

Power Ranger

The Power Ranger cannot choose Summoner as a class. They gain the following item:

Morpher: The Power Ranger gains a device that is the source of their Ranger abilities. This is a unique magic item that takes the form of either a wand or wondrous item that occupies one of the following body slots: belt, eyes, hands, neck, or wrist. Typically, every member of a team will have the same kind of morpher, though exceptions exist.

Level	HD	BAB	Bonus Feats	Armor Bonus	Str/Dex Bonus	Power Pool	Max. Attacks	Special
1st	1	+1	1	+0	+0	4	3	Its Morphin' Time!
2nd	2	+2	1	+2	+1	5	3	Enhance +1
3rd	3	+3	2	+2	+1	6	3	Improve +1
4th	3	+3	2	+2	+1	8	4	Let's Finish This!
5th	4	+4	2	+4	+2	9	4	We Need Zords!
6th	5	+5	3	+4	+2	10	4	Enhance +2
7th	6	+6	3	+6	+3	11	4	Improve +2
8th	6	+6	3	+6	+3	12	4	Morph (Standard)
9th	7	+7	4	+6	+3	14	5	Megazord!
10th	8	+8	4	+8	+4	15	5	Enhance +3
11th	9	+9	5	+8	+4	16	5	Improve +3
12th	9	+9	5	+10	+5	17	5	Morph (Move)
13th	10	+10	5	+10	+5	18	5	Mythic Megazord (1)
14th	11	+11	6	+10	+5	20	6	Enhance +4
15th	12	+12	6	+12	+6	21	6	Improve +4
16th	12	+12	6	+12	+6	22	6	Morph (Swift)
17th	13	+13	7	+14	+7	23	6	Mythic Megazord (2)
18th	14	+14	7	+14	+7	24	6	Enhance +5
19th	15	+15	8	+14	+7	26	7	Improve +5
20th	15	+15	8	+16	+8	27	7	Mythic Megazord (3)

Class Level: This is the character level of the Power Ranger.

HD: This is the total number of 10-sided (d10) Hit Dice the Ranger Form possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the Ranger Form's base attack bonus. The Power Ranger can use the BAB from its base class when physically in a Ranger Form.

Feats: This is the number of additional feats granted to a Ranger Form. This can be any feat the Ranger qualifies for, so long as the Ranger Form is physically able to use it. These feats are set once chosen for each Form.

Armor Bonus: The number noted here is the Ranger Form's base total armor bonus, that may be split between an armor bonus and a natural armor bonus.

Str/Dex Bonus: Add this modifier to the Ranger Form's Strength and Dexterity scores.

Power Pool: The value given in this column is the total number of points in the Ranger Form's power pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the Ranger Form, using the Summoner's eidolon evolution list. Add Darkvision 60' as a 2 point evolution.

Max. Attacks: This indicates the maximum number of natural attacks that a Ranger Form is allowed to possess at the given level.

Special:

It's MORPHIN' TIME! As a full round action, a Power Ranger can use their morpher to don their Ranger Suit Form. The suit acts like a Synthesist Summoner's Eidolon with a Biped Base form, with its own pool of hit points. However, the Suit heals at a normal rate (1 hp/level/day), cure spells work normally, and instead of replacing your physical ability scores, you gain a +6 morph bonus to strength and a +2 morph bonus to Dexterity and Constitution. While morphed, you retain the same saving throws, skills, feats, and special abilities of your base class, and gain the Improved Unarmed Strike feat. If you already have this feat, you gain any other feat you qualify for with Improved Unarmed Strike as a prerequisite. This transformation lasts for 1 minute per level, and can be dismissed as a free action. While in Ranger Form, all your equipment melds into your form, like a Druid's wildshape class feature. Static bonuses still apply, but armor does not function, and backpacks are inaccessible. The only exceptions are your Morpher and the designated Ranger weapon, which may be summoned as a move action at any point during the transformation. The morpher can be used any number of times per day, but a cooldown period equal to the amount of time spent morphed must elapse before it can be used again. If the Suit is brought below 0 hit points, the Power Ranger falls prone, transformation immediately ends, and the cooldown period is doubled. In addition, the next time the morpher is used, the Suit is summoned with only half its normal amount of hit points. If the Ranger Suit ever takes enough damage to bring it to its negative Constitution score or fails a fortitude save against massive damage, the morpher gains the broken condition and cannot be used until repaired. At 8th level, a Power Ranger can morph as a standard action, at 12th, a move action, and at 16th, a swift action.

Enhance: At 2nd level, the morphing process changes a single thematic weapon (or pair of weapons). The weapon gains a +1 enhancement bonus. This increases by +1 every additional 4 levels to a maximum of +5 at 18th level. This ability applies alternately between paired or double weapons, meaning the enhancement bonus between your weapons should never be greater than +1.

Improve: At 3th level, the weapon gains a +1 enhancement bonus that can only be used for special abilities. This increases by +1 every 4 additional levels to a maximum of +5 at 19th level. Again, the difference in weapons should never be greater than +1.

Let's Finish This!: At 4th level, a Ranger Team's weapons can be combined into a super weapon that can fire a powerful blast at a single target within 60 feet once per day as a full round action. The weapon requires all contributing Ranger's to coordinate their actions (go on the same initiative), be adjacent to each other, and uses the highest possible ranged attack bonus, using any combination of Ranger's base attack bonus, dexterity bonus, and other stacking modifiers. If it hits, it does the combined damage of all contributing weapons, with a x3 critical rate. Unlike normal criticals, all damage is multiplied, including energy damage from the flaming enchantment, for instance. This ability can be used

twice per day at 12th level, and three times per day at 20th.

We Need Zords!: At 5th level, the Power Ranger can call on her Zord as a full round action, for the remaining duration of the Morph. While the Zord uses the Ranger Form table, it is completely different from the Ranger Suit, with its own base form, bonus feats, and evolutions, and both forms can be in play at the same time. The Zord's ability scores are based off the Power Ranger's unmorphed ability scores, modified by base form and the Str/Dex bonus. All Zords gain the Large evolution for free, regardless of the Power Ranger's Level. However, this form is taxing, and once the duration has expired or the Zord dismissed, the Morpher cannot be used for double the time spent Morphed. If the Zord is reduced to zero hp, the cooldown time is tripled.

