

SKIRMISHER

(RANGER)

+

FAVORED ENEMIES

Level	■ FAVORED ENEMY BONUS	+2	4	6	8	10
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1 

5 □ □ □ □ □

10 

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20 

FAVORED TERRAINS

Level	FAVORED TERRAIN BONUS	+2	4	6	8
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3 

8 □ □ □ □

13 □—□—□

18 [] []

WILD EMPATHY

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

TRACK

Track = (\div 2) +

HUNTER'S TRICKS

$$\boxed{} = \left(\frac{}{} \div 2 \right) - 2 + $$

(Round up)

COMBAT STYLE

14

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

HUNTER'S BOND

$$\text{rds} = \frac{\text{WIS}}{\text{WIS}_{\text{minimum}} + 1}$$

As a move action, share half your Favored Enemy bonus against a single target with all allies within 30 ft.

$$\text{Ranger Level} - 3 = \text{Druid Level}$$

WANDS

A 3x10 grid of squares. The first three columns contain three squares each. The fourth column contains one square in the middle row. The next three columns contain three squares each. The eighth column contains one square in the middle row. The last three columns contain three squares each.

A 3x10 grid of squares. The squares are arranged in three groups of three squares each, separated by one square. The first group is in the first three columns, the second group is in the fourth, sixth, and seventh columns, and the third group is in the eighth, ninth, and tenth columns. The squares are arranged in a 3x3 grid pattern within each group.

A 3x10 grid of squares. The first three columns are filled. The fourth column has one square missing in the middle row. The next three columns are filled. The eighth column has one square missing in the middle row. The last three columns are filled.

A 3x10 grid of squares. The first three columns are a 3x3 block. The fourth column has one square in the middle row. The next three columns are a 3x3 block. The sixth column has one square in the middle row. The next three columns are a 3x3 block. The tenth column has one square in the middle row.

SCROLLS

POTIONS