

WARDEN
(RANGER)

Ranger
Level

Level
Bonus

+

MASTER OF TERRAIN

Level	<input type="radio"/> FAVOURED TERRAIN	+2 4 6 8 10
1		■□□□□
5		□□□□□
10		□□□□□
15		□□□□□
20		□□□□□

☐ Bonus to Initiative and selected skills when in this terrain

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

Level 4 **TERRAIN BOND**

+2

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

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

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

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

PREPARED SPELLS

□□□	□□□
□□□	1 □□□
□□□	□□□
□□□	□□□
□□□	□□□
□□□	2 □□□
□□□	□□□
□□□	□□□
□□□	3 □□□
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□□□	□□□
□□□	4 □□□
□□□	□□□
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WANDS

SCROLLS

POTIONS

CHARGES

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CHARGES

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