

Freiherr Milas vom Blutdornental

NAME

Rgr11

105000

CLASS

EXPERIENCE

11

145000

Character Level

NEXT LEVEL

Tom

PLAYERNAME

Elf

Medium

5' 6"

121 lbs.

Low-light

RACE

SIZE

HEIGHT

WEIGHT

VISION

147

Männlich

Red

Grey, Short

15

AGE

GENDER

EYES

HAIR

POINTS

Cayden Cailean

DEITY

ALIGNMENT

Chaotic Good

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

12

+1

12

+1

12

+1

DEX

Dexterity

18

+4

20

+5

20

+5

CON

Constitution

11

+0

11

+0

11

+0

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

14

+2

14

+2

14

+2

CHA

Charisma

10

+0

10

+0

10

+0

HP

hit points

86

AC

armor class

27

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+5

MISC MODIFIER

+0

BASE ATTACK

bonus

+11/+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+10

=

+7

+

+0

+

+3

+

+0

+

+0

+

REFLEX

(dexterity)

+15

=

+7

+

+5

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+10

=

+3

+

+2

+

+3

+

+2

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+12/+7/+2

=

+11/+6/+1

+

+1

+

+0

+

+0

+

RANGED

attack bonus

+16/+11/+6

=

+11/+6/+1

+

+5

+

+0

+

+0

+

+0

+

CMB

attack bonus

+12/+7/+2

=

+11/+6/+1

+

+1

+

+0

+

+0

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH/OVERRUN

Offense

+12/+7/+2

+12/+7/+2

+12/+7/+2

+12/+7/+2

+12/+12

Defense

28

28

28

28

28

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+12/+7/+2

1d3+1

20/x2

5 ft.

*Longbow +1 (Composite/Frost)

HAND

TYPE

SIZE

CRITICAL

REACH

Both

P

M

20/x3

5 ft.

30 ft.

110 ft.

220 ft.

330 ft.

440 ft.

TH

+18/+13/+8

+17/+12/+7

+15/+10/+5

+13/+8/+3

+11/+6/+1

Dam

1d8+2

1d8+1

1d8+1

1d8+1

1d8+1

Special Properties

+1d6 cold damage

Masterwork Longsword

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

+13/+8/+3

1d8+1

2W-P-(OH)

+7/+2/-3

1d8+1

To Hit

Dam

1H-O

+9/+4/-1

1d8

2W-P-(OL)

+9/+4/-1

1d8+1

2H

+13/+8/+3

1d8+1

2W-OH

+3

1d8

Special Properties

*: 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

*Breastplate +1 (Mithral/Shadow)

Light

+7

+5

-1

15

+5 competence bonus to Stealth checks, 30 hp/inch, hardness 15

*Buckler +2

Shield

+3

+0

5

*Amulet of Natural Armor +1

+1

+0

0

*Ring of Protection +1

+1

+0

0

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

11/11

SKILL NAME

DEX

7

=

5

+

3.0

+

-1

Acrobatics

DEX

7

=

5

+

3.0

+

-1

Appraise

INT

1

=

1

+

+

Bluff

CHA

0

=

0

+

+

Climb

STR

8

=

1

+

5.0

+

2

Craft (Bows)

INT

5

=

1

+

1.0

+

3

Craft (Untrained)

INT

1

=

1

+

+

Diplomacy

CHA

0

=

0

+

+

Disguise

CHA

0

=

0

+

+

Escape Artist

DEX

4

=

5

+

+

-1

Fly

DEX

4

=

5

+

+

-1

Handle Animal

CHA

7

=

0

+

4.0

+

3

Heal

WIS

9

=

2

+

4.0

+

3

Intimidate

CHA

5

=

0

+

2.0

+

3

Knowledge (Dungeoneering)

INT

10

=

1

+

6.0

+

3

Knowledge (Geography)

INT

9

=

1

+

5.0

+

3

Knowledge (Nature)