MEGAZORD!: At 9th level, the Power Ranger's Zords can combine to form a single massive creature as a full round action. The Ranger Suit Form can still be used while the Megazord is active, but the Zord Forms are not. The Megazord Form is created using the same chart as the Ranger Suits and the Zords, except it gets the Huge Evolution for free, has half of the combined power points of all the contributing Zords, and uses the Average Party Level to determine the other bonuses. The Megazord traditionally uses the Biped base form, but it is not required. It gains an additional bonus feat from each Power Ranger actively piloting it, in addition to the bonus feats granted on the chart. This bonus feat should be chosen by each Ranger, reflecting their theme and expertise, and can only be changed if the Megazord Form takes that feat as one of its bonus feats. At 13th level, the Megazord gains a Mythic Tier, and must choose a Path. Once chosen this cannot be changed. A second mythic tier is gained at 17th level, and a third mythic tier gained at 20th.

Point Cost	Aspect	Prerequisite	Description
1	Basic Magic	Cha >10	Gain a basic spell as a spell-like ability
1	Bite		Gain a bite attack
1	Bleed		Inflict 1d6 bleed damage
1	Claws		Gain two claw attacks
1	Climb		Gain a climb speed equal to base speed
1	Evasion	level 3, Dex >12	Gain evasion
1	Gills		Breathe underwater
1	Hooves		Gain two hoof attacks
1	Improved Damage	natural attack	Increase damage for one natural attack
1	Improved Natural Armor		+2 Natural AC
1	Low-light Vision		Gain low-light vision
1	Magic Attacks		Natural attacks overcome DR as magic
1	Pincers		Gain two pincer attacks
1	Pounce	Quadruped	Get a full attack with a charge
1	Pull	10' reach, natural attack	Make CMB to Pull on successful attack
1	Push	natural attack	Make CMB to Push on successful attack
1	Reach		Increase reach by 5 feet
1	Resistance		Gain resistance to one type of energy
1	Scent		Gain scent ability
1	Skilled		+8 to one skill
1	Slam		Gain a slam attack
1	Slippery		+4 to Escape Artist and CMD to escape grapple
1	Spiked Carapace		Gain spiky skin that acts like armor spikes
1	Stalwart	level 3, Con and Wis >12	Gain stalwart

1	Sticky		+4 to CMB to initiate grapple
1	Sting	tail	Gain a sting attack
1	Swim		Gain a swim speed
1	Tail		Gain a tail, +2 Acrobatics to balance
1	Tail Slap	tail	Gain a tail slap attack
1	Tentacle		Gain a tentacle attack
1	Unnatural Aura		Normal animals do not approach
1	Wing Buffet	wings	Gain two wing buffet attacks
2	Ability Increase		+2 to one ability score
2	Adhesive Feet		+4 to Climb and CMD to stay put
2	Alignment Smite	level 5	Gain a smite attack
2	Channel Resistance	undead appearance	Resist channel energy
2	Constrict	Serpentine, grab	Do extra damage with your grapple
2	Darkvision	level 5	Gain darkvision 60'
2	Energy Attacks	level 5	Do extra energy damage
2	Flight	level 5	Gain a fly speed
2	Fortification		Gain a 25% chance to negate a crit
2	Gore		Gain a gore attack
2	Grab	bite, claw, pincers, slam, tail slap, or tentacle	Initiate a grapple with an attack, +4 to grapple CMB
2	Head		Gain another head
2	Immunity	level 7	Become immune to energy damage
2	Keen Scent	gills, scent	Gain incredible scent abilities underwater
2	Limbs		Gain another pair of limbs
2	Minor Magic	basic magic, Cha >11 level 4	Gain a minor spell as a spell-like ability
2	Poison	bite or sting, level 7	Add poison to an attack
2	Powerful Build		Count as one size larger for some effects

2	Rake	Quadrapped, level 4	Add 2 claw attacks to a grapple
2	Ram	gore	Improve your gore attack when charging
2	Rend	claws, level 6	Do extra damage when both claws hit
2	Shadow Blend		Gain concealment when not in bright light
2	Shadow Form		The form is composed of shadows
2	Sickening		Gain a sickening aura
2	Trample	Biped or Quadrapped	Gain a trample ability
2	Tremorsense	level 7	Gain tremorsense to 30'
2	Trip	bite	Make CMB to trip on successful attack
2	Undead Appearance		The form resembles undead
2	Weapon Training		The form is proficient with weapons
3	Blindsense	level 9	Gain blindsense 30'
3	Burrow	level 9	Gain a burrow speed
3	Celestial Appearance	good	The form is celestial
3	Damage Reduction	level 9	Gain an aligned DR
3	Fiendish Appearance	evil	The form is fiendish
3	Frightful Presence	level 11	Cause fear by attacking
3	Major Magic	minor magic, Cha >12, level 7	Gain a major spell as a spell-like ability
3	Sacrifice		Lose health to heal others
3	See in Darkness	darkvision, level 9	See in all forms of darkness
3	Swallow Whole	bite, grab, level 9	Use your bite to engulf smaller foes
3	Web	climb, level 7	Create webbing to climb and entangle
4	Blindsight	blindsense, level 11	Gain blindsight 30'
4	Breath Weapon	level 9	Gain a breath weapon
4	Dimension Door	level 13, Cha >14	Cast dimension door as a spell-like ability
4	Fast Healing	level 11	Gain fast healing 1
4	Incorporeal Form	level 15	The form can become incorporeal

4	Large	level 8	Increase in size
4	Lifesense	level 11, undead appearance	Locate living creatures with ease
4	No Breath	level 11	No longer need to breathe
4	Spell Resistance	level 9	Gain spell resistance
4	Ultimate Magic	major magic, Cha >13, level 11	Gain a powerful spell as a spell-like ability

1-Point Aspects

Basic Magic (Sp)

Source: [PRG:UM](#)

A Ranger Form can cast a basic spell as a [spell-like ability](#). Select one spell from the following list: [acid splash](#), [dancing lights](#), [daze](#), [detect magic](#), [flare](#), [ghost sound](#), [light](#), [mage hand](#), [ray of frost](#), [stabilize](#), or [touch of fatigue](#). This spell can be cast once per day as a [spell-like ability](#). At 4th level, this spell can be cast three times per day by spending 2 additional power points. The [caster level](#) for this aspect is equal to the Ranger Form's [Hit Dice](#). The save DC for this spell is 10 + the Ranger's [Charisma](#) modifier. The Ranger must have a [Charisma](#) score of at least 10 to take this aspect. This aspect can be selected more than once. Each time a Ranger Form selects this aspect, it applies to a new spell.

