DEEP WALKER

(RANGER)

Ranger Level

Level Bonus +

FAVORED ENEMIES

Level	FAVORED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

DEEP KNOWLEDGE

Level	
3	+2
8	+5
13	+8
18	+11

Bonus to Initiative, Knowledge (dungeoneering), Perception, Stealth, and Survival checks while underground.

WILD EMPATHY

WILD EMPATHY BONUS = CHA + Ranger Level + Misc

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

TRACK

Track = (Ranger Level ÷ 2) + Survival Bonus

SPELLS

Level 4 — Ranger Level − 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

Concentration = WIS + Caster Level

ROCK HOPPER

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

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.

WANDS

CHARGES #

CHARGES #

CHARGES #

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 rds = WIS + Misc

(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	□□□
□□□		□□□
□□□		□□□

SCROLLS

POTIONS