Survival	WIS	10	=	3 + 7	
✓ Survival (Find or follow tracks)	WIS	12	=	3 + 7 + 2	
✓ Swim	STR	-1	=	3 + -4	
✓ Swim (Avoid taking nonlethal fatigue damage)	STR	3	=	3	
✓ Use Rope	DEX	7	=	4 + 3	
			=	+ +	
			=	+ +	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt	Light	+4	+4	-2	20

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Hat of Anonymity	Equipped	1	0 / 50,050
<small>(Hat (Skill Bonus (Competence) (Hide +10)/Nondetection/Wizard/5th)), Competence bonus to selected skill of Hide+10</small>			
Longbow of the Serpent	Equipped	1	3 / 2,400
<small>10% chance arrow changes into a snake</small>			
Chain Shirt	Equipped	1	25 / 100
Outfit (Explorer's)	Equipped	1	8 / 0
Belt of Wide Earth	Equipped	1	0 / 0
<small>Double carry capacity</small>			
Bag of Tricks (Gray)	Equipped	1	0 / 900
<small>Bag of Badger</small>			
Longbow (Composite +0)	Carried	1	3 / 100
Longsword	Carried	1	4 / 15
TOTAL WEIGHT CARRIED/VALUE	35 lbs.	53,565gp	

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

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Abyssal, Common, Elven	

Other Companions	

Special Attacks	
Favored Enemy - Elemental (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

Gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Favored Enemy - Humanoid (Human) (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

Gain a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +4 bonus on weapon damage rolls against such creatures.

Favored Enemy - Outsider (Evil) (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

Gain a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +4 bonus on weapon damage rolls against such creatures.

Sneak Attack +1d6 **[Wizards of the Coast - Revised (v.3.5) System Reference Document]**

Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 1d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Special Qualities	
Archery Combat Style	[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Animal Companion (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is

half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Combat Style (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Combat Style Mastery (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

A ranger gains Endurance as a bonus feat at 3rd level.

Evasion (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Favored Enemy (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Improved Combat Style (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Spells **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below). To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does. A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd

level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Swift Tracker (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

A ranger gains Track as a bonus feat.

Weapon and Armor Proficiency [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Wild Empathy (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus 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, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Woodland Stride (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Weapon and Armor Proficiency [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Trapfinding [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Feat Bonus [Wizards of the Coast - Revised (v.3.5) System Reference Document]

1 extra feat at 1st level.

Human Racial Traits (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document]

4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.

Skill Bonus [Wizards of the Coast - Revised (v.3.5) System Reference Document]

4 extra skill points at 1st level and 1 extra skill point at each additional level.

Feats

Improved Initiative [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +4 bonus on initiative checks.

Jack Of All Trades [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Reference Document, DivineAbilitiesandFeats]

You can use any skill untrained, even those that normally require training.

Point Blank Shot [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

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

Precise Shot [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

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

Rapid Shot [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.

Weapon Focus (Longsword) [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Endurance [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

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.

Track [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

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 Precise Shot (Granted) [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment.

Manyshot (Granted) [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

As a standard action, you may fire many arrows at a single opponent within 30 feet.

Proficiencies

Axe (Throwing), Battleaxe, Boulder, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), 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), Spells (Touch), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

