































# RANGER

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

## SPELLS

Level <b>4</b>	Ranger Level - <b>3</b> =	Caster Level	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>
Spell Save DC	Spells per day	= Base Spells +	Bonus Spells <b>WIS</b>
<div style="border: 1px solid black; height: 40px; width: 100%;"></div>	<b>1</b>	<div style="border: 1px solid black; height: 40px; width: 100%;"></div> _____	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
<div style="border: 1px solid black; height: 40px; width: 100%;"></div>	<b>2</b>	<div style="border: 1px solid black; height: 40px; width: 100%;"></div> _____	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
<div style="border: 1px solid black; height: 40px; width: 100%;"></div>	<b>3</b>	<div style="border: 1px solid black; height: 40px; width: 100%;"></div> _____	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
<div style="border: 1px solid black; height: 40px; width: 100%;"></div>	<b>4</b>	<div style="border: 1px solid black; height: 40px; width: 100%;"></div> _____	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>

Spell Save DC = 10 + WIS + Spell Level

Spell Save DC = 10 + WIS + Spell Level

## COMBAT STYLE

## ARCHERY

Ranger Level	Feat	Description
2	<input type="checkbox"/> <b>Far Shot</b>	Attack penalty per range increment decreases from -2 to -1
	<input type="checkbox"/> <b>Point Blank Shot</b>	+1 to attack and damage within 30ft
	<input type="checkbox"/> <b>Rapid Shot</b>	When making a full-round attack, get one additional attack in return for a -2 penalty
	<input type="checkbox"/> <b>Precise Shot</b>	Attack into melee without the -4 penalty
6	<input type="checkbox"/> <b>Improved Precise Shot</b>	Ignore the penalties for partial cover or partial concealment
	<input type="checkbox"/> <b>Manyshot</b>	When making a full-round attack, your first attack has two arrows
10	<input type="checkbox"/> <b>Pinpoint Targeting</b>	Make a single attack that bypasses shields, armor and natural armor
	<input type="checkbox"/> <b>Shot on the Run</b>	Attack at any point during your move
14 18	Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armor.	

## HUNTER'S BOND

<p>Level <b>4</b> <input type="checkbox"/> <b>SHARE FAVORED ENEMY</b></p> <hr/> <p><b>SHARE FAVORED ENEMY</b></p> <p><b>DURATION</b> _____ Misc _____</p> <p><input style="width: 100px;" type="text"/> rds = <b>WIS</b> + _____</p> <p style="text-align: right;">(WIS minimum 1)</p> <p>As a move action, share half your Favored Enemy bonus against a single target with all allies within 30 ft</p>	<p><input type="checkbox"/> <b>ANIMAL COMPANION</b></p> <hr/> <p><b>Name</b> _____</p> <p><b>Creature type</b> _____</p> <p>_____</p> <p style="text-align: right;">Ranger Level - <b>3</b> = Druid Level <input style="width: 50px;" type="text"/></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"/>	<b>1</b>	<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"/>	<b>2</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<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"/>	<b>3</b>	<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"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>4</b>	<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

[illegible]

## SCROLLS

[illegible]

## POTIONS