FALCONER

(RANGER)

Ranger Level

Level Bonus +

FAVORED ENEMIES

Level	FAVORED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

FAVORED TERRAINS

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

TRACK

Ranger Level — Survival Bonus

Track [ ] = (_____ ÷ 2) + _____

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

COMBAT STYLE

Ranger Level 2 □ □ □

10 □ □

14 □

18 □

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

HUNTER'S BOND

Level 1 **FEATHERED COMPANION** With half hit points — Level 4 Full hit points — Ranger Level − 3 = Druid Level [ ]

Name

Bird of prey type

□ **Roam** DC 15
The bird roams and forages on its own, and returns at a set time.

□ **Distract** DC 20
The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.

Level 6 **Swooping Charge** DC 20
The bird flies to a high vantage point, then next round makes a charge attack. If successful, this deals 2d4 damage from a bite, with a ×4 critical modifier, and the target is staggered for a round.

PREPARED SPELLS

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

WANDS

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

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SCROLLS

POTIONS