

# INFILTRATOR

(RANGER)

Ranger  
Level

Level  
Bonus

+

## WILD EMPATHY

WILD EMPATHY  
BONUS

Ranger  
Level

Misc

= CHA +  +

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

## TRACK

Ranger  
Level

Survival  
Bonus

Track  = (  ÷ 2 ) +

## SPELLS

Level

4

Ranger  
Level

- 3 =

Caster  
Level

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+ Bonus Spells  
WIS

<input type="text"/>	1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster  
Level

## FAVORED ENEMIES

Level

■ BONUS

+2 4 6 8 10

ADAPTATIONS at levels 3, 8, 13 and 18

1

■

5

10

15

20

## 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

Misc

rds = WIS +   
(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

## PREPARED SPELLS

1

2

3

4

## WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

## SCROLLS

## POTIONS