Bite (Ex)

Source: [PRG:APG](#)

A Ranger Form's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). If the Ranger Form already has a bite attack, this aspect allows it to deal 1-1/2 times its [Strength](#) modifier on damage rolls made with its bite.

Bleed (Ex)

Source: [PCS:Champions](#)

A Ranger Form gains the ability to inflict bleeding wounds. Select one type of attack. Attacks of that type deal 1d6 points of [bleed](#) damage. This aspect can be selected more than once. Each time a Ranger Form selects this aspect, it applies to a different attack. The [bleed](#) effect doesn't stack.

Claws (Ex)

Source: [PRG:APG](#)

A Ranger Form has a pair of vicious claws at the end of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This aspect can be selected more than once, but the Ranger Form must possess an equal number of

the limbs aspect.

Climb (Ex)

Source: [PRG:APG](#)

A Ranger Form becomes a skilled climber, gaining a climb speed equal to its base speed. This aspect can be selected more than once. Each additional time it is selected, increase the Ranger Form's climb speed by 20 feet.

Evasion

Source: [DP: PU](#)

If the Ranger Form is subjected to an attack that normally allows a [Reflex](#) save for half damage, he takes no damage if he makes a successful saving throw. The Ranger must be at least 3rd level and have a Dexterity greater than 12 before selecting this aspect.

Gills (Ex)

Source: [PRG:APG](#)

A Ranger Form has gills and can breathe underwater indefinitely.

Hooves (Ex)

Source: [PRG:UM](#)

A Ranger Form has a pair of sharp hooves at the end of its limbs, giving it two hoof attacks. These attacks are secondary attacks. The hooves deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This aspect can be selected more than once, but the Ranger Form must possess an equal number of limbs aspects.

Improved Damage (Ex)

Source: [PRG:APG](#)

One of the Ranger Form's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This aspect can be selected more than once. Its effects do not stack. Each time a Ranger Form selects this aspect, it applies to a different natural attack.

Improved Natural Armor (Ex)

Source: [PRG:APG](#)

A Ranger Form's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor. This aspect can be taken once for every five levels the Ranger possesses.

Low-Light Vision (Ex)

Source: [PRG:UM](#)

A Ranger Form gains [low-light vision](#), enabling it to see twice as far as a [human](#) in conditions of dim light.

Magic Attacks (Su)

Source: [PRG:APG](#)

A Ranger Form is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming [damage reduction](#). If the Ranger is 10th level or higher, all of the Ranger Form's weapons are treated as the alignment of the Ranger Form for the purpose of overcoming [damage reduction](#).

Pincers (Ex)

Source: [PRG:APG](#)

A Ranger Form grows a large pincers at the end of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large, 2d6 if Huge). Ranger Forms with the grab aspect linked to pincers gain a +2 bonus on CMB checks made to [grapple](#). This aspect can be selected more than once, but the Ranger Form must possess an equal number of the limbs (arms) aspect.

Pounce (Ex)

Source: [PRG:APG](#)

A Ranger Form gains quick reflexes, allowing it to make a [full attack](#) after a [charge](#). This aspect is only available to Ranger Forms of the quadruped base form.

Pull (Ex)

Source: [PRG:APG](#)

A Ranger Form gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the Ranger Form makes a successful attack of the selected type, it can attempt a free [combat maneuver](#) check. If successful, the target of the attack is pulled 5 feet closer to the Ranger Form. This ability only works on creatures of a size equal to or smaller than the Ranger Form. Creatures pulled in this way do not provoke [attacks of opportunity](#). The Ranger Form must have a reach of 10 feet or more to select this aspect. This aspect can be selected more than once. Its effects do not stack. Each time a Ranger Form selects this aspect, it applies to a different natural attack.

Push (Ex)

Source: [PRG:APG](#)

A Ranger Form gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the Ranger Form makes a successful attack of the selected type, it can attempt a free [combat maneuver](#) check. If successful, the target of the attack is pushed 5 feet directly away from the Ranger Form. This ability only works on creatures of a size equal to or smaller than the Ranger Form. Creatures pushed in this way do not provoke [attacks of opportunity](#). This aspect can be selected more than once. Its effects do not stack. Each time a Ranger Form selects this aspect, it applies to a different natural attack.

Reach (Ex)

Source: [PRG:APG](#)

One of a Ranger Form's attacks is capable of striking at foes at a distance. Pick one attack. The Ranger Form's reach with that attack increases by 5 feet.

Resistance (Ex)

Source: [PRG:APG](#)

A Ranger Form's form takes on a resiliency to one particular energy type, which is usually reflected in its physical body (ashen hide for fire, icy breath for cold, and so on). Pick one energy type (acid, cold, electricity, fire, or sonic). The Ranger Form gains resist 5 against that energy type. This resistance increases by 5 for every 5 levels the Ranger possesses, to a maximum of 15 at 10th level. This aspect can be selected more than once. Its effects do not stack. Each time a Ranger

Form selects this aspect, it applies to a different energy type.

Scent (Ex)

Source: [PRG:APG](#)

A Ranger Form's sense of smell becomes quite acute. The Ranger Form gains the [scent](#) special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the normal range. [Scent](#) does not allow the Ranger Form to precisely locate the creature, only to detect its presence. It can detect the direction with a [move action](#). The Ranger Form can pinpoint the creature's location if it is within 5 feet. The Ranger Form can use [scent](#) to track creatures.

Skilled (Ex)

Source: [PRG:APG](#)

A Ranger Form becomes especially adept at a specific skill, gaining a +8 [racial bonus](#) on that skill. This aspect can be selected more than once. Its effects do not stack. Each time a Ranger Form selects this aspect, it applies to a different skill.

Slam (Ex)

Source: [PRG:APG](#)

A Ranger Form can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 2d8 if Huge). This aspect can be selected more than once, but the Ranger Form must possess an equal number of the limbs (arms) aspect.

