| WILD STALKER Level   | ×  | RAGE OF TH      | E WILD!         |               | *                   |
|--|--|-----------------|-----------------|---------------|---------------------|
| (RANGER) Level +   | RAGE! DURATION Level PER DAY                         | Ranger<br>Level | Misc            | :             | RAGE!<br>TODAY      |
| Bonus  | rds = CON +  | + ( × 2         | 2)-4+           |               | rds                 |
| PERCEPTION Ranger Optional   | 140  | STRENTH         |                 |               | ARMOUR              |
| BONUS Level Bonus  |  | SCORE<br>BONUS  | SCORE<br>BONUS  | SAVE<br>BONUS | CLASS<br>PENALTY    |
| + = ( ÷ 4 ) + 1  | RAGE!  | 4               | 4               | 2             | -2                  |
| (Max +7) (Round up) Optional bonus applies if the character already has low-light vision | GREATER RAGE!  | 6               | 6               | 3             | -2                  |
| FAVOURED TERRAINS  | MIGHTY RAGE!   | 8               | 8               | 4             | -2                  |
| Level O FAVOURED TERRAIN BONUS +2 4 6 8  | Ability Modifier =<br>(Total Ability Score - 10) ÷ 2 | STR             | CON             |               | AC                  |
| 8  | FATIGUED RAGE!                                       | Strength Score  | Dexterity Score |               | ''                  |
| 13   | DURATION Duration                                    | Penalty: -2     | Penalty: -2     | Connet rose   | run ar abarga       |
| 18   | rds = × 2  | STR             | DHX             | while fatigue | run or charge<br>d. |
| O Bonus to Initiative and selected skills when in this terrain                           | ×  | WILD TAL        | ENTS            |               | *                   |
| WILD EMPATHY   | Level  |                 |                 |               |                     |
| Use in place of Diplomacy to improve the attitude of an animal                           | 6  |                 |                 |               |                     |
| SPELLS Level Ranger 2 - Caster   | Level  |                 |                 |               |                     |
| Level 3 - Level  | 10   |                 |                 |               |                     |
| Spell Spells = Base + Bonus Spells Save DC = Spells + WIS                                | Level  |                 |                 |               |                     |
| 1  | 14   |                 |                 |               |                     |
| 2  |  |                 |                 |               |                     |
| 3 4  | 18   |                 |                 |               |                     |
| Spell Save DC = 10 + WIS + Spell Level   |  | PREPARED        | SDELLS          | _             |                     |
|  |  | I KLI MKLD      |                 |               |                     |
|  |  | 1               |                 |               |                     |
|  |  |                 |                 |               |                     |
|  |  |                 |                 |               |                     |
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|  |  | J               |                 |               |                     |
|  |  |                 |                 |               |                     |
| WANDS  |  | 4               |                 |               |                     |
|  |  |                 |                 |               |                     |
| # 000 000 000 000  | SCROLLS  | *               | P               | OTIONS        | *                   |
| * 000 000 000 000  |  |                 |                 |               |                     |
| # 000 000 000 000 000 000 000 000 000 0  |  |                 |                 |               |                     |
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