

# FALCONER

(RANGER)

Ranger  
Level

Level  
Bonus

+

## FAVORED ENEMIES

| Level | FAVORED ENEMY BONUS | +2 | 4 | 6 | 8 | 10 |
|-------|---------------------|----|---|---|---|----|
| 1     |                     | ■  | □ | □ | □ | □  |
| 5     |                     | □  | □ | □ | □ | □  |
| 10    |                     | □  | □ | □ | □ |    |
| 15    |                     | □  | □ | □ |   |    |
| 20    |                     | □  | □ |   |   |    |

## FAVORED TERRAINS

| Level | FAVORED TERRAIN BONUS | +2 | 4 | 6 | 8 |
|-------|-----------------------|----|---|---|---|
| 3     |                       | ■  | □ | □ | □ |
| 8     |                       | □  | □ | □ | □ |
| 13    |                       | □  | □ | □ |   |
| 18    |                       | □  | □ |   |   |

## TRACK

| Track | Ranger<br>Level | Survival<br>Bonus |
|-------|-----------------|-------------------|
|       |                 |                   |

## SPELLS

|  |   |         |       |        |   |              |
|--|---|---------|-------|--------|---|--------------|
| Level                                  |   | Ranger  | - 3 = | Caster |   |              |
| 4                                      |   | Level   |       | Level  |   |              |
|  |   |         |       |        |   |              |
| Spell                                  |   | Spells  | =     | Base   |   | Bonus Spells |
| Save DC                                |   | per day |       | Spells | + | WIS          |
|  | 1 |         |       |        |   | □ □ □ □      |
|  | 2 |         |       |        |   | □ □ □ □      |
|  | 3 |         |       |        |   | □ □ □ □      |
|  | 4 |         |       |        |   | □ □ □ □      |
| Spell Save DC = 10 + WIS + Spell Level |   |         |       |        |   |              |

Spell Save DC = 10 + WIS + Spell Level

Concentration  = WIS +  Caster Level

## COMBAT STYLE

Ranger  
Level  
2  
10  
14  
18

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

## HUNTER'S BOND

Level 1 **FEATHERED COMPANION** Level 4 Full hit points  
With half hit points Ranger Level - 3 = Druid Level

Bird of prey type

- ☐ **Roam**DC 15  
The bird roams and forages on its own, and returns at a set time.
- ☐ **Distract**DC 20  
The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.
- Level 6 **Swooping Charge**DC 20  
The bird flies to a high vantage point, then next round makes a charge attack. If successful, this deals 2d4 damage from a bite, with a ×4 critical modifier, and the target is staggered for a round.

## PREPARED SPELLS

|       |         |
|-------|---------|
| □ □ □ | □ □ □   |
| □ □ □ | 1 □ □ □ |
| □ □ □ | □ □ □   |
| □ □ □ | □ □ □   |
| □ □ □ | 2 □ □ □ |
| □ □ □ | □ □ □   |
| □ □ □ | □ □ □   |
| □ □ □ | 3 □ □ □ |
| □ □ □ | □ □ □   |
| □ □ □ | □ □ □   |
| □ □ □ | 4 □ □ □ |
| □ □ □ | □ □ □   |

## WANDS

| CHARGES             | # |
|---------------------|---|
| □ □ □ □ □ □ □ □ □ □ |   |
| □ □ □ □ □ □ □ □ □ □ |   |
| □ □ □ □ □ □ □ □ □ □ |   |
| □ □ □ □ □ □ □ □ □ □ |   |
| □ □ □ □ □ □ □ □ □ □ |   |
| □ □ □ □ □ □ □ □ □ □ |   |
| □ □ □ □ □ □ □ □ □ □ |   |

## SCROLLS

## POTIONS