

SPRIT RANGER

Ranger
LevelLevel
Bonus

+

COMBAT STYLE

FAVORED ENEMIES

Level	FAVORED ENEMY BONUS	+2	4	6	8	10
1		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Bonus to attack, damage and selected skills against this enemy

FAVORED TERRAINS

Level	FAVORED TERRAIN BONUS	+2	4	6	8
3		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Bonus to Initiative and selected skills when in this terrain

Level	Augury	Level	Divination
4		12	

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

Spell Save DC = 10 + WIS + Spell Level

Ranger
Level

2

6

10

14

18

Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armor.

SPIRIT BOND

SPIRIT SPELLS

PER DAY

Ranger
Level

Misc

$$\boxed{} = \left(\frac{}{4} \right) - 1 + $$

(Round up)

PREPARED SPELLS

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

1

2

3

4

WANDS

CHARGES

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CHARGES

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CHARGES

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CHARGES

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CHARGES

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SCROLLS

POTIONS