

Character Name  
**Ranger 6**  
CLASS

Player Name
Halfling / Humanoid
RACE

Deity  
Small / 5 ft.  
SIZE / FACE

Region  
3' 5" / 35 lbs.  
HEIGHT / WEIGHT  
Light Brown,  
short wavy  
HAIR

Alignment  
93504-11  
CHARACTER ID  
Liberty's Edge  
Faction  
FACTION



## Faction

## FACTION

ABILITY NAME		BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED											
STR Strength		10	+0	10	+0			HP hit points		59																Walk 20 ft.													
DEX Dexterity		22	+6	24	+7			AC armor class		23	:	17	:	18	=	10	+	5	+	0	+	6	+	1	+	0	+	1	+	0	+	0	+	0	+	0	MISC		
CON Constitution		10	+0	10	+0			INITIATIVE modifier		+10	=	+7	+	+3	TOTAL		DEX MODIFIER	MISC MODIFIER	MISS CHANCE		10	+0	0	SPELL RESIST		ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST							
INT Intelligence		12	+1	12	+1			Encumbrance		Light																													
WIS Wisdom		14	+2	14	+2																																		
CHA Charisma		10	+0	10	+0																																		
SAVING THROWS								TOTAL		BASE SAVE	ABILITY		MAGIC		MISC		EPIC		TEMP																				
FORTITUDE (constitution)								+6	=	+5	+	+0	+	+0	+	+1	+	+0	+																				
REFLEX (dexterity)								+13	=	+5	+	+7	+	+0	+	+1	+	+0	+																				
WILL (wisdom)								+6	=	+2	+	+2	+	+0	+	+2	+	+0	+																				

## +2 vs. fear

You gain a +4 bonus on Attack rolls and Damage rolls against humans.

You gain a +2 bonus on Attack rolls and Damage rolls against evil outsiders.

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+7/+2	=	+6/+1	+0	+1	+0	+0	
<b>RANGED</b> attack bonus	+14/+9	=	+6/+1	+7	+1	+0	+0	
<b>CMB</b> attack bonus	+5/+0	=	+6/+1	+0	-1			
	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRU		
<b>CMB</b>	+5/+0	+5/+0	+5/+0	+5/+0	+5	+5		
<b>CMD</b>	23	23	23	23	23	23		

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+7/+2	1d2	20/x2	5 ft.

*Small Darkwood Longbow +1				HAND	TYPE	SIZE	CRITICAL	REACH
				les deux	P	S	20/x3	5 ft.
Range: 30 ft.		To Hit: +16/+11		Damage: 1d6+2				
	100 ft.	200 ft.	300 ft.		400 ft.		500 ft.	
TH	+15/+10	+13/+8	+11/+6		+9/+4		+7/+2	
Dam	1d6+1	1d6+1	1d6+1		1d6+1		1d6+1	
	600 ft.	700 ft.	800 ft.		900 ft.		1000 ft.	
TH	+5/+0	+3/-2	+1/-4		-1/-6		-3/-8	
Dam	1d6+1	1d6+1	1d6+1		1d6+1		1d6+1	

Acid (Flask)				HAND	TYPE	SIZE	CRITICAL	REACH
				Équippe	A	M	20/x2	5 ft.
TH	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.		
	+13/+8	+11/+6	+9/+4	+6/+1		+4/-1		
Dam	1d6+1	1d6+1	1d6+1	1d6		1d6		

**Special Properties:** Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire (Flask)				HAND	TYPE	SIZE	CRITICAL	REACH
				Équippe	F	M	20/x2	5 ft.
TH	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.	
	+13/+8	+11/+6	+9/+4		+6/+1		+4/-1	
Dam	1d6+1	1d6+1	1d6+1		1d6		1d6	

**Special Properties:** Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

\*: 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
*+1 Mithral Shirt (Small)	Light	+5	+6	+0	10	
30 hp/inch, hardness 15						
Masterwork Buckler (Small)	Shield	+1		+0	5	
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.						
*Ring of Protection +1		+1		+0	0	