INT

14

=

1

+

10.0

+

3

Perception

WIS

18

=

2

+

11.0

+

5

Perform (Untrained)

CHA

0

=

0

+

+

Profession (Woodcutter)

WIS

6

=

2

+

1.0

+

3

Ride

DEX

8

=

5

+

1.0

+

2

Sense Motive

WIS

2

=

2

+

+

Spellcraft

INT

5

=

1

+

1.0

+

3

Spellcraft (Identify magic item)

INT

7

=

1

+

1.0

+

5

Stealth

DEX

19

=

5

+

7.0

+

7

Survival

WIS

16

=

2

+

11.0

+

3

Survival (Follow or identify tracks)

WIS

21

=

2

+

11.0

+

8

Swim

STR

8

=

1

+

5.0

+

2

=

+

+

=

+

+

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

Character: Freiherr Milas vom Blutdornental

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

Player: Tomi

For suggestions please post to pcgen@yahooogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +1	Equipped	1	NaN	2000.0
Arrow	Efficient Quiver	60	NaN (NaN)	0.05 (3.0)
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
Arrow (Alchemical Silver)	Efficient Quiver	10	NaN (NaN)	2.05 (20.5)
10 hp/inch, hardness 8 □□□□□ □□□□□				
Arrow (Cold Iron)	Efficient Quiver	10	NaN (NaN)	0.1 (1.0)
30 hp/inch, hardness 10 □□□□□ □□□□□				
Backpack	Equipped	1	2.0	2.0
8 lbs., 1 Lantern (Bullseye), 1 Oil (1 Pint Flask), 1 Rations (Trail/Per Day), 1 Rope of Climbing				
Bedroll	Horse (Light/Combat Trained)	1	5.0	0.1
Belt of Incredible Dexterity +2	Equipped	1	1.0	4000.0
Boots of Levitation	Equipped	1	1.0	7500.0
On command, allows the wearer to Levitate as the spell.				
Breastplate +1 (Mithral/Shadow)	Equipped	1	15.0	8950.0
+5 competence bonus to Stealth checks, 30 hp/inch, hardness 15				
Buckler +2	Equipped	1	5.0	4165.0
Cloak of Resistance +3	Equipped	1	1.0	9000.0
Efficient Quiver	Equipped	1	2.0	1800.0
12 lbs., 10 Arrow (Alchemical Silver), 10 Arrow (Cold Iron), 60 Arrow				
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Horse (Light/Combat Trained)	Carried	1	0.0	110.0
54 lbs., 1 Saddle (Military), 1 Bedroll, 5 Rations (Trail/Per Day), 1 Masterwork Artisan's Tools (Bows), 1 Rope (Silk/50 ft.), 1 Waterskin (Filled)				
Lantern (Bullseye)	Backpack	1	3.0	12.0
Normal illumination (60'), plus 1 step (120'), 6 hr./pint				
Longbow +1 (Composite/Frost)	Equipped	1	3.0	8400.0
0 lbs. +1d6 cold damage				
Masterwork Artisan's Tools (Bows)	Horse (Light/Combat Trained)	1	5.0	55.0
Masterwork Longsword	Carried	1	4.0	315.0
Oil (1 Pint Flask)	Backpack	1	1.0	0.1
□				
Outfit (Traveler's)	Equipped	1	5.0	0.0
Potion of Cure Light Wounds	Pouch (Belt)	2	0.0 (0.0)	50.0 (100.0)
Cures 1d8+1 points of damage □□				
Potion of Haste	Pouch (Belt)	1	0.0	750.0
Gain additional attack, move faster, +1 on attack rolls, +1 dodge bonus to AC and Reflex saves for 5 rounds □				
Potion of Invisibility	Pouch (Belt)	1	0.0	300.0
Grants invisibility for 3 minutes or until you attack □				
Pouch (Belt)	Equipped	1	NaN	1.0
0.26 lbs., 2 White Pearl, 2 Potion of Cure Light Wounds, 1 Potion of Haste, 1 Potion of Invisibility, 5 Blue Sapphire, 5 Coin (Gold Piece), 8 Coin (Platinum Piece), 1 Flint and Steel				
Rations (Trail/Per Day)	Backpack	1	1.0	0.5
□				
Rations (Trail/Per Day)	Horse (Light/Combat Trained)	5	1.0 (5.0)	0.5 (2.5)
□□□□□				
Ring of Protection +1	Equipped	1	0.0	2000.0
Rope (Silk/50 ft.)	Horse (Light/Combat Trained)	1	5.0	10.0
4 hp, DC 24 Strength check to burst				
Rope of Climbing	Backpack	1	3.0	3000.0
Saddle (Military)	Horse (Light/Combat Trained)	1	30.0	20.0
+2 circumstance bonus on Ride checks related to staying in the saddle				
Wand of Cure Light Wounds	Carried	1	NaN	675.0
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
Waterskin (Filled)	Horse (Light/Combat Trained)	1	4.0	1.0
TOTAL WEIGHT CARRIED/VALUE			42,84 lbs.	53194.7 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	
Coin (Platinum Piece): 8[Pouch (Belt)]	
Coin (Gold Piece): 5[Pouch (Belt)]	
5 x Blue Sapphire (1000) [Pouch (Belt)]	
2 x White Pearl (100) [Pouch (Belt)]	
Total = 5285.0 gp	

