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

FAVORED TERRAINS

Level	○ FAVORED 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 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

WANDS

	CHARGES #	□□□ □□□ □□□ □□□□□□□□□□□□ □□□ □□□ □□□
	CHARGES #	□□□ □□□ □□□ □□□□□□□□□□□□ □□□ □□□ □□□
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RAGE OF THE WILD!

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

	STRENGTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS	ARMOR 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 ____ rds = RAGE! Duration × 2

Strength Score Penalty: -2 — STR -1

Dexterity Score Penalty: -2 — DEX -1

Cannot rage, run or charge while fatigued.

WILD TALENTS

Level 6		
Level 10		
Level 14		
Level 18		

PREPARED SPELLS

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

SCROLLS

POTIONS