Slippery (Ex)

Source [PCS:Champions](#)

Due to its slimy hide or a slick exoskeleton, the Ranger Form is especially slippery. The Ranger Form gains a +4 bonus to [CMD](#) to escape a [grapple](#) and on [Escape Artist](#) checks.

Spiked Carapace

Source: [DP: PU](#)

The Ranger Form is covered in sharp spikes as if equipped with [armor spikes](#)

Stalwart

Source: [DP: PU](#)

If the Ranger Form is subjected to an attack that normally allows a Fortitude or Will save for a reduced or partial effect, he ignores the effect if he makes a successful saving throw. The Ranger must be at least 3rd level and have a Constitution and Wisdom score greater than 12 before selecting this aspect.

Sticky (Ex)

Source [PCS:Champions](#)

The Ranger Form is especially sticky, whether from a coating of adhesive slime, partially congealed blood, or tiny barbed spines. The Ranger Form gains a +4 bonus on [combat maneuver](#) checks to initiate or maintain a [grapple](#).

Sting (Ex)

Source: [PRG:APG](#)

A Ranger Form possesses a long, barbed stinger at the end of its tail, granting it a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This aspect can be selected more than once, but the Ranger Form must possess an equal number of the tail aspect.

Swim (Ex)

Source: [PRG:APG](#)

A Ranger Form gains webbed hands, feet, or powerful flippers, giving it a swim speed equal to its base speed. This aspect does not give the Ranger Form the ability to breathe underwater. This aspect can be selected more than once. Each additional time it is selected, increase the Ranger Form's swim speed by 20 feet.

Tail (Ex)

Source: [PRG:APG](#)

A Ranger Form grows a long, powerful tail. This grants it a +2 [racial bonus](#) on [Acrobatics](#) checks made to balance on a surface. This aspect can be selected more than once.

Tail Slap (Ex)

Source: [PRG:APG](#)

A Ranger Form can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). This aspect can be selected more than once, but the Ranger Form must possess an equal number of the tail aspect.

Tentacle (Ex)

Source: [PRG:APG](#)

A Ranger Form possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This aspect can be selected more than once.

Unnatural Aura (Su)

Source: [PRG:UM](#)

A Ranger Form is obviously of unnatural origin. Normal [animals](#) do not willingly approach the Ranger Form unless the [animal](#)'s master makes a DC 25 [Handle Animal](#), [Ride](#), or [wild empathy](#) check.

Wing Buffet (Ex)

Source: [PRG:APG](#)

A Ranger Form learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The Ranger Form must possess the flight aspect, with wings, to select this aspect.

2-Point Aspects

Ability Increase (Ex)

Source: [PRG:APG](#)

A Ranger Form grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the Ranger Form's ability scores by +2. This aspect can be selected more than once. It can only be applied once to an individual ability score, plus 1 additional time for every 6 levels the Power Ranger possesses.

Adhesive Feet

Source: [DP: PU](#)

A Ranger Form gains a +4 bonus to CMD against [bull rush](#), [trip](#), and any combat maneuvers that attempt to move it from its current location. It also gains a +4 circumstance bonus to [Climb](#) checks.

Alignment Smite (Su)

Source: [PCS:Champions](#)

Choose: A single alignment component that the Power Ranger possesses

Benefit: Once per day as a [swift action](#), the Ranger chooses one target within sight. If this target's alignment opposes that chosen for this ability, the Ranger deals an additional +1d6 points of damage with one of its [natural weapons](#). This attack is treated as the alignment chosen for the purposes of overcoming [damage reduction](#). The alignment [smite](#) persists until the target is [dead](#) or the Ranger Form is dismissed. At 10th level, the Ranger may spend 1 additional power point to allow the Ranger Form a second daily use of this ability. The Ranger must be at least 5th level before selecting this aspect.

Channel Resistance (Ex)

Source: [PRG:UM](#)

A Ranger Form becomes less easily affected by the [channel energy](#) ability of [clerics](#) or [paladins](#). The Ranger Form gains a +2 bonus on any saves that are made to resist the effects of [channel energy](#), including effects that rely on the use of [channel energy](#) (such as the [Command Undead](#) feat). At 7th level, this bonus can be increased to +4 by spending 2 additional power points. The Ranger Form must possess the undead appearance aspect to take this aspect.

Constrict (Ex)

Source: [PRG:APG](#)

A Ranger Form gains powerful muscles that allow it to crush those it grapples. Whenever the Ranger Form successfully grapples a foe using the grab aspect, it deals additional damage equal to the amount of damage dealt by the attack used by the grab aspect. This aspect is only available to Ranger Forms with the serpentine base form.

Darkvision (Ex)

Source: Custom

A Ranger Form gains darkvision to a range of 60 feet. If the Ranger Form has the low-light vision aspect, this aspect costs only 1 power point. The Ranger must be at least 5th level before selecting this aspect.

Energy Attacks (Su)

Source: [PRG:APG](#)

A Ranger Form's attacks become charged with energy. Pick one energy type: acid, cold, electricity, or fire. All of the Ranger Form's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. The Ranger must be at least 5th level before selecting this aspect.

Flight (Ex or Su)

Source: [PRG:APG](#)

A Ranger Form grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The Ranger Form gains a fly speed equal to its base speed. The Ranger Form's maneuverability depends on its size. Medium or smaller Ranger Forms have good maneuverability. Large Ranger Forms have average maneuverability, while Huge Ranger Forms have poor maneuverability. For 2 additional power points, the Ranger Form flies by means of magic. It loses its wings, but its maneuverability increases to perfect. Flying via magic makes this a supernatural ability. The Ranger Form's fly speed can be increased by spending additional power points, gaining a 20-foot increase to fly speed for each additional point spent. The Ranger must be at least 5th level before selecting this aspect.

Fortification

Source: [DP: PU](#)

A Ranger Form gains 25% chance to negate critical hits or sneak attacks (so damage is rolled normally instead). This does not stack with armor with the same special ability. This aspect can be selected again starting at 8th level and at 12th level, increasing the chance to negate critical hits or sneak attacks by an additional 25% for every additional time it is taken.