Templates

Base Race Type
Base Race Type - Humanoid

Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	2	2	1	—

LEVEL 1 / Per Day:2 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Alarm	Abjuration	1 standard action	10 hours [D]	Close (35 ft.)	RSRD:SpellsA-B
[V, S, F/DF] TARGET: 20-ft.-radius emanation centered on a point in space; EFFECT: Wards an area for 10 hours. [SR:No]					
☐☐☐☐☐ Animal Messenger	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 days	Close (35 ft.)	RSRD:SpellsA-B
[V, S, M] TARGET: One Tiny animal; EFFECT: Sends a Tiny animal to a specific place. [SR:Yes; DC:14, None; see text]					
☐☐☐☐☐ Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes	Close (35 ft.)	RSRD:SpellsC
[V, S] TARGET: Animals within 30 ft. of each other; EFFECT: Calms 2d4 + 5 HD of animals. [SR:Yes; DC:14, Will negates; see text]					
☐☐☐☐☐ Charm Animal	Enchantment (Charm) [Mind-Affecting]	1 standard action	5 hours	Close (35 ft.)	RSRD:SpellsC
[V, S] TARGET: One animal; EFFECT: Makes one animal your friend. [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐ Delay Poison	Conjuration (Healing)	1 standard action	5 hours	Touch	RSRD:SpellsD-E
[V, S, DF] TARGET: Creature touched; EFFECT: Stops poison from harming subject for 5 hours. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐☐ Detect Animals or Plants	Divination	1 standard action	Concentration, up to 50 minutes [D]	Long (600 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects kinds of animals or plants. [SR:No]					
☐☐☐☐☐ Detect Poison	Divination	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsD-E
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]					
☐☐☐☐☐ Detect Snares and Pits	Divination	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S] TARGET: Cone-shaped emanation; EFFECT: Reveals natural or primitive traps. [SR:No]					
☐☐☐☐☐ Endure Elements	Abjuration	1 standard action	24 hours	Touch	RSRD:SpellsD-E
[V, S] TARGET: Creature touched; EFFECT: Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Entangle	Transmutation	1 standard action	5 minutes [D]	Long (600 ft.)	RSRD:SpellsD-E
[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: Plants entangle everyone in 40-ft.-radius circle. [SR:No; DC:14, Reflex partial; see text]					
☐☐☐☐☐ Hide from Animals	Abjuration	1 standard action	50 minutes [D]	Touch	RSRD:SpellsH-L
[S, DF] TARGET: 5 creatures touched; EFFECT: Animals can't perceive 5 subjects. [SR:Yes; DC:14, Will negates (harmless)]					
☐☐☐☐☐ Jump	Transmutation	1 standard action	5 minutes [D]	Touch	RSRD:SpellsH-L
[V, S, M] TARGET: Creature touched; EFFECT: Subject gets +20 enhancement bonus on Jump checks. [SR:Yes; DC:14, Will negates (harmless)]					
☐☐☐☐☐ Longstrider	Transmutation	1 standard action	5 hours [D]	Personal	RSRD:SpellsH-L
[V, S, M] TARGET: You; EFFECT: Increases your speed. [SR:No]					
☐☐☐☐☐ Magic Fang	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsM-O
[V, S, DF] TARGET: Living creature touched; EFFECT: One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Pass without Trace	Transmutation	1 standard action	5 hours [D]	Touch	RSRD:SpellsP-R
[V, S, DF] TARGET: 5 creatures touched; EFFECT: 5 subjects leaves no tracks. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Read Magic	Divination	1 standard action	50 minutes	Personal	RSRD:SpellsP-R
[V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]					
☐☐☐☐☐ Resist Energy	Abjuration	1 standard action	50 minutes	Touch	RSRD:SpellsP-R
[V, S] TARGET: Creature touched; EFFECT: Ignores first 10 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐☐ Speak with Animals	Divination	1 standard action	5 minutes	Personal	RSRD:SpellsS
[V, S] TARGET: You; EFFECT: You can communicate with animals. [SR:No]					
☐☐☐☐☐ Summon Nature's Ally I	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, DF] TARGET: One summoned creature; EFFECT: Calls creature to fight. [SR:No]					

LEVEL 2 / Per Day:2 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Barkskin	Transmutation	1 standard action	50 minutes	Touch	RSRD:SpellsA-B
[V, S, DF] TARGET: Living creature touched; EFFECT: Grants +2 enhancement to natural armor. [SR:Yes (harmless)]					
☐☐☐☐☐ Bear's Endurance	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsA-B
[V, S, DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Con for 5 minutes. [SR:Yes; DC:15, Will negates (harmless)]					
☐☐☐☐☐ Cat's Grace	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsC
[V, S, M] TARGET: Creature touched; EFFECT: Subject gains +4 to Dex for 5 minutes. [SR:Yes; DC:15, Will negates (harmless)]					
☐☐☐☐☐ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Creature touched; EFFECT: Cures 1d8+5 damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
☐☐☐☐☐ Hold Animal	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 rounds [D]; see text	Medium (150 ft.)	RSRD:SpellsH-L
[V, S] TARGET: One animal; EFFECT: Paralyzes one animal for 5 rounds. [SR:Yes; DC:15, Will negates; see text]					
☐☐☐☐☐ Owl's Wisdom	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsM-O
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Wis for 5 minutes. [SR:Yes; DC:15, Will negates (harmless)]					
☐☐☐☐☐ Protection from Energy	Abjuration	1 standard action	50 minutes or until discharged	Touch	RSRD:SpellsP-R
[V, S, DF] TARGET: Creature touched; EFFECT: Absorb 60 points of damage from one kind of energy. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
☐☐☐☐☐ Snare	Transmutation	3 rounds	Until triggered or broken	Touch	RSRD:SpellsS
[V, S, DF] TARGET: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level; EFFECT: Creates a magic booby trap. [SR:No]					
☐☐☐☐☐ Speak with Plants	Divination	1 standard action	5 minutes	Personal	RSRD:SpellsS
[V, S] TARGET: You; EFFECT: You can talk to normal plants and plant creatures. [SR:No]					
☐☐☐☐☐ Spike Growth	Transmutation	1 standard action	5 hours [D]	Medium (150 ft.)	RSRD:SpellsS
[V, S, DF] TARGET: 5 20-ft. squares; EFFECT: Creatures in area take 1d4 damage, may be slowed. [SR:Yes; DC:15, Reflex partial]					
☐☐☐☐☐ Summon Nature's Ally II	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, DF] TARGET: One or more creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls creature to fight. [SR:No]					
☐☐☐☐☐ Wind Wall	Evocation [Air]	1 standard action	5 rounds	Medium (150 ft.)	RSRD:SpellsT-Z
[V, S, M/DF] TARGET: Wall up to 50 ft. long and 25 ft. high [S]; EFFECT: Deflects arrows, smaller creatures, and gases. [SR:Yes; DC:15, None; see text]					

