WARDEN

(RANGER)

Ranger Level

Level Bonus +

MASTER OF TERRAIN

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

Level 2 — LIVE IN COMFORT
Take 10 on Survival checks in your favored terrains
If not in immediate danger, take 20

Level 4 — TERRAIN BOND
+2 Bonus to Perception, Survival, and Stealth checks to allies in your favored 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 favored terrains

Level 20 — WILDERNESS WHISPERS
Take 20 on Initiative checks in your favored terrains

WILD EMPATHY

WILD EMPATHY BONUS = CHA + Ranger Level + Misc

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

TRACK

Track = (Ranger Level ÷ 2) + Survival Bonus

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 #	□□□ □□□ □□□ □□□□□□□□□□□□ □□□ □□□ □□□
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PREPARED SPELLS

	1	
	2	
	3	
	4	

SCROLLS

POTIONS