Gore (Ex)

Source: [PRG:APG](#)

A Ranger Form grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d8 if Large, 2d6 if Huge).

Grab (Ex)

Source: [PRG:APG](#)

A Ranger Form becomes adept at [grappling](#) foes, gaining the grab ability. Pick bite, claw, pincers, slam, tail slap, or tentacle attacks. Whenever the Ranger Form makes a successful attack of the selected type, it can attempt a free [combat maneuver](#) check. If successful, the Ranger Form grapples the target. This ability only works on creatures of a size one category smaller than the Ranger Form or smaller. Ranger Forms with this aspect receive a +4 bonus on CMB checks made to [grapple](#).

Head (Ex)

Source: [PRG:UM](#)

A Ranger Form grows an additional head. The Ranger Form does not gain any additional [natural attacks](#) for the additional head, but the additional head does allow the Ranger Form to take other aspects that add an additional attack to a head (such as a bite, gore, or [breath weapon](#)). This aspect can be selected more than once.

Immunity (Su)

Source: [PRG:APG](#)

A Ranger Form's body becomes extremely resilient to one energy type, gaining immunity to that

type. Pick one energy type: acid, cold, electricity, fire, or sonic. The Ranger Form gains immunity to that energy type. If the Ranger Form has the resistance aspect and chooses the same type of energy, this aspect costs only 1 power point. This aspect can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. The Ranger must be at least 7th level before selecting this aspect.

Keen Scent (Ex)

Source: [PRG:UM](#)

A Ranger Form's sense of smell becomes even more acute. The Ranger Form can notice other creatures by [scent](#) in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile. The Ranger Form must possess the gills and [scent](#) aspects to take this aspect.

Limbs (Ex)

Source: [PRG:APG](#)

A Ranger Form grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the Ranger Form's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The Ranger Form does not gain any additional natural attacks for an additional pair of arms, but it can take other aspects that add additional attacks (such as claws or a slam). Arms that have hands can be used to wield weapons, if the Ranger Form is proficient. This aspect can be selected more than once.

Minor Magic (Sp)

Source: [PRG:UM](#)

A Ranger Form learns to cast a minor spell as a [spell-like ability](#). Select one spell from the following list: [burning hands](#), [comprehend languages](#), [cure light wounds](#), [detect chaos/evil/good/law](#), [magic missile](#), [obscuring mist](#), [silent image](#), [vanish](#) ^[APG] (self only), or [ventriloquism](#). This spell can be cast once per day as a [spell-like ability](#). At 7th level, this spell can be cast three times per day by spending 2 additional power points. The [caster level](#) for this aspect is equal to the Ranger Form's [Hit Dice](#) – 2. The save DC for this spell is 10 + 1/2 the Ranger Form's [HD](#) + the Ranger Form's [Charisma](#) modifier. The Ranger Form must have a [Charisma](#) score of at least 11 and must possess the basic magic aspect to take this aspect. The Ranger must be at least 4th level before selecting this aspect. This aspect can be selected more than once. Each time a Ranger Form selects this aspect, it applies to a new spell from the above list.

Poison (Ex)

Source: [PRG:APG](#)

A Ranger Form secretes toxic venom, gaining a poison attack. Pick one bite or sting attack. Whenever the selected attack hits, the target is poisoned.

Poison—*type* poison (injury); *save* [Fort](#) negates; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save.

The save DC is equal to 10 + 1/2 the Ranger Form's HD + the Ranger Form's [Constitution](#) modifier.

For 2 additional power points, this poison deals [Constitution](#) damage instead. This poison can be used no more than once per round. The Ranger must be at least 7th level before selecting this aspect.

Powerful Build

Source: [DP: PU](#)

A Ranger Form is unusually large. Whenever the Ranger Form is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during [grapple checks](#), [bull rush attempts](#), and [trip attempts](#)), the Ranger Form is treated as one size larger if doing so is advantageous. The Ranger Form is also considered to be one size larger when determining whether a creature's special attacks based on size (such as [grab](#) or [swallow whole](#)) can affect it. If it has the weapon training aspect, the Ranger Form can use weapons designed for a creature one size larger without penalty, however, his space and reach remain those of a creature of his actual size. The benefits of this aspect stack with the effects of powers, abilities, and spells that change the subject's size category.

Rake (Ex)

Source: [PRG:APG](#)

A Ranger Form grows dangerous claws on its feet, allowing it to make 2 rake attacks on foes it is [grappling](#). These attacks are primary attacks. The Ranger Form receives these additional attacks each time it succeeds on a [grapple](#) check against the target. These rake attacks deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This aspect is only available to Ranger Forms of the quadruped base form. This aspect counts as one natural attack toward the Ranger Form's maximum. The Ranger must be at least 4th level before selecting this aspect.

Ram

Source: [DP: PU](#)

A Ranger Form's horns are harder and thicker than most. When charging, the Ranger Form's gore attack does twice as much damage, and may be treated as either bludgeoning or piercing damage. In addition, if the Ranger Form makes a [bull rush](#) or [overrun](#) attempt, he gains a +2 bonus to his CMB.

At 5th level, the Ranger may spend 1 additional power point to treat the charge attack as adamantine when targeting an object or construct and increase the bonus to CMB to +4.

The Ranger Form must have the gore aspect to select this aspect.

Rend (Ex)

Source: [PRG:APG](#)

A Ranger Form learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the Ranger Form makes two successful claw attacks against the same target in 1 round, its claws latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the Ranger Form's [Strength](#) modifier. The Ranger Form must possess the claws aspect to select this aspect. The Ranger must be at least 6th level before selecting this aspect.

Shadow Blend (Su)*

Source: [PRG:ARG](#)

In any condition of illumination other than bright light, the Ranger Form disappears into the shadows, giving it [concealment](#) (20% miss chance). If it has the shadow form aspect, it instead gains total [concealment](#) (50% miss chance). The Ranger Form can suspend or resume this ability as a [free action](#).

Shadow Form (Su)*

Source: [PRG:ARG](#)

The Ranger Form's body becomes shadowy and more indistinct. This shadow form grants the Ranger Form constant [concealment](#) (20% miss chance), and its melee attacks affect [incorporeal](#) creatures as if it had the [ghost touch](#) weapon property. The Ranger Form's melee attacks deal only half damage to corporeal creatures.