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

Special Qualities		Feats	
Elven Immunities (Ex)	[Paizo Publishing - Core Rulebook, p.22]	Deadly Aim	[Paizo Publishing - Core Rulebook, p.121]
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.		You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
Elven Magic (Ex)	[Paizo Publishing - Core Rulebook, p.22]	Improved Vital Strike	[Paizo Publishing - Core Rulebook, p.128]
Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.		When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.	
Evasion (Ex)	[Paizo Publishing - Core Rulebook]	Iron Will	[Paizo Publishing - Core Rulebook, p.129]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.		You get a +2 bonus on all Will saving throws.	
Favored Terrain (Forest) (Ex)	[Paizo Publishing - Core Rulebook, p.65]	Point-Blank Shot	[Paizo Publishing - Core Rulebook, p.131]
You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.		You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Favored Terrain (Underground) (Ex)	[Paizo Publishing - Core Rulebook, p.65]	Rapid Shot	[Paizo Publishing - Core Rulebook, p.132]
You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in underground terrain (caves and dungeons). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.		When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.	
Hunting Companions (Ex)	[Paizo Publishing - Core Rulebook, p.66]	Vital Strike	[Paizo Publishing - Core Rulebook, p.136]
You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 2 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.		When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.	
Keen Senses (Ex)	[Paizo Publishing - Core Rulebook, p.22]	Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
Elves receive a +2 bonus on Perception skill checks.		When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Quarry (Ex)	[Paizo Publishing - Core Rulebook, p.67]	Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.		When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Swift Tracker (Ex)	[Paizo Publishing - Core Rulebook, p.67]	Endurance	[Paizo Publishing - Core Rulebook, p.112]
You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.		You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.	
Track (Ex)	[Paizo Publishing - Core Rulebook, p.64]	Martial Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.130]
You gain +5 to Survival checks made to follow or identify tracks.		You make attack rolls with the selected weapon normally (without the non-proficient penalty).	
Weapon Familiarity (Ex)	[Paizo Publishing - Core Rulebook, p.22]	Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.		When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Wild Empathy (Ex)	[Paizo Publishing - Core Rulebook]	Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+11 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.		You make attack rolls with simple weapons without penalty.	
Woodland Stride (Ex)	[Paizo Publishing - Core Rulebook]	Manyshot	[Paizo Publishing - Core Rulebook, p.130]
You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.		When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.	
		Pinpoint Targeting	[Paizo Publishing - Core Rulebook, p.131]
		As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.	
		Precise Shot	[Paizo Publishing - Core Rulebook, p.131]
		You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	

PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Curve Blade (Elven), 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, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Common, Draconic, Elven

TEMPLATES

Followers:

Eldur

Ranger Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm		None	1 standard action	16 hours [D]	Close (45 ft.)	V, S, F/DF	No	Abjuration	PFCR: p.240
<i>Effect:</i> Alarm creates a subtle ward on an area you select.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 8	
Animal Messenger	13	None; see text	1 minute	1 day/level	Close (45 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.241
<i>Effect:</i> You compel a Tiny animal to go to a spot you designate.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 8	
Calm Animals	13	Will negates	1 standard action	8 minutes	Close (45 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.252
<i>Effect:</i> This spell soothes and quiets animals, rendering them docile and harmless.					<i>Target:</i> Animals within 30 ft. of each other			<i>Caster Level:</i> 8	
Charm Animal	13	Will negates	1 standard action	8 hours	Close (45 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	PFCR: p.254
<i>Effect:</i> This spell functions like charm person, except that it affects a creature of the animal type.					<i>Target:</i> One animal			<i>Caster Level:</i> 8	
Delay Poison	13	Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	PFCR: p.265
<i>Effect:</i> The subject becomes temporarily immune to poison.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Detect Animals or Plants		None	1 standard action	Concentration, up to 80 minutes [D]	Long (720 ft.)	V, S	No	Divination	PFCR: p.266
<i>Effect:</i> You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 8	
Detect Poison		None	1 standard action	Instantaneous	Close (45 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 8	
Detect Snares and Pits		None	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 8	
Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	PFCR: p.277
<i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Entangle	13	Reflex partial; see text	1 standard action	8 minutes [D]	Long (720 ft.)	V, S, DF	No	Transmutation	PFCR: p.278
<i>Effect:</i> This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area.					<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 8	
Hide from Animals	13	Will negates (harmless)	1 standard action	80 minutes [D]	Touch	S, DF	Yes	Abjuration	PFCR: p.296
<i>Effect:</i> Animals cannot sense the warded creatures.					<i>Target:</i> 8 creatures touched			<i>Caster Level:</i> 8	
Jump	13	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M	Yes	Transmutation	PFCR: p.303
<i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Longstrider			1 standard action	8 hours [D]	Personal	V, S, M		Transmutation	PFCR: p.305
<i>Effect:</i> This spell gives you a +10 foot enhancement bonus to your base speed.					<i>Target:</i> You			<i>Caster Level:</i> 8	
Magic Fang	13	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.308
<i>Effect:</i> Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 8	
Pass without Trace	13	Will negates (harmless)	1 standard action	8 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.318
<i>Effect:</i> The subject or subjects of this spell do not leave footprints or a scent trail while moving.					<i>Target:</i> 8 creatures touched			<i>Caster Level:</i> 8	
Read Magic			1 standard action	80 minutes	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					<i>Target:</i> You			<i>Caster Level:</i> 8	
Resist Energy	13	Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Speak with Animals			1 standard action	8 minutes	Personal	V, S		Divination	PFCR: p.346
<i>Effect:</i> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.					<i>Target:</i> You			<i>Caster Level:</i> 8	
Summon Nature's Ally I		None	1 round	8 rounds [D]	Close (45 ft.)	V, S, DF	No	Conjuration (Summoning)	PFCR: p.354
<i>Effect:</i> This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant].					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 8	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Barkskin		None	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.246
<i>Effect:</i> Barkskin toughens a creature's skin granting a +3 enhancement bonus to the creature's existing natural armor bonus.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 8	
Bear's Endurance	14	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.246
<i>Effect:</i> The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Cat's Grace	14	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M	Yes	Transmutation	PFCR: p.252
<i>Effect:</i> The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Hold Animal	14	Will negates; see text		8 rounds [D]; see text		V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.296
<i>Effect:</i> This spell functions like hold person, except that it affects an animal instead of a humanoid.					<i>Target:</i> One animal			<i>Caster Level:</i> 8	
Owl's Wisdom	14	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.318
<i>Effect:</i> The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Ranger Spells