LEVEL 3 / Per Day:1 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Command Plants	Transmutation	1 standard action	5 days	Close (35 ft.)	RSRD:SpellsC
[V] TARGET: Up to 10 HD of plant creatures, no two of which can be more than 30 ft. apart; EFFECT: Sway the actions of one or more plant creatures. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Creature touched; EFFECT: Cures 2d8+5 damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
☐☐☐☐☐ Darkvision	Transmutation	1 standard action	5 hours	Touch	RSRD:SpellsD-E
[V, S, M] TARGET: Creature touched; EFFECT: See 60 ft. in total darkness. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Diminish Plants	Transmutation	1 standard action	Instantaneous	See text	RSRD:SpellsD-E
[V, S, DF] TARGET: See text; EFFECT: Reduces size or blights growth of normal plants. [SR:No]					
☐☐☐☐☐ Magic Fang, Greater	Transmutation	1 standard action	5 hours	Close (35 ft.)	RSRD:SpellsM-O
[V, S, DF] TARGET: One living creature; EFFECT: One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Neutralize Poison	Conjuration (Healing)	1 standard action	50 minutes	Touch	RSRD:SpellsM-O
[V, S, M/DF] TARGET: Creature or object of up to 5 cu. ft. touched; EFFECT: Immunizes subject against poison, detoxifies venom in or on subject. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					

* =Domain/Specialty Spell

Ranger Spells

Plant Growth	Transmutation	1 standard action	Instantaneous	See text	RSRD:SpellsP-R
[V, S, DF] TARGET: See text; EFFECT: Grows vegetation, improves crops. [SR:No]					
Reduce Animal	Transmutation	1 standard action	5 hours [D]	Touch	RSRD:SpellsP-R
[V, S] TARGET: One willing animal of Small, Medium, Large, or Huge size; EFFECT: Shrinks one willing animal. [SR:No]					
Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsP-R
[V, S] TARGET: Creature touched; EFFECT: Cures all diseases affecting subject. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
Repel Vermin	Abjuration	1 standard action	50 minutes [D]	10 ft.	RSRD:SpellsP-R
[V, S, DF] TARGET: 10 ft. radius emanation centered on you; EFFECT: Insects, spiders, and other vermin stay 10 ft. away. [SR:Yes; DC:16, None or Will negates; see text]					
Summon Nature's Ally III	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, DF] TARGET: One or more creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls creature to fight. [SR:No]					
Tree Shape	Transmutation	1 standard action	5 hours [D]	Personal	RSRD:SpellsT-Z
[V, S, DF] TARGET: You; EFFECT: You look exactly like a tree for 5 hours. [SR:No]					
Water Walk	Transmutation [Water]	1 standard action	50 minutes [D]	Touch	RSRD:SpellsT-Z
[V, S, DF] TARGET: 5 touched creatures; EFFECT: Subject treads on water as if solid. [SR:Yes (harmless); DC:16, Will negates (harmless)]					

* =Domain/Speciality Spell

Fitz

Human

RACE

18

AGE

Male

GENDER

VISION

None

ALIGNMENT

Right

DOMINANT HAND

5' 1"

HEIGHT

126 lbs.

WEIGHT

Green

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