Sickening (Ex)

Source [PCS:Champions](#)

The Ranger Form's smell or appearance is so offensive it sickens nearby creatures. Any living creature except a Power Ranger that approaches within 20 feet or begins its turn in that area is [sickened](#) for 1 round unless it succeeds at a [Fortitude](#) save (DC = 10 + 1/2 the Ranger Form's HD + its [Con](#) modifier). Creatures that successfully save cannot be affected by the same Ranger Form's sickening effect for 24 hours.

Trample (Ex)

Source: [PRG:APG](#)

A Ranger Form gains the ability to crush its foes underfoot, gaining the trample ability. As a [full-round action](#), the Ranger Form can overrun any creature that is at least one size smaller than itself. This works like the [overrun combat maneuver](#), but the Ranger Form does not need to make a check, it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the Ranger Form's [Strength](#) modifier. Targets of the trample can make [attacks of opportunity](#) at a –4 penalty. If a target forgoes the [attack of opportunity](#), it can make a [Reflex](#) save for half damage. The DC of this save is 10 + 1/2 the Ranger Form's HD + the Ranger Form's [Strength](#) modifier. A trampling Ranger Form can only deal trampling damage to a creature once per round. This aspect is only available to Ranger Forms of the biped or quadruped base forms.

Tremorsense (Ex)

Source: [PRG:APG](#)

A Ranger Form becomes attuned to vibrations in the ground, gaining [tremorsense](#) out to a range of 30 feet. This works like the [blindsense](#) aspect, but only if both the Ranger Form and the creature to be pinpointed are in contact with the ground. The Ranger must be at least 7th level before selecting this aspect.

Trip (Ex)

Source: [PRG:APG](#)

A Ranger Form becomes adept at knocking foes to the ground with its bite, granting it a [trip](#) attack. Whenever the Ranger Form makes a successful bite attack of the selected type, it can attempt a free [combat maneuver](#) check. If successful, the target is knocked [prone](#). If the check fails, the Ranger Form is not tripped in return. This ability only works on creatures of a size equal to or smaller than the Ranger Form. The Ranger Form must possess the bite aspect to select this aspect.

Undead Appearance (Ex)

Source: [PRG:UM](#)

A Ranger Form appears as an [undead](#) creature, and mimics some of an [undead](#) creature's abilities and weaknesses. Negative energy heals the Ranger Form, and positive energy (including a cleric's [channel energy](#) ability) harms it. Spells and effects that target [undead](#) or have specific effects against [undead](#) (such as [Command Undead](#), [halt undead](#), and [searing light](#)) affect the Ranger Form as if it were [undead](#). The Ranger Form gains a +2 bonus on saves against [disease](#), [exhaustion](#), [fatigue](#), [paralysis](#), [poison](#), [sleep](#) effects, and stunning.

At 7th level, this bonus on saves can be increased to +4 by spending 2 additional power points. At 12th level, this protection can be increased to [immunity](#) against these attacks by spending 2 additional power points (the Ranger must pay for the 7th-level upgrade before paying for this 12th-level upgrade).

Weapon Training (Ex)

Source: [PRG:APG](#)

A Ranger Form learns to use a weapon, gaining [Simple Weapon Proficiency](#) as a bonus feat. If 2 additional power points are spent, it gains proficiency with all martial weapons as well.

3-Point Aspects

Blindsense (Ex)

Source: [PRG:APG](#)

A Ranger Form's senses become incredibly acute, giving it [blindsense](#) out to a range of 30 feet. This ability allows the Ranger Form to pinpoint the location of creatures that it cannot see without having to make a [Perception](#) check, but such creatures still have total [concealment](#) from the Ranger Form. Visibility still affects the Ranger Form's movement and it is still denied its [Dexterity](#) bonus to [Armor Class](#) against attacks from creatures it cannot see. The Ranger must be at least 9th level before selecting this aspect.

Burrow (Ex)

Source: [PRG:APG](#)

A Ranger Form grows thick and gnarled claws, allowing it to move through the earth. The Ranger Form gains a [burrow](#) speed equal to 1/2 its base speed. It can use this speed to move through dirt, clay, sand, and earth. It does not leave a hole behind, nor is its passage marked on the surface. The Ranger must be at least 9th level before selecting this aspect.

Celestial Appearance (Ex)

Source: [PCS:Champions](#)

The Ranger Form appears as a celestial creature and manifests some of the abilities of a celestial.

Benefit: Spells and effects that target creatures with the [good](#) subtype or have specific effects against such creatures affect the Ranger Form as if it were a celestial. The Ranger Form gains a +2 bonus on saves against [disease](#), petrification, [poison](#), and electricity spells and effects. It also gains [spell resistance](#) equal to 5 + its HD against spells with the [evil descriptor](#).

The Ranger must be good-aligned to select this aspect.

At 7th level, by spending 2 additional power points, this bonus on saves is increased to +4 and the [spell resistance](#) is [extended](#) to affect any spells and effects from evil creatures.

At 12th level, by spending 2 additional power points, this protection is increased to [immunity](#) against these attacks and the [spell resistance](#) is increased to 11 + its HD (the Ranger must pay for the 7th-level upgrade before paying for this 12th-level upgrade).

Damage Reduction (Su)

Source: [PRG:APG](#)

A Ranger Form's body becomes resistant to harm, granting it [damage reduction](#).

Choose: one alignment: chaotic, evil, good, or lawful.

Benefit: The Ranger Form gains [DR](#) 5 that can be bypassed by weapons that possess the chosen alignment. The alignment must be opposite to one of the alignments possessed by the Ranger. At 12th level, this protection can be increased to [DR](#) 10 by spending 2 additional power points. The Ranger must be at least 9th level before selecting this aspect.

Fiendish Appearance (Ex)

Source [PCS:Champions](#)

The Ranger Form appears as a [fiendish creature](#) and manifests some of the abilities of a fiend. Spells and effects that target creatures with the [evil](#) subtype or have specific effects against such creatures affect the Ranger Form as if it had that subtype. The Ranger Form gains a +2 bonus on saving throws against [acid](#), [disease](#), fire, and [poison](#) spells and effects. It also gains an amount of [spell resistance](#) equal to 5 + its HD against spells with the [good descriptor](#).

