

# TRAPPER

(RANGER)

Ranger  
Level

Level  
Bonus

+

## FAVOURED ENEMIES

Level **FAVOURED ENEMY BONUS** +2 4 6 8 10

1 ■ □ □ □ □ □

5 □ □ □ □ □ □

10 □ □ □ □ □

15 □ □ □ □

20 □ □

■ Bonus to attack, damage and selected skills against this enemy

## FAVOURED TERRAINS

Level **FAVOURED 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

## 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 armour.

## HUNTER'S BOND

Level

4

☐ SHARE FAVOURED ENEMY

☐ ANIMAL COMPANION

SHARE FAVOURED ENEMY

DURATION

Misc

rds = **WIS** +   
(WIS minimum 1)

As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft

Name

Creature type

Ranger Level - 3 = Druid Level

## TRAPS

TRAPS

PER DAY

Ranger  
Level

= (  ÷ 2 ) + **WIS**

Traps  
today

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

TRAP  
SAVE DC

Ranger  
Level

= 10 + (  ÷ 2 ) + **WIS** +

Misc

Extraordinary  
Trap Modifier

-2

Level

5

☐ SNARE TRAP

5

7

9

11

13

15

17

19

☐

## WANDS

CHARGES

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CHARGES

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CHARGES

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CHARGES

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CHARGES

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## SCROLLS

## POTIONS