

DEEP WALKER

(RANGER)

Ranger
Level

Level
Bonus

+

COMBAT STYLE

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

DEEP KNOWLEDGE

Level		
3	+2	
8	+5	Bonus to Initiative, Knowledge (dungeoneering), Perception, Stealth, and Survival checks while underground.
13	+8	
18	+11	

WILD EMPATHY

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

SPELLS

Level	Ranger Level - 3 =	Caster Level
4		
Spell Save DC	Spells per day	Base Spells + Bonus Spells WIS
1		
2		
3		
4		

Spell Save DC = 10 + WIS + Spell Level

ROCK HOPPER

Level		Bonus to Acrobatics and Climb checks while underground.
7	+5	

Ignore difficult terrain while underground

DEEP WALKER CAMOUFLAGE

Level	
12	Use Stealth to hide underground, even if the environment doesn't provide cover.

ONE WITH THE STONE

Level	
17	Use Stealth to hide underground, even when being observed.

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 +

(WISminimum 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	

SCROLLS

POTIONS

WANDS

CHARGES #	
CHARGES #	
CHARGES #	