TOTAL SKILLPOINTS: 42		SKILLS		MAX RANKS: 6/		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	9	= 7	+ 2	
✓	Acrobatics (Jump)	DEX	5	= 7	+ -2	
✓	Appraise	INT	1	= 1		
✓	Bluff	CHA	0	= 0		
✓	Climb	STR	6	= 0 + 1	+ 5	
✓	Craft (Untrained)	INT	1	= 1		
✓	Diplomacy	CHA	1	= 0 + 1		
	Disable Device	DEX	10	= 7 + 3		
✓	Disguise	CHA	0	= 0		
✓	Escape Artist	DEX	13	= 7 + 6		
✓	Fly	DEX	9	= 7	+ 2	
	Handle Animal	CHA	9	= 0 + 6 + 3		
✓	Heal	WIS	6	= 2 + 1 + 3		
✓	Intimidate	CHA	0	= 0		
	Knowledge (Dungeoneering)	INT	5	= 1 + 1 + 3		
	Knowledge (Geography)	INT	5	= 1 + 1 + 3		
	Knowledge (Local)	INT	2	= 1 + 1		
	Knowledge (Planes)	INT	2	= 1 + 1		
✓	Perception	WIS	13	= 2 + 6 + 5		
✓	Perform (Untrained)	CHA	0	= 0		
	Profession (Cook)	WIS	6	= 2 + 1 + 3		
✓	Ride	DEX	11	= 7 + 1 + 3		
✓	Sense Motive	WIS	9	= 2 + 3 + 4		
	Spellcraft	INT	5	= 1 + 1 + 3		
✓	Stealth	DEX	20	= 7 + 6 + 7		
✓	Survival	WIS	8	= 2 + 3 + 3		
✓	Survival (Follow or identify tracks)	WIS	11	= 2 + 3 + 6		
✓	Swim	STR	4	= 0 + 1 + 3		
				= +	+	
				= +	+	

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

+2 bonus to Diplomacy with members of the character's faction

You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks, Initiative checks and cannot be tracked in urban terrain

You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against humans.

You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against evil outsiders.

## per Day

□ □ □ □ □ □ □ □

**Mythic Power (Su):** Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount. [Currently at 9/day] [Paizo Publishing LLC - Mythic Adventures]

Masterwork Small Longsword			Hand	Type	Size	Critical	Reach
			Porté	S	S	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam	
1H-P	+8/+3	1d6	2W-P-(OH)	+2/-3		1d6	
1H-O	+4/-1	1d6	2W-P-(OL)	+4/-1		1d6	
2H	+8/+3	1d6	2W-OH	-2		1d6	

**Special Properties:** (Masterwork Longsword (Small))

Special Properties: (Masterwork Longsword (Small))

Masterwork Buckler (Small)	HAND	TYPE	SIZE	CRITICAL	REACH
	Porté		S	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+3/-2		1d2			
Special Properties: Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.					

**Special Properties:** Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon

Sling (Small)			Hand	Type	Size	Critical	Reach
			Porté	B	S	20/x2	5 ft.
Range: 30 ft.		To Hit: +15/+10		Damage: 1d3+1			
	50 ft.	100 ft.	150 ft.		200 ft.		250 ft.
TH	+14/+9	+12/+7	+10/+5		+8/+3		+6/+1
Dam	1d3	1d3	1d3		1d3		1d3
	300 ft.	350 ft.	400 ft.		450 ft.		500 ft.
TH	+4/-1	+2/-3	+0/-5		-2/-7		-4/-9
Dam	1d3	1d3	1d3		1d3		1d3

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
<b>Small Darkwood Longbow +1</b> (Longbow +1 (Small)), 10 hp/inch, hardness 5	Equipped	1	NaN / 2,390	
<b>Ring of Protection +1</b>	Equipped	1	0 / 2,000	
<b>Belt of Incredible Dexterity +2</b>	Equipped	1	1 / 4,000	
<b>+1 Mithral Shirt (Small)</b> 30 hp/inch, hardness 15	Equipped	1	5 / 2,100	
<b>Outfit (Explorer's/Small)</b>	Equipped	1	2 / 0	
<b>Wand of Read Magic</b>	Handy	1	NaN / 367.5	
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You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.				
<b>Handy Haversack</b>	Equipped	1	5 / 2,000	
32,75 lbs., 1 Wand of Read Magic, 1 Thieves' Tools (Masterwork), 1 Wand of Detect Magic, 5 Paper (Sheet), 1 Ink (1 oz. Vial), 1 Acid (Flask), 1 Alchemist's Fire (Flask), 1 Flint and Steel, 1 Smokestick, 1 Inkpen, 1 Wand of Endure Elements, 1 Antitoxin (Vial), 1 Rope (Hemp/50 ft.), 1 Waterskin (Filled) (Small), 1 Wand of Cure Light Wounds, 2 Vermin Repellent, 1 Climber's Kit (Small), 1 Tracking Powder, 1 Scroll (Jump), 1 Wand of Entangle, 5 Bullet, Sling (Small), 2 Arrows (20/Small/Cold Iron), 1 Healer's Kit, 1 Grappling Hook, Common, 1 Potion of Spider Climb, 1 Crowbar, 14 Arrow (Blunt) (Small), 2 Arrow (Small/Cold Iron/Ghost Blanch), 3 Arrow (Small/Cold Iron)				
<b>Thieves' Tools (Masterwork)</b>	Handy	1	2 / 100	
	Haversack			
<b>Wand of Detect Magic</b>	Handy	1	NaN / 322.5	
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You detect magical auras.				
<b>Paper (Sheet)</b>	Handy	5	0 (0) / 0.4 (2)	
	Haversack			
hardness 0, 1 hit point, and break DC 5				
<b>Wand of Cure Light Wounds</b>	Handy	1	NaN / 345	
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When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.				
<b>Ink (1 oz. Vial)</b>	Handy	1	0 / 8	
	Haversack			
<b>Acid (Flask)</b>	Handy	1	1 / 10	
	Haversack			
Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.				
<b>Alchemist's Fire (Flask)</b>	Carried	1	1 / 20	
Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.				
<b>Alchemist's Fire (Flask)</b>	Handy	1	1 / 20	
	Haversack			
Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.				
<b>Flint and Steel</b>	Handy	1	0 / 1	
	Haversack			
<b>Wand of Endure Elements</b>	Handy	1	NaN / 525	
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A creature protected by endure elements suffers no harm from being in a hot or cold environment.				
<b>Smokestick</b>	Handy	1	NaN / 20	
	Haversack			
creates 10ft cube of smoke as per fog cloud				
<b>Inkpen</b>	Handy	1	0 / 0.1	
	Haversack			
<b>Antitoxin (Vial)</b>	Handy	1	0 / 50	
	Haversack			
+5 alchemical bonus to Fortitude saves against poison for 1 hour				
<b>Rope (Hemp/50 ft.)</b>	Handy	1	10 / 1	
	Haversack			
<b>Waterskin (Filled) (Small)</b>	Handy	1	1 / 1	
	Haversack			
<b>TOTAL WEIGHT CARRIED/VALUE</b>	<b>20,38 lbs.</b>	<b>15,893gp</b>		