The Ranger must be evil-aligned to select this aspect.

At 7th level, by spending 2 additional power points, the Ranger increases the bonus on saving throws to +4 and extends the [spell resistance](#) to affect any spells and [spell-like abilities](#) cast by good creatures.

At 12th level, by spending 2 additional power points, the Ranger Form gains [immunity](#) to [acid](#), [disease](#), fire, and [poison](#). Its [spell resistance](#) increases to an amount of equal to 11 + its HD. (The Ranger must pay for the 7th-level upgrade before paying for this 12th-level upgrade.)

Frightful Presence (Ex)

Source: [PRG:APG](#)

A Ranger Form becomes unsettling to its foes, gaining the frightful presence ability. The Ranger Form can [activate](#) this ability as part of an offensive action, such as a [charge](#) or attack. Opponents within 30 feet of the Ranger Form must make a [Will](#) save or become [shaken](#) for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the Ranger Form's HD + the Ranger Form's [Charisma](#) modifier. If the Ranger Form has at least 4 more Hit Dice than an opponent, that opponent becomes [frightened](#) instead. Foes with more HD than the Ranger Form are immune to this effect. The Ranger must be at least 11th level before selecting this aspect.

Major Magic (Sp)

Source: [PRG:UM](#)

A Ranger Form learns to cast a major spell as a [spell-like ability](#). Select one spell from the following list: [acid arrow](#), [cure moderate wounds](#), [darkness](#), [daze monster](#), [glide](#) ^[APG], [invisibility](#) (self only), [lesser restoration](#), [levitate](#), [minor image](#), [scorching ray](#), [see invisibility](#), or [spider climb](#). This spell can be cast once per day as a [spell-like ability](#).

At 10th level, this spell can be cast three times per day by spending 2 additional power points. The [caster level](#) for this aspect is equal to the Ranger Form's [Hit Dice](#) – 2. The save DC for this spell is 10 + 1/2 the Ranger Form's [HD](#) + the Ranger Form's [Charisma](#) modifier. The Ranger must have a [Charisma](#) score of at least 12 and must possess the minor magic aspect to take this aspect. The Ranger must be at least 7th level before selecting this aspect. This aspect can be selected more than once. Each time a Ranger Form selects this aspect, it applies to a new spell from the above

list.

Sacrifice (Su)

Source: [PCS:Champions](#)

A Ranger Form can sacrifice its own health to heal another creature.

As a [standard action](#), the Ranger Form can sacrifice up to 2 [hit points](#) per [Hit Die](#) and then [touch](#) the target creature, thereby healing the creature for half the amount sacrificed.

See in Darkness (Su)

Source: [PRG:UM](#)

A Ranger Form can see perfectly in [darkness](#) of any kind, including that created by [deeper darkness](#). The Ranger must be at least 9th level before selecting this aspect.

Swallow Whole (Ex)

Source: [PRG:APG](#)

A Ranger Form gains the swallow whole ability, giving it the ability to consume its foes. If the Ranger Form begins its turn with a creature [grappled](#) using its bite attack (see the grab aspect), it can attempt a [combat maneuver](#) check to swallow the creature. The creature can be up to one size category smaller than the Ranger Form. Swallowed creatures take damage equal to the Ranger Form's bite damage each round plus 1d6 points of bludgeoning damage. A swallowed creature keeps the [grappled](#) condition, but can attempt to cut its way free with a light slashing or piercing weapon. The amount of damage needed to cut free is equal to 1/10 the Ranger Form's total [hit points](#). The Ranger Form's [AC](#) against these attacks is equal to 10 + 1/2 its natural armor bonus. If a swallowed creature cuts its way out, the Ranger Form loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the [grapple](#) as normal. Success indicates that it has returned to the Ranger Form's mouth, where it can attempt to escape or be swallowed again. The Ranger Form must possess the grab aspect, tied to a bite attack, to take this aspect. The Ranger must be at least 9th level before selecting this aspect.

Web (Ex)

Source: [PRG:APG](#)

A Ranger Form gains a pair of spinnerets, giving it the ability to spin webs. The Ranger Form can use these webs to support itself plus up to one creature of the same size. It can throw webbing as a ranged [touch attack](#) up to 8 times per day, entangling a creature up to one size larger than the Ranger Form. The webbing has a range of 50 feet and a 10-foot range increment. Creatures [entangled](#) by the web can escape with an [Escape Artist](#) check or a [Strength](#) check (at a -4 penalty). The DC of these checks is equal to 10 + 1/2 the Ranger Form's HD + the Ranger Form's Con modifier. The webs have a Hardness of 0 and a number of hits points equal to the Ranger Form's total Hit Dice. The Ranger Form can climb its own webs at its climb speed and can pinpoint any creature touching its webs. The Ranger Form must possess the climb aspect to take this aspect. The Ranger must be at least 7th level before selecting this aspect.

4-Point Aspects

Blindsight (Ex)

Source: [PRG:APG](#)

A Ranger Form's senses sharpen even further, granting it [blindsight](#) out to a range of 30 feet. The

Ranger Form can maneuver and attack as normal, ignoring darkness, [invisibility](#), and most forms of [concealment](#) as long as it has line of effect to the target. The Ranger Form must possess the [blindsense](#) aspect to take this aspect. The Ranger must be at least 11th level before selecting this aspect.

Breath Weapon (Su)

Source: [PRG:APG](#)

A Ranger Form learns to exhale a cone or line of magical energy, gaining a breath weapon. Select either acid, cold, electricity, or fire. The Ranger Form can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a [Reflex](#) save for half damage. The DC is equal to 10 + 1/2 the Ranger Form's HD + the Ranger Form's [Constitution](#) modifier. The Ranger Form can use this ability once per day. The Ranger Form can use this ability 1 additional time per day by spending an additional 1 power point (maximum 3/day). The Ranger must be at least 9th level before selecting this aspect.

Dimension Door (Sp)

Source: [PRG:UM](#)

A Ranger Form learns to cast [dimension door](#) as a [spell-like ability](#) once per day. The [caster level](#) for this aspect is equal to the Ranger Form's [Hit Dice](#). The save DC for this spell is 10 + 1/2 the Ranger Form's [HD](#) + the Ranger Form's [Charisma](#) modifier. The Ranger Form must have a [Charisma](#) score of at least 14 to take this aspect. The Ranger must be at least 13th level before selecting this aspect.

