

WARDEN
(RANGER)

Ranger
Level

Level
Bonus

+

MASTER OF TERRAIN

Level

☐ FAVOURED TERRAIN

+2 4 6 8 10

1

5

10

15

20

Level

2

LIVE IN COMFORT

Take 10 on Survival checks in your favoured terrains
If not in immediate danger, take 20

Level

4

TERRAIN BOND

+2

Bonus to Perception, Survival and Stealth checks to allies in your favoured terrains
Allies leave no trail and cannot be tracked (unless you want them to be) in your favoured terrains

Level

5

ABLE EXPLORER

Take the higher of two rolls on Acrobatics, Climb, Fly, Ride or Swim checks in your favoured terrains

Level

20

WILDERNESS WHISPERS

Take 20 on Initiative checks in your favoured terrains

WILD EMPATHY

WILD EMPATHY
BONUS

Ranger
Level

Misc

=

CHA

+

+

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

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

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

PREPARED SPELLS

1

2

3

4

SCROLLS

POTIONS