[illegible]

Traits	
<b>Indomitable Faith</b>	<b>[Paizo Inc. - Advanced Player's Guide, p.328]</b>
You were born in a region where your faith was not popular, yet you never abandoned it. You gain a +1 trait bonus on Will saves as a result.	
<b>Whistleblower (Liberty's Edge Faction)</b>	<b>[Paizo Inc. - Guide To Pathfinder Society Organized Play]</b>
You are wise to the schemes of liars, thieves, and cheats, granting you a +1 bonus on Sense Motive checks, and that skill becomes a class skill for you.	

Special Attacks	
<b>Fleet Charge</b>	<b>[Paizo Publishing LLC - Mythic Adventures]</b>
As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding your tier to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.	
<b>Humanoid (Human) (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.64]</b>
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.	



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.

Deadly Aim (Mythic)

[Paizo Publishing LLC - Mythic Adventures]

Increase damage bonus

When you use Deadly Aim, you gain a +3 bonus on ranged damage rolls instead of +2. When your base attack bonus reaches +4, and every +4 thereafter, the bonus on ranged damage rolls increases by +3 rather than +2.

Point-Blank Shot

[Paizo Inc. - Core Rulebook, p.131]

You are especially accurate when making ranged attacks against close target.

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

Rapid Shot

[Paizo Inc. - Core Rulebook, p.132]

You can make an additional ranged attack.

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.

Rapid Shot (Mythic)

[Paizo Publishing LLC - Mythic Adventures]

Ignore the -2 penalty or make two additional attacks

When using Rapid Shot, you can either ignore the feat's -2 penalty on attack rolls or make two additional attacks instead of one.

Endurance

[Paizo Inc. - Core Rulebook, p.112]

Harsh conditions or long exertions do not easily tire you.

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.

Improved Precise Shot (Granted)

[Paizo Inc. - Core Rulebook, p.128]

Your ranged attacks ignore anything but total concealment and cover.

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. Total cover and total concealment provide their normal benefits against your ranged attacks.

Precise Shot (Granted)

[Paizo Inc. - Core Rulebook, p.131]

You are adept at firing ranged attacks into melee.

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

Proficiencies
Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battle Poi, Battleaxe, Bayonet, Bec de Corbin, Bill, Blade Boot, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Combat Scabbard, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Flambard, Gaff, Garrote, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Hair, Halberd, Hammer (Light), Hanbo, Handaxe, Hooked Lance, Horsecopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhoka, Rhomphaia, Rock, Rope Gauntlet, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspike, Sibit, Sickle, Sling, Sling Glove, Sling Staff (Halfing), Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Stingchuck, Switchblade Knife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Syringe spear, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart



# Wayfinder Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	50 minutes	Touch	CR:p.304

**[V, M/DF] TARGET:** Object touched; **EFFECT:** This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. **[SR:No]**

* =Domain/Specialty Spell					
Ranger Spells					

LEVEL	0	1	2	3	4
PER DAY	—	2	—	—	—
Concentration	+5				

## LEVEL 1 / Per Day:2 / Caster Level:3

Name	School	Time	Duration	Range	Source
▣▣▣▣▣ <b>Abundant Ammunition</b>	Conjuration (Summoning)	1 standard action	3 minutes		UC:p.222

**[V, S, M/DF] TARGET:** one container touched; **EFFECT:** When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken [including masterwork ammunition or shuriken], at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as align weapon or greater magic weapon, on the same container, all projectiles this spell conjures are affected by that spell. **[SR:No]**

