BEAST MASTER

(RANGER)

Ranger Level

Level Bonus +

FAVORED ENEMIES

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

FAVORED TERRAINS

Level	FAVORED TERRAIN BONUS	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

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

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.

ANIMAL COMPANIONS

Level 4 — Ranger Level (− 3 until level 12) = Effective Druid Level

	Companion Name	Creature type	Levels
1			
2			
3			
4			
5			
6			

PREPARED SPELLS

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

WANDS

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□ □□□ □□□ □□□

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SCROLLS

POTIONS