

(RANGER)

Level
Bonus



MASTER OF TERRAIN

+2 4 6 8 10

A diagram of a linked list with four nodes. Each node is represented by a square box divided into two parts: the top part for data and the bottom part for a pointer. The first three nodes have their pointer parts filled with an arrow pointing to the next node. The fourth node's pointer part is empty, representing a null pointer.

Level 2 LIVE IN COMFORT
Take 10 on Survival checks in your favoured terrains
If not in immediate danger, take 20

TERRAIN BOND

Level	+2	Bonus to Perception, Survival and Stealth checks to allies in your favoured terrains
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4 Allies leave no trail and cannot be tracked (unless you want them to be) in your favoured terrains

Level	ABLE EXPLORER
5	Take the higher of two rolls on Acrobatics, Climb, Fly, Ride or Swim checks in your favoured terrains

Level	WILDERNESS WHISPERS
20	Take 20 on Initiative checks in your favoured terrains

WILD EMPATHY

Misc

$$\boxed{} = \text{CHA} + + $$

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

TRACK

Survival
Bonus

Track = ($\div 2$) +

SPELLS

Level	Ranger	- 3 =	Caster	
4	Level		Level	

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>


Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

WANDS

[illegible]

CHARGES # 

CHARGES # 

CHARGES # 

CHARGES # 

PREPARED SPELLS

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SCROLLS

POTIONS