▣▣▣▣▣ <b>Air Bubble</b>	Conjuration (Creation)	1 standard action	3 minutes	Touch	UC:p.222
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**[S, M/DF] TARGET:** one creature or one object no larger than a Large twohanded weapon; **EFFECT:** Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded-assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device-and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally. **[SR:Yes (harmless); DC:13, Will negates (harmless)]**

▣▣▣▣▣ <b>Alarm</b>	Abjuration	1 standard action	6 hours [D]	Close (30 ft.)	CR:p.240
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**[V, S, F/DF] TARGET:** 20-ft.-radius emanation centered on a point in space; **EFFECT:** Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password [determined by you at the time of casting] does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature. Mental Alarm: A mental alarm alerts you [and only you] so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm. Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm. Alarm can be made permanent with a permanency spell. **[SR:No]**

▣▣▣▣▣ <b>Animal Messenger</b>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 day/level	Close (30 ft.)	CR:p.241
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**[V, S, M] TARGET:** One Tiny animal; **EFFECT:** You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message [if it's written in a language he doesn't know, for example]. **[SR:Yes; DC:13, None; see text]**

▣▣▣▣▣ <b>Animal Purpose Training</b>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	3 hours	Close (30 ft.)	ACG:p.173
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**[V, S, M] TARGET:** one indifferent or friendly animal; **EFFECT:** You instill the target animal with a general purpose [see the Handle Animal skill], which can be any purpose except combat training-fighting, guarding, heavy labor, hunting, performance, or riding. This purpose supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, the animal reverts to its previous trained purpose and known tricks. **[SR:Yes; DC:13, none]**

▣▣▣▣▣ <b>Ant Haul</b>	Transmutation	1 standard action	6 hours	Touch	APG:p.202
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**[V, S, M/DF] TARGET:** creature touched; **EFFECT:** The target's carrying capacity triples [see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook]. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry. **[SR:Yes (harmless); DC:13, Fortitude negates (harmless)]**

▣▣▣▣▣ <b>Anticipate Peril</b>	Divination	1 standard action	3 minutes or until activated	Touch	UM:p.206
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**[V, S] TARGET:** Creature touched; **EFFECT:** A creature affected by anticipate peril gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level 5. Once this bonus applies, the effects of the spell end. Target gains a +3 bonus on one initiative check. **[SR:Yes; DC:13, Will negates]**

▣▣▣▣▣ <b>Aspect of the Falcon</b>	Transmutation (Polymorph)	1 standard action	3 minutes	Personal	APG:p.203
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**[V, S, DF] TARGET:** You; **EFFECT:** You take on an aspect of a falcon. Your eyes become wide and raptor-like, and you grow feathers on the sides of your head. You gain a +3 competence bonus on Perception checks, a +1 competence bonus on ranged attacks, and the critical multiplier for your bows and crossbows becomes 19-20/x3. This effect does not stack with any other effect that expands the threat range of a weapon, such as the Improved Critical feat or a keen weapon.

▣▣▣▣▣ <b>Bowstaff</b>	Transmutation	1 swift action	3 rounds [D]	Personal	UC:p.224
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**[V] TARGET:** one weapon [bow]; **EFFECT:** The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a melee weapon. The spell allows a shorthand to be used as a club or a longbow to be used as a quarterstaff, although the bow retains its normal hit points and hardness. The bow's enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon. **[SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]**

▣▣▣▣▣ <b>Call Animal</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 hours [D]	see description	APG:p.209
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**[V, S, DF] TARGET:** one animal whose CR is equal or less than 3; **EFFECT:** This spell calls the nearest wild animal of a particular type you designate [provided the animal's CR is equal to or less than your caster level] to seek you out. The animal moves toward you under its own power, so the time it takes to arrive depends on how close an animal of the desired type is when you cast the spell. If there is no animal of that type capable of reaching you within the spell's duration, you are aware of this fact, but the spell is wasted. Knowledge of the local fauna makes this spell more effective, and the GM may permit a Knowledge [nature] skill check [DC 15] to know what animals can be found in an area. When the called animal arrives, it approaches to within 5 feet of you and remains nearby for the duration of the spell. Its starting attitude is indifferent, modified by circumstances and interaction. Other than starting attitude, this spell gives you no special influence or ability to communicate with the called animal, although you may use other spells or abilities to do so. Once the spell's duration expires, the animal acts in accordance with its attitude. Most animals will likely wander off, but a hostile predatory animal may attack, especially if it is hungry or provoked. Domesticated animals or animals trained by someone else, including such creatures as familiars or animal companions, are unaffected by call animals. **[SR:None]**

