WILD STALKER

(RANGER)

Ranger Level

Level Bonus +

STRONG SENSES

PERCEPTION BONUS + = (Ranger Level ÷ 4) + Optional Bonus 1

(Max +7) (Round up)

Optional bonus applies if the character already has low-light vision

FAVOURED TERRAINS

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

WILD EMPATHY

WILD EMPATHY BONUS = CHA + Ranger Level + Misc

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

TRACK

Track = (Ranger Level ÷ 2) + Survival Bonus

SPELLS

Level 4 — Ranger Level − 3 = Caster Level

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells WIS
	1			□□□□
	2			□□□□
	3			□□□□
	4			□□□□

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

WANDS

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□ □□□ □□□ □□□

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RAGE OF THE WILD!

Level 4 — Ranger Level − 3 = Barbarian Level

RAGE! DURATION PER DAY = CON + (Ranger Level × 2) − 4 + Misc — RAGE! TODAY rds

	STRENTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS	ARMOUR CLASS PENALTY
RAGE!	4	4	2	−2
GREATER RAGE!	6	6	3	−2
MIGHTY RAGE!	8	8	4	−2

Ability Modifier = (Total Ability Score - 10) ÷ 2 — STR CON AC

FATIGUED DURATION = RAGE! Duration × 2 — Strength Score Penalty: -2 (-1 STR) — Dexterity Score Penalty: -2 (-1 DEX)

Cannot rage, run or charge while fatigued.

WILD TALENTS

PREPARED SPELLS

□□□	1	□□□
□□□		□□□
□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
□□□		□□□
□□□		□□□
□□□	4	□□□
□□□		□□□
□□□		□□□

SCROLLS

POTIONS