Fast Healing (Su)

Source: [PRG:APG](#)

A Ranger Form's body gains the ability to heal wounds very quickly, giving it [fast healing](#) 1. The Ranger Form heals 1 point of damage each round, just like natural healing. [Fast healing](#) does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the Ranger Form to regrow lost body parts (or to reattach severed parts). [Fast healing](#) functions as long as the Ranger Form is active. This healing can be increased by 1 per round for every 2 additional power points spent (maximum 5). The Ranger must be at least 11th level before selecting this aspect.

Incorporeal Form (Sp)

Source: [PRG:UM](#)

Once per day, a Ranger Form can become [incorporeal](#) for 1 round per Ranger level. While in this form, the Ranger Form gains the [incorporeal](#) subtype and [incorporeal](#) quality. It only takes half damage from corporeal sources as long as they are magic (it takes no damage from nonmagical weapons and objects). Likewise, its spells or [spell-like abilities](#) deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. The Ranger must be at least 15th level before selecting this aspect.

Large (Ex)

Source: [PRG:APG](#)

A Ranger Form grows in size, becoming Large. The Ranger Form gains a +8 bonus to [Strength](#), a +4 bonus to [Constitution](#), and a +2 bonus to its natural armor. It takes a –2 penalty to its [Dexterity](#). This size change also gives the creature a –1 size penalty to its [AC](#) and on attack rolls, a +1 bonus to its [CMB](#) and [CMD](#), a –2 penalty on [Fly](#) skill checks, and a –4 penalty on [Stealth](#) skill checks. If

the Ranger Form has the biped base form, it also gains 10-foot reach. Any reach aspects the Ranger Form possesses are added to this total. The Ranger Form must be Medium to take this aspect. The Ranger must be at least 8th level before selecting this aspect.

If 6 additional power points are spent, the Ranger Form instead becomes Huge. The Ranger Form gains a +16 bonus to [Strength](#), a +8 bonus to [Constitution](#), and a +5 bonus to its natural armor. It takes a –4 penalty to its [Dexterity](#). This size change also give the creature a –2 size penalty to its [AC](#) and attack rolls, a +2 bonus to its [CMB](#) and [CMD](#), 10-foot reach, a –4 penalty on [Fly](#) skill checks, and a –8 penalty on [Stealth](#) skill checks. If the Ranger Form has the biped base form, its reach increases to 15 feet (10 feet for all other base forms). Any reach aspects the Ranger Form possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large. The Ranger must be at least 13th level before selecting this option.

The ability increase aspect costs twice as much (4 power points) when adding to the [Strength](#) or [Constitution](#) scores of a Large or Huge Ranger Form.

Lifesense (Su)

Source: [PRG:UM](#)

A Ranger Form can pinpoint living creatures with ease. The Ranger Form notices and locates living creatures within 60 feet, just as if it possessed the [blindsight](#) aspect. The Ranger Form must possess the [undead](#) appearance aspect to take this aspect. The Ranger must be at least 11th level before selecting this aspect.

No Breath (Ex)

Source: [PRG:UM](#)

A Ranger Form no longer needs to breathe. The Ranger Form does not breathe, and is immune to effects that require breathing (such as inhaled [poison](#)). This does not give [immunity](#) to cloud or gas attacks that do not require breathing. The Ranger must be at least 11th level before selecting this aspect.

Spell Resistance (Ex)

Source: [PRG:APG](#)

A Ranger Form is protected against magic, gaining [spell resistance](#). The Ranger Form's [spell resistance](#) is equal to 11 + the Ranger's level. This [spell resistance](#) does not apply to spells cast by the Ranger. The Ranger must be at least 9th level before selecting this aspect.

Ultimate Magic (Sp)

Source: [PRG:UM](#)

A Ranger Form learns to cast a powerful spell as a [spell-like ability](#). Select one spell from the following list: [arcane sight](#), [create food and water](#), [cure serious wounds](#), [daylight](#), [fireball](#), [fly](#), [gaseous form](#), [lightning bolt](#), [major image](#), [stinking cloud](#), [tongues](#), or [water breathing](#). This spell can be cast once per day as a [spell-like ability](#). The [caster level](#) for this aspect is equal to the Ranger Form's [Hit Dice](#) – 2. The save DC for this spell is 10 + 1/2 the Ranger Form's [HD](#) + the Ranger Form's [Charisma](#) modifier. The Ranger Form must have a [Charisma](#) score of at least 13 and must possess the major magic aspect to take this aspect.

The Ranger must be at least 11th level before selecting this aspect. This aspect can be selected more than once. Each time a Ranger Form selects this aspect, it applies to a new spell from the above list.

1-Point Customizations

Disjointed

The Ranger Form gains a +2 bonus on [Escape Artist](#) checks as his limbs become flexible.

Eyestalks

The Ranger Form's eyes extend out on a pair of stalks, giving a +2 bonus on [Perception](#) checks. The Ranger Form is also capable of looking around corners while still maintaining [cover](#).

2-Point Customizations

Hurl Spikes

Source: [DP: PU](#)

The Ranger Form gains the ability to loose a volley of two spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment and deals 1d6 points of damage (1d8 if Large, 2d6 if Huge) plus the Ranger Form's [Strength](#) modifier. All targets must be within 30 feet of each other. The Ranger Form can launch only 24 spikes in any 24-hour period. The Ranger Form must have the spiked carapace or the tail aspect to select this aspect.

Tear Flesh

Source: [DP: PU](#)

When the Ranger Form has successfully grabbed a creature with its tentacles, it deals 1d6 damage per attached tentacle when target breaks free. The Ranger Form must have the [tentacles](#) aspect before selecting this aspect.

3-Point Customizations

4-Point Customizations

Protective Shell

The aberrant gains the ability to form a protective shell around his entire body, but loses his ability to move while it is active. As a full-round action, the aberrant gains [heavy fortification](#) and doubles his [damage reduction](#) from transformed body, but he cannot make [attacks of opportunity](#). The aberrant must be at least 12th level

before selecting this customization.