

(RANGER)

Level
Bonus

Level ○ FAVORED TERRAIN

Level	○ FAVORED TERRAIN	+2	4	6	8	10
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+2 4 6 8 10

1 

5 □—□—□—□—□

11

10 

15 

20 □—□

○ Bonus to Initiative and selected skills when in this terrain

Level **LIVE IN COMFORT**

2 Take 10 on Survival checks in your favored terrains
If not in immediate danger, take 20

TERRAIN BOND

Level	+2	Bonus to Perception, Survival, and Stealth checks to allies in your favored 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
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5 Take the higher of two rolls on Acrobatics, Climb, Fly, Ride or Swim checks in your favored terrains

Level **WILDERNESS WHISPERS**

20 Take 20 on Initiative checks in your favored terrains

WILD EMPATHY

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

SPELLS

Level 4 Ranger - 3 = Caster Level

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
	1					□ □ □ □
	2					□ □ □ □
	3					□ □ □ □
	4					□ □ □ □

Spell Save DC = 10 + WIS + Spell Level

WANDS

[illegible][illegible][illegible][illegible][illegible]

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"/>	1	<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"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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SCROLLS

[illegible]

POTIONS

[illegible]