

RANGER

Ranger Level

Level Bonus

+

FAVOURED ENEMIES

Level	FAVOURED ENEMY BONUS	+2	4	6	8	10
1						
5						
10						
15						
20						

FAVOURED TERRAINS

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

WILD EMPATHY

WILD EMPATHY BONUS

Ranger Level

Misc

=

CHA

+

+

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

TRACK

Track

Ranger Level

Survival Bonus

=

(

÷ 2

)

+

SPELLS

Level

4

Ranger Level

- 3 =

Caster Level

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

WIS

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

COMBAT STYLE

ARCHERY

Ranger Level

2

6

10

14

18

Far Shot

Attack penalty per range increment decreases from -2 to -1

Point Blank Shot

+1 to attack and damage within 30ft

Rapid Shot

When making a full-round attack, get one additional attack in return for a -2 penalty

Precise Shot

Attack into melee without the -4 penalty

Improved Precise Shot

Ignore the penalties for partial cover or partial concealment

Manyslot

When making a full-round attack, your first attack has two arrows

Pinpoint Targeting

Make a single attack that bypasses shields, armour and natural armour

Shot on the Run

Attack at any point during your move

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

Misc

Name

Creature type

As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft

Ranger Level

- 3 =

Druid Level

PREPARED SPELLS

1

2

3

4

SCROLLS

POTIONS