▣▣▣▣▣ <b>Calm Animals</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 minutes	Close (30 ft.)	CR:p.252
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**[V, S] TARGET:** Animals within 30 ft. of each other; **EFFECT:** This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals [those with Intelligence scores of 1 or 2] can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures. **[SR:Yes; DC:13, Will negates]**

▣▣▣▣▣ <b>Charm Animal</b>	Enchantment (Charm) [Mind-Affecting]	1 standard action	3 hours	Close (30 ft.)	CR:p.254
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**[V, S] TARGET:** One animal; **EFFECT:** This spell functions like charm person, except that it affects a creature of the animal type. **[SR:Yes; DC:13, Will negates]**

▣▣▣▣▣ <b>Cloak of Shade</b>	Abjuration	1 standard action	3 hours [D]	Touch	APG:p.211
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**[V, S, M] TARGET:** one creature per level; **EFFECT:** This spell provides the subject with some degree of protection from the harmful effects of the sun. The cloaked subject treats environmental heat due to sun exposure as one level less: severe heat is considered very hot conditions, while very hot is considered average temperature [see page 444 of the Core Rulebook for heat dangers]. The cloak of shade also reduces any penalties from sunlight by 1. The spell does not, however, eliminate the effects of direct sunlight on creatures vulnerable to sunlight. Cloak of shade has no effect on environmental heat from sources other than the sun. **[SR:Yes (harmless); DC:13, Will negates (harmless)]**

▣▣▣▣▣ <b>Compel Hostility</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 rounds	Personal	UC:p.226
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**[V, S, M] TARGET:** You; **EFFECT:** Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion. A summoner casting this spell can choose his eidolon as the target of the spell. **[SR:see text; DC:13, see text]**

▣▣▣▣▣ <b>Dancing Lantern</b>	Transmutation, FireSchool [Fire, Light]	1 standard action	3 hours [D]	Touch	APG:p.214
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**[V, S, F] TARGET:** Animates one lantern; **EFFECT:** You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell [CL 9th, 2,500 gp]. **[SR:No]**

▣▣▣▣▣ <b>Deadeye's Lore</b>	Divination	1 round	3 hours	Personal	UC:p.227
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**[V, S] TARGET:** You; **EFFECT:** While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.

▣▣▣▣▣ <b>Delay Poison</b>	Conjuration (Healing)	1 standard action	3 hours	Touch	CR:p.265
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**[V, S, DF] TARGET:** Creature touched; **EFFECT:** The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done. **[SR:Yes (harmless); DC:13, Fortitude negates (harmless)]**

▣▣▣▣▣ <b>Detect Aberration</b>	Divination	1 standard action	concentration, up to 30 minutes [D]	Long (520 ft.)	APG:p.215
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**[V, S] TARGET:** cone-shaped emanation; **EFFECT:** This spell functions like detect animals or plants, except it detects creatures of the aberration type. **[SR:No]**

▣▣▣▣▣ <b>Detect Animals or Plants</b>	Divination	1 standard action	Concentration, up to 30 minutes [D]	Long (520 ft.)	CR:p.266
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**[V, S] TARGET:** Cone-shaped emanation; **EFFECT:** You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant. 1st Round: Presence or absence of that kind of animal or plant in the area. 2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen. 3rd Round: The condition [see below] and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location. Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease. Fair: 30% to 90% of full normal hit points remaining. Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [Chart omitted] **[SR:No]**

* =Domain/Specialty Spell					
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# Ranger Spells

