TRAPPER

(RANGER)

Ranger Level

Level Bonus +

FAVORED ENEMIES

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

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

FAVORED TERRAINS

Level	FAVORED 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

COMBAT STYLE

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.

HUNTER'S BOND

Level 4 □ SHARE FAVORED ENEMY □ ANIMAL COMPANION

SHARE FAVORED ENEMY

DURATION

rds = WIS + Misc

(WIS minimum 1)

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

Name

Creature type

Ranger Level − 3 = Druid Level

TRAPS

TRAPS PER DAY

= (Ranger Level ÷ 2) + WIS

Traps today □□□ □□□ □□□□ □□□□ □□□ □□□

TRAP SAVE DC

= 10 + (Ranger Level ÷ 2) + WIS + Misc

Extraordinary Trap Modifier: −2

Level		SNARE TRAP
5	□	
5	□	
7	□	
9	□	
11	□	
13	□	
15	□	
17	□	
19	□	
	□	

WANDS

CHARGES # □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□

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SCROLLS

POTIONS