

GUIDE
(RANGER)

Ranger Level

Level Bonus

+

RANGER'S FOCUS

FOCUS BONUS

Ranger Level

+

= (

÷ 5

) ×

+ 2

(Round up)

Bonus to attack and damage applies against chosen subject

FOCUS SUBJECTS PER DAY

Ranger Level

Misc

Focus Subjects Today

= (

÷ 3

) +

(Round up)

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

SPELLS

Level

Ranger Level

- 3 =

Caster Level

4

3

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells WIS

1

2

3

4

Spell Save DC = 10 + WIS + Spell Level

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.

PREPARED SPELLS

1

2

3

4

RANGER'S LUCK

Level

Once per day, reroll one attack roll or force an enemy to reroll one attack roll. You must take the second result.

Level

Twice per day

Level

Thrice per day

Level

14

16

19

Ranger's Luck Today

INSPIRED MOMENT

Level

Once per day, for one turn gain a bonus to attack, armour class, skill checks and ability checks

Level

Twice per day

Level

11

19

Today

+ 4

Automatically confirm any critical

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

SCROLLS

POTIONS