☐☐☐☐☐ <b>Detect Poison</b>	Divination	1 standard action	Instantaneous	Close (30 ft.)	CR:p.268
<b>[V, S] TARGET:</b> Or Area one creature, one object, or a 5-ft. cube; <b>EFFECT:</b> You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Detect Snares and Pits</b>	Divination	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	CR:p.268
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps. Detect snares and pits does detect certain natural hazards: quicksand [a snare], a sinkhole [a pit], or unsafe walls of natural rock [a deadfall]. It does not reveal other potentially dangerous conditions. The spell does not detect magic traps [except those that operate by pit, deadfall, or snaring; see the spell snare], nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of hazards. 2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The general type and trigger for one particular hazard closely examined by you. Each round, you can turn to examine a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Diagnose Disease</b>	Divination	1 standard action	Instantaneous	Close (30 ft.)	UM:p.216
<b>[V, S] TARGET:</b> One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> You determine whether a creature, object, or area carries any sort of disease or infestation [including molds, slimes, and similar hazards], or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Endure Elements</b>	Abjuration	1 standard action	24 hours	Touch	CR:p.277
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. Mythic: The target changes to one creature touched per level. Affected creatures gain cold resistance 5 and fire resistance 5. They're not slowed by snow, and ignore penalties on Perception checks and ranged weapon attacks from hail, rain, sleet, and snow. They treat wind as one category weaker. <b>[SR:Yes (harmless); DC:13, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Entangle</b>	Transmutation [WoodSchool]	1 standard action	3 minutes [D]	Long (520 ft.)	CR:p.278
<b>[V, S, DF] TARGET:</b> Plants in a 40-ft.-radius spread; <b>EFFECT:</b> This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion. Mythic: The spell functions in areas without any vegetation, causing plants to spring up out of the ground. These plants can reach creatures that are up to 10 feet in the air. Plants affected or created by the spell sprout thorns that deal 1d6 points of damage each round to creatures in the area. <b>[SR:No; DC:13, Reflex partial; see text]</b>					
☐☐☐☐☐ <b>Feather Step</b>	Transmutation	1 standard action	30 minutes	Close (30 ft.)	APG:p.221
<b>[V, S] TARGET:</b> one creature; <b>EFFECT:</b> For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain. <b>[SR:Yes; DC:13, Fortitude negates (harmless)]</b>					
☐☐☐☐☐ <b>Glide</b>	Transmutation, AirSchool	1 standard action	until landing or 3 minutes [D]	Personal	APG:p.225
<b>[V, S, M/DF] TARGET:</b> You; <b>EFFECT:</b> You take no damage from falls [as if from feather fall]. In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.					
☐☐☐☐☐ <b>Gravity Bow</b>	Transmutation, VoidElementalSchool [Meta]	1 standard action	3 minutes [D]	Personal	APG:p.226
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if one size larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired from a gravity bow [see page 145 of the Core Rulebook for more information]. Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.					
☐☐☐☐☐ <b>Heightened Awareness</b>	Divination	1 standard action	30 minutes [D]	Personal	ACG:p.183
<b>[V, M/DF] TARGET:</b> you; <b>EFFECT:</b> You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in. If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.					
☐☐☐☐☐ <b>Hide from Animals</b>	Abjuration	1 standard action	30 minutes [D]	Touch	CR:p.296
<b>[S, DF] TARGET:</b> 3 creatures touched; <b>EFFECT:</b> Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients. <b>[SR:Yes; DC:13, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Horn of Pursuit</b>	Evocation [Sonic]	1 standard action	1 round	Personal	UM:p.223
<b>[S] TARGET:</b> 3 peals of a horn; <b>EFFECT:</b> You create the sound of a large hunting horn, blowing up to three notes as loud as a roaring dragon. These notes can be heard up to 2 miles away in typical outdoor conditions. You can make these sounds at any point during the spell's duration as a free action, and each sounding can be short or long, allowing you to send very simple coded messages. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Hunter's Howl</b>	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	3 rounds	20 ft.	APG:p.228
<b>[V, S] TARGET:</b> 20-ft.-radius burst; <b>EFFECT:</b> With a single primal howl, you strike fear in your opponents. Until the end of the spell's duration, you treat those affected by it as if they were your favored enemy, gaining a +2 bonus on weapon attack and damage rolls against them, and a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against them. If an affected creature is already one of your favored enemies, it is shaken instead. This is a mind-affecting fear effect. <b>[; DC:13, Will negates Spell Resistance none]</b>					
☐☐☐☐☐ <b>Invisibility Alarm</b>	Abjuration	1 standard action	30 minutes	Close (30 ft.)	ACG:p.185
