

TRAPPER

(RANGER)

Ranger Level

Level Bonus

+

FAVOURED ENEMIES

| Level | FAVOURED ENEMY BONUS | +2 | 4 | 6 | 8 | 10 |
|-------|----------------------|----|---|---|---|----|
| 1     |                      | ■  | □ | □ | □ | □  |
| 5     |                      | □  | □ | □ | □ | □  |
| 10    |                      | □  | □ | □ | □ |    |
| 15    |                      | □  | □ | □ |   |    |
| 20    |                      | □  | □ |   |   |    |

■ Bonus to attack, damage and selected skills against this enemy

FAVOURED TERRAINS

| Level | FAVOURED TERRAIN BONUS | +2 | 4 | 6 | 8 |
|-------|------------------------|----|---|---|---|
| 3     |                        | ■  | □ | □ | □ |
| 8     |                        | □  | □ | □ | □ |
| 13    |                        | □  | □ | □ |   |
| 18    |                        | □  | □ |   |   |

○ Bonus to Initiative and selected skills when in this terrain

WILD EMPATHY

Use in place of Diplomacy to improve the attitude of an animal

COMBAT STYLE

Ranger Level

2

6

10

14

18

Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.

HUNTER'S BOND

Level

4

SHARE FAVOURED ENEMY

ANIMAL COMPANION

SHARE FAVOURED ENEMY DURATION

rds

=

WIS

+

Misc

(WIS minimum 1)

Name

Creature type

Ranger Level

- 3

=

Druid Level

TRAPS

TRAPS PER DAY

Ranger Level

= (

÷ 2

) +

WIS

Traps today

TRAP SAVE DC

Ranger Level

= 10 + (

÷ 2

) +

WIS

+

Misc

Extraordinary Trap Modifier

- 2

SNARE TRAP

5

7

9

11

13

15

17

19

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

SCROLLS

POTIONS