Protection from Energy	14	Fortitude negates (harmless)	1 standard action	80 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	PFCR: p.327
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it.									
Snare		None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	PFCR: p.344
<i>Effect:</i> This spell enables you to make a snare that functions as a magic trap.									
Speak with Plants			1 standard action	8 minutes	Personal	V, S		Divination	PFCR: p.346
<i>Effect:</i> You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them.									
Spike Growth	14	Reflex partial	1 standard action	8 hours [D]	Medium (180 ft.)	V, S, DF	Yes	Transmutation	PFCR: p.347
<i>Effect:</i> Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.									
Summon Nature's Ally II		None	1 round	8 rounds [D]	Close (45 ft.)	V, S, DF	No	Conjuration (Summoning)	PFCR: p.354
<i>Effect:</i> This spell functions as summon nature's ally I, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.									
Wind Wall	14	None; see text	1 standard action	8 rounds	Medium (180 ft.)	V, S, M/DF	Yes	Evocation [Air]	PFCR: p.370
<i>Effect:</i> An invisible vertical curtain of wind appears.									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Command Plants	15	Will negates	1 standard action	8 days	Close (45 ft.)	V	Yes	Transmutation	PFCR: p.257
<i>Effect:</i> This spell allows you some degree of control over one or more plant creatures.									
Cure Moderate Wounds	15	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless) or yes; see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+8 points of damage.									
Darkvision	15	Will negates (harmless)	1 standard action	8 hours	Touch	V, S, M	Yes (harmless)	Transmutation	PFCR: p.264
<i>Effect:</i> The subject gains the ability to see 60 feet even in total darkness.									
Diminish Plants		None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	PFCR: p.270
<i>Effect:</i> This spell has two versions: Prune Growth and Stunt Growth.									
Magic Fang (Greater)	15	Will negates (harmless)	1 standard action	8 hours	Close (45 ft.)	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.309
<i>Effect:</i> This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +2.									
Neutralize Poison	15	Will negates (harmless, object)	1 standard action	Instantaneous or 80 minutes; see text	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	PFCR: p.316
<i>Effect:</i> You detoxify any sort of venom in the creature or object touched.									
Nondetection	15	Will negates (harmless, object)	1 standard action	8 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration	PFCR: p.317
<i>Effect:</i> The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells.									
Plant Growth		None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	PFCR: p.322
<i>Effect:</i> Plant growth has different effects depending on the version chosen.									
Reduce Animal		None	1 standard action	8 hours [D]	Touch	V, S	No	Transmutation	PFCR: p.330
<i>Effect:</i> This spell functions like reduce person, except that it affects a single willing animal.									
Remove Disease	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.332
<i>Effect:</i> Remove disease can cure all diseases from which the subject is suffering.									
Repel Vermin	15	None or Will negates; see text	1 standard action	80 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	PFCR: p.333
<i>Effect:</i> An invisible barrier holds back vermin.									
Summon Nature's Ally III		None	1 round	8 rounds [D]	Close (45 ft.)	V, S, DF	No	Conjuration (Summoning [see text])	PFCR: p.354
<i>Effect:</i> This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.									
Tree Shape			1 standard action	8 hours [D]	Personal	V, S, DF		Transmutation	PFCR: p.362
<i>Effect:</i> This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.									
Water Walk	15	Will negates (harmless)	1 standard action	80 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	PFCR: p.368
<i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.									

* =Domain/Speciality Spell

Spellbook: Prepared Spells

Ranger

Level 1

- ☐ Alarm (DC:)
- ☐ Pass without Trace (DC:13)
- ☐ Summon Nature's Ally I (DC:)

Level 2

- ☐ Barkskin (DC:)
- ☐ Summon Nature's Ally II (DC:)

Level 3

- ☐ Darkvision (DC:15)