<b>[V, S, F/DF] TARGET:</b> 20-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> This spell functions as alarm, except it is triggered only by invisible creatures entering or leaving the warded area. The spell has a different mental alarm depending on whether the invisible creature is entering or leaving the area. This spell does not aid you in sensing or pinpointing the location of an invisible creature within the spell's area. Invisibility alarm can be made permanent with a permanency spell by a caster of 9th level or higher at a cost of 2,500 gp. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Jump</b>	Transmutation	1 standard action	3 minutes [D]	Touch	CR:p.303
<b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th. <b>[SR:Yes; DC:13, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Keen Senses</b>	Transmutation, VoidElementalSchool	1 standard action	3 minutes [D]	Touch	APG:p.230
<b>[V, M/DF] TARGET:</b> creature touched; <b>EFFECT:</b> The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell. <b>[SR:Yes (harmless); DC:13, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Know the Enemy</b>	Divination	1 minute	Instantaneous	Personal	UM:p.226
<b>[V, S, DF] TARGET:</b> You; <b>EFFECT:</b> You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Lead Blades</b>	Transmutation	1 standard action	3 minutes [D]	Personal	APG:p.230
<b>[V, S] TARGET:</b> touch; <b>EFFECT:</b> Melee weapons damage as if one size bigger. Lead blades increases the momentum and density of your melee weapons just as they strike a foe. All melee weapons you are carrying when the spell is cast deal damage as if one size category larger than they actually are. For instance, a Medium longsword normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if benefiting from lead blades [see page 145 of the Core Rulebook for more information]. Only you can benefit from this spell. If anyone else uses one of your weapons to make an attack it deals damage as normal for its size.					
☐☐☐☐☐ <b>Liberating Command</b>	Transmutation	1 immediate action	instantaneous	Close (30 ft.)	UC:p.233
<b>[V] TARGET:</b> one creature; <b>EFFECT:</b> If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level 20. This spell has no effect if the target could not get free by using the Escape Artist skill [for example, if he were under the effects of a hold person spell or paralyzed by Strength damage]. <b>[SR:Yes (harmless); DC:13, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Longshot</b>	Transmutation	1 standard action	3 minutes	Personal	UC:p.236
<b>[V, S, M/DF] TARGET:</b> You; <b>EFFECT:</b> This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.					
☐☐☐☐☐ <b>Longstrider</b>	Transmutation	1 standard action	3 hours [D]	Personal	CR:p.305
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.					
☐☐☐☐☐ <b>Magic Fang</b>	Transmutation	1 standard action	3 minutes	Touch	CR:p.308
<b>[V, S, DF] TARGET:</b> Living creature touched; <b>EFFECT:</b> Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage. Magic fang can be made permanent with a permanency spell. <b>[SR:Yes (harmless); DC:13, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Negate Aroma</b>	Transmutation	1 standard action	3 hours [D]	Close (30 ft.)	APG:p.234
<b>[V, S, M/DF] TARGET:</b> 3 creatures or objects touched; <b>EFFECT:</b> With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of negate aroma cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities [such as those possessed by troglodytes]. Negate aroma does not prevent the target from acquiring outside smells or odors. Dowsing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away. <b>[SR:Yes; DC:13, Fortitude negates]</b>					
☐☐☐☐☐ <b>Pass without Trace</b>	Transmutation	1 standard action	3 hours [D]	Touch	CR:p.318
<b>[V, S, DF] TARGET:</b> 3 creatures touched; <b>EFFECT:</b> The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means. <b>[SR:Yes (harmless); DC:13, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Read Magic</b>	Divination	1 standard action	30 minutes	Personal	CR:p.330
<b>[V, S, F] TARGET:</b> You; <b>EFFECT:</b> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
☐☐☐☐☐ <b>Refine Improvised Weapon</b>	Transmutation	1 standard action	3 hours [D]	Touch	ACG:p.190
<b>[V, S, DF] TARGET:</b> one improvised weapon; <b>EFFECT:</b> You transform an improvised weapon into an equivalent simple or martial weapon of masterwork quality. This effect does not alter the weapon's shape or appearance in any way. For example, if this spell is cast on a chair leg, a butter knife, or a pitchfork, the items function as a masterwork club, a masterwork dagger, or a masterwork trident, respectively, but the items look no different than they did before the spell was cast. <b>[SR:yes (harmless, object); DC:13, Will negates (harmless, object)]</b>					
☐☐☐☐☐ <b>Residual Tracking</b>	Divination	1 minute	Instantaneous	Touch	APG:p.238
<b>[V, S, M] TARGET:</b> footprint touched; <b>EFFECT:</b> By touching a footprint, you receive a clear mental image of the person or creature that made it. The image has the exact same appearance as the creature that made the footprint at the moment it made the imprint, including any telling features or expressions, any gear or equipment, or anything else the creature was carrying at the time. For example, the footprint of a horse would reveal both the horse and any creature riding it when it made the footprint. <b>[SR:No]</b>					
* =Domain/Speciality Spell					

