

## NPC

Lawful Good
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SUBBUDDAL DAMAGE							DAMAGE REDUCTION		SPEED		
									Walk 30'		
+ [0]	+ [0]	+ [5]	+ [0]	+ [0]	+ [0]			[0]	[+0]	[0]	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	MODIFIER SIZE	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE		ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE	

SKILLS						MAX RANKS	21/10.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
	Craft (Stonemasonry)	INT	12	= 1	+ 11.0		
✓	Jump	STR	26	= 5	+ 21.0		
	Knowledge (Dungeoneering)	INT	20	= 1	+ 19.0		
	Knowledge (Geography)	INT	17	= 1	+ 16.0		
✓	Move Silently	DEX	25	= 5	+ 20.0		
✓	Ride	DEX	26	= 5	+ 21.0		
✓	Survival	WIS	23	= 2	+ 21.0		
✓	Use Rope	DEX	23	= 5	+ 18.0		

✓ : can be used untrained. ✗ : exclusive skills

## SPECIAL ABILITIES

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Woodland Stride (Ex)

## FEATS

## PROFICIENCIES

## LANGUAGES




## LANGUAGES

Common, Elven, Orc












# Ranger Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	0	4	3	2	1	0	0	0	0	0








## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Alarm</b> <i>Effect:</i> Wards an area for 36 hours.	13	None	1 standard action	36 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
 <b>Animal Messenger</b> <i>Effect:</i> Sends a Tiny animal to a specific place.	13	None; see text	1 standard action	18 days <i>Target:</i> 20-ft.-radius emanation centered on a point in space	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Calm Animals</b> <i>Effect:</i> Calms [2d4 + level] HD of animals.	13	Will negates; see text	1 standard action	18 minutes <i>Target:</i> One Tiny animal	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Charm Animal</b> <i>Effect:</i> Makes one animal your friend.	13	Will negates	1 standard action	18 hours <i>Target:</i> Animals within 30 ft. of each other	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 <b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 18 hours.	13	Fortitude negates (harmless)	1 standard action	18 hours <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
 <b>Detect Animals or Plants</b> <i>Effect:</i> Detects kinds of animals or plants.	13	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	Long (1120 Feet)	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (70 Feet)	V, S	No	Divination
 <b>Detect Snares and Pits</b> <i>Effect:</i> Reveals natural or primitive traps.	13	None	1 standard action	Concentration, up to 180 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
 <b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	13	Will negates (harmless)	1 standard action	24 hours <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Abjuration
 <b>Entangle</b> <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	13	Reflex partial; see text	1 standard action	18 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (1120 Feet)	V, S, DF	No	Transmutation
 <b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 18 subjects.	13	Will negates (harmless)	1 standard action	180 minutes [D] <i>Target:</i> 18 creatures touched	Touch	S, DF	Yes	Abjuration
 <b>Jump</b> <i>Effect:</i> Subject gets bonus on Jump checks.	13	Will negates (harmless)	1 standard action	18 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 <b>Longstrider</b> <i>Effect:</i> Increases your speed.	13	None	1 standard action	18 hours [D] <i>Target:</i> You	Personal	V, S, M	No	Transmutation
 <b>Magic Fang</b> <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	13	Will negates (harmless)	1 standard action	18 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Pass without Trace</b> <i>Effect:</i> 18 subjects leaves no tracks.	13	Will negates (harmless)	1 standard action	18 hours [D] <i>Target:</i> 18 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	180 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
 <b>Resist Energy</b> <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	13	Fortitude negates (harmless)	1 standard action	180 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 <b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	13	None	1 standard action	18 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 <b>Summon Nature's Ally I</b> <i>Effect:</i> Calls creature to fight.	13	None	1 round	18 rounds [D] <i>Target:</i> One summoned creature	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Barkskin</b> <i>Effect:</i> Grants +5 enhancement to natural armor.	14	None	1 standard action	180 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 18 minutes.	14	Will negates (harmless)	1 standard action	18 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 <b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	14	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Hold Animal</b> <i>Effect:</i> Paralyzes one animal for 18 rounds.	14	Will negates; see text	1 standard action	18 rounds [D]; see text <i>Target:</i> One animal	Medium (280 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 18 minutes.	14	Will negates (harmless)	1 standard action	18 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 <b>Protection from Energy</b> <i>Effect:</i> Absorb 216 points of damage from one kind of energy.	14	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 <b>Snare</b> <i>Effect:</i> Creates a magic booby trap.	14	None	3 rounds	Until triggered or broken <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level	Touch	V, S, DF	No	Transmutation
 <b>Speak with Plants</b> <i>Effect:</i> You can talk to normal plants and plant creatures.	14	None	1 standard action	18 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 <b>Spike Growth</b> <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	14	Reflex partial	1 standard action	18 hours [D] <i>Target:</i> 18 20-ft. squares	Medium (280 Feet)	V, S, DF	Yes	Transmutation
 <b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	14	None	1 round	18 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
 <b>Wind Wall</b> <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	14	None; see text	1 standard action	18 rounds <i>Target:</i> Wall up to 180 ft. long and 90 ft. high [S]	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Air]

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Command Plants</b> <i>Effect:</i> Sway the actions of one or more plant creatures.	15	Will negates	1 standard action	18 days <i>Target:</i> Up to 18 HD of plant creatures, no two of which can be more than 30 ft. apart	Close (70 Feet)	V	Yes	Transmutation
 <b>Cure Moderate Wounds</b> <i>Effect:</i> Cures 2d8+10 damage	15	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Darkvision</b> <i>Effect:</i> See 60 ft. in total darkness.	15	Will negates (harmless)	1 standard action	18 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
 <b>Diminish Plants</b> <i>Effect:</i> Reduces size or blights growth of normal plants.	15	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation
 <b>Magic Fang, Greater</b> <i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	18 hours <i>Target:</i> One living creature	Close (70 Feet)	V, S, DF	Yes (harmless)	Transmutation
 <b>Neutralize Poison</b> <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	15	Will negates (harmless, object)	1 standard action	180 minutes <i>Target:</i> Creature or object of up to 18 cu. ft. touched	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
 <b>Plant Growth</b> <i>Effect:</i> Grows vegetation, improves crops.	15	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation

\* = Domain/Specialty Spell

Ranger Spells								
Reduce Animal	15	None	1 standard action	18 hours [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Shrinks one willing animal.				<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size				
Remove Disease	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
Repel Vermin	15	None or Will negates; see text	1 standard action	180 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
Summon Nature's Ally III	15	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
<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				
Tree Shape	15	None	1 standard action	18 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 18 hours.				<i>Target:</i> You				
Water Walk	15	Will negates (harmless)	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 18 touched creatures				

LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	16	Fortitude negates	1 standard action	18 minutes	Medium (280 Feet)	V, S	Yes	Transmutation
Effect: One animal/two levels doubles in size.				Target: Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
Commune with Nature	16	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 18 miles.				Target: You				
Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+15 damage				Target: Creature touched				
Freedom of Movement	16	Will negates (harmless)	1 standard action	180 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
Nondetection	16	Will negates (harmless, object)	1 standard action	18 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
Effect: Hides subject from divination, scrying.				Target: Creature or object touched				
Summon Nature's Ally IV	16	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
Tree Stride	16	None	1 standard action	18 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
Effect: Step from one tree to another far away.				Target: You				
* =Domain/Speciality Spell								