































RANGER

Level Bonus

+

FAVOURABLE ENEMIES

Level	FAVOURED ENEMY BONUS	+2	4	6	8	10
1						
5						
10						
15						
20						

■ Bonus to attack, damage and selected skills against this enemy

FAVOURERED TERRAINS

Level	○ FAVOURED 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
<div></div>	1	<div></div>	<div></div>
<div></div>	2	<div></div>	<div></div>
<div></div>	3	<div></div>	<div></div>
<div></div>	4	<div></div>	<div></div>

Spell Save DC = 10 + WIS + Spell Level

COMBAT STYLE

TWO-WEAPON FIGHTING

Ranger Level	
2	<ul style="list-style-type: none"> <input type="checkbox"/> Double Slice Add your full STR to damage with an off-hand weapon <input type="checkbox"/> Improved Shield Bash Use Shield Bash and keep your shield bonus to AC <input type="checkbox"/> Quick Draw Draw your weapon as a free action <input type="checkbox"/> Two-weapon Fighting Penalty for wielding two weapons reduced to -4 / -4
6	<ul style="list-style-type: none"> <input type="checkbox"/> Improved Two-weapon Fighting Second attack with your off-hand weapon <input type="checkbox"/> Two-weapon Defence +1 shield bonus to AC for using two weapons (+2 if fighting defensively)
10	<ul style="list-style-type: none"> <input type="checkbox"/> Greater Two-weapon Fighting Third attack with your off-hand weapon <input type="checkbox"/> Two-weapon Rend If you hit with both weapons, do an extra 1d10 + (STR × 1 ½) damage
14	<p>Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.</p>
18	

HUNTER'S BOND

<p>Level 4 <input type="checkbox"/> SHARE FAVOURED ENEMY</p> <p>SHARE FAVOURED ENEMY</p> <p>DURATION _____ Misc _____</p> <p><div style="border: 1px solid black; width: 100px; height: 40px; display: flex; align-items: center; justify-content: center;">rds</div> = WIS + _____</p> <p style="text-align: right;">(WIS minimum 1)</p> <p>As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft.</p>	<p><input type="checkbox"/> ANIMAL COMPANION</p> <p>Name _____</p> <p>Creature type _____</p> <p>_____</p> <p style="text-align: right;">Ranger Level - 3 = Druid Level _____</p>
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PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WANDS

	#	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHARGES		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CHARGES

[illegible][illegible][illegible]

SCROLLS

[illegible]

POTIONS

[illegible]