Ranger Spells

☐☐☐☐☐	<b>Resist Energy</b>	Abjuration, AirSchool, EarthSchool, FireSchool	standard action	30 minutes	Touch	CR:p.334
<b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Resist energy overlaps [and does not stack with] protection from energy. If a character is ward by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. Mythic: The target gains a +4 bonus on saves against effects that deal damage of the selected energy type. Once each round as a free action, the target can choose one adjacent ally to gain energy resistance 5 against the chosen energy type for 1 round. This increases to energy resistance 10 at caster level 7 and energy resistance 15 at caster level 11. <b>[SR:</b> Yes (harmless); <b>DC:</b> 13, Fortitude negates (harmless)]						
☐☐☐☐☐	<b>Returning Weapon</b>	Conjuration (Teleportation)	1 standard action	3 minutes	Close (30 ft.)	UC:p.242
<b>[V, S] TARGET:</b> one weapon that can be thrown; <b>EFFECT:</b> For the duration of the spell, the target weapon acts as if it had the returning weapon special ability [see page 471 of the Core Rulebook]. This spell can be used as the prerequisite for the returning weapon special ability. <b>[SR:</b> Yes (harmless, object); <b>DC:</b> 13, Will negates (harmless, object)]						
☐☐☐☐☐	<b>Speak with Animals</b>	Divination	1 standard action	3 minutes	Personal	CR:p.346
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.						
☐☐☐☐☐	<b>Summon Minor Ally</b>	Conjuration (Summoning)	1 round	3 rounds [D]	Close (30 ft.)	UM:p.241
<b>[V, S, DF] TARGET:</b> 1d3 summoned creatures; <b>EFFECT:</b> This spell functions as summon nature's ally I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. <b>[SR:</b> No]						
☐☐☐☐☐	<b>Summon Nature's Ally I</b>	Conjuration (Summoning)	1 round	3 rounds [D]	Close (30 ft.)	CR:p.354
<b>[V, S, DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell summons to your side a natural creature [typically an animal, Fey, magical beast, outsider with the elemental subtype, or a giant]. The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components [such as wish]. The spell conjures one of the creatures from the 1st Level list on Table 10-6. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment. [Chart not included] <b>[SR:</b> No]						
☐☐☐☐☐	<b>Sun Metal</b>	Transmutation [Fire]	1 standard action	3 rounds [see text]	Touch	UC:p.245
<b>[V, S] TARGET:</b> one melee weapon; <b>EFFECT:</b> The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the frost or icy burst weapon special ability or any other effect that grants a weapon extra cold damage. <b>[SR:</b> Yes (object); <b>DC:</b> 13, Fortitude negates (object)]						
☐☐☐☐☐	<b>Thorn Javelin</b>	Conjuration (Creation) [Poison]	1 standard action	3 minutes [D]	0 Ft.	ACG:p.196
<b>[V, S] TARGET:</b> javelin-like thorn; <b>EFFECT:</b> A wooden thorn the size of a javelin [appropriate for your size] appears in your open hand. You can wield this thorn as a javelin, and you are proficient in its use. Any creature struck by the javelin must succeed at a Fortitude save or be sickened for 1 round. If you throw the javelin, another one appears in your hand. Any javelin that leaves your grasp disappears at the end of your turn. Each javelin attack you make reduces the spell's remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after that attack resolves. <b>[SR:</b> no; <b>DC:</b> 13, none]						
☐☐☐☐☐	<b>Thunderstomp</b>	Evocation [Earth]	1 standard action	instantaneous	Close (30 ft.)	ACG:p.196
<b>[V, S] TARGET:</b> one creature; <b>EFFECT:</b> You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. Attempt the combat maneuver check to trip the target, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your spellcasting ability score modifier [Intelligence for magi and wizards; Wisdom for druids and rangers; Charisma for bloodragers and sorcerers]. This does not provoke an attack of opportunity. This spell has no effect if you cannot reach the ground or floor, or if your target is not in contact with the ground or floor. <b>[SR:</b> yes; <b>DC:</b> 13, none]						
☐☐☐☐☐	<b>Tireless Pursuit</b>	Transmutation	1 standard action	3 hours [D]	Personal	APG:p.249
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> You harden your body against the stresses of long travel. You halve the damage caused by hustling and forced marching [see Pathfinder RPG Core Rulebook 171]. In addition, for the duration of the spell you ignore any fatigue caused by such travel. Once the spell ends, if you still have any nonlethal damage caused by the hustling or forced march, you become fatigued, or exhausted if already fatigued.						
☐☐☐☐☐	<b>Unbreakable Heart</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 rounds	Close (30 ft.)	ISWG:p.296
<b>[V, S] TARGET:</b> One creature; <b>EFFECT:</b> Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Suppresses such effects already in place. <b>[SR:</b> Yes (harmless); <b>DC:</b> 13, Will negates (harmless)]						
☐☐☐☐☐	<b>Wartrain Mount</b>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	3 hours	Close (30 ft.)	UM:p.248
<b>[V, S, M] TARGET:</b> One indifferent or friendly animal; <b>EFFECT:</b> You instill the target animal with the combat training general purpose [see the Handle Animal skill, Core Rulebook 98]. This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks. <b>[SR:</b> Yes]						

\* =Domain/Speciality Spell

Wayfinder Spell-like Abilities

At Will Light

Prepared Spell List: Prepared Spells

Ranger

Level 1

☐☐Endure Elements (DC:13)

# Reg Maznif

## Halfling

RACE

32

AGE

Mâle

GENDER

VISION

Chaotic Good

ALIGNMENT

Droite

DOMINANT HAND

3' 5"

HEIGHT

35 lbs.

WEIGHT

Blue

EYE COLOUR

rich cinnamon

SKIN COLOUR

Light Brown, short wavy

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Katapesh

REGION

Milani

DEITY

Humanoid

Race Type

Race Sub Type

## Description:

Average sized halfling with grey and light brown clothes. Light brown short wavy hair, an ovale face.

## Biography:

Born a slave, his family didn't despair being freed. They were the house servants. That's when Reg started to follow Milani. His family managed to get freed by abolitionists.

Reg joined the Pathfinder Society to hone his skills (following the three years of training), hoping to continue his work of freeing slaves, and fighting tyranny in all its forms.





Campaign	Adventure	Party	Date	Xp	Gm
PFS 1	Year of the Shadow Lodge		2016-05-28	1	Andrew Watson
PFS 2	Blood of the City			0	