

# SPRIT RANGER

Ranger  
LevelLevel  
Bonus

+

## COMBAT STYLE

### FAVOURED ENEMIES

Level ☒ FAVOURED ENEMY BONUS +2 4 6 8 101 ☒ ☐ ☐ ☐ ☐ ☐5 ☐ ☐ ☐ ☐ ☐ ☐10 ☐ ☐ ☐ ☐15 ☐ ☐ ☐20 ☐ ☐☒ Bonus to attack, damage and selected skills against this enemy

### FAVOURED TERRAINS

Level ☐ FAVOURED TERRAIN BONUS +2 4 6 83 ☒ ☐ ☐ ☐8 ☐ ☐ ☐ ☐13 ☐ ☐ ☐18 ☐ ☐☐ Bonus to Initiative and selected skills when in this terrain

Level 4 Augury Level 12 Divination

### WILD EMPATHY

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

### SPELLS

Level 4 Ranger Level - 3 = Caster Level

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

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.

### SPIRIT BOND

#### SPIRIT SPELLS

PER DAY

Ranger  
Level

Misc

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 4 \right) - 1 + \phantom{000}$$

(Round up)

### PREPARED SPELLS

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### WANDS

CHARGES

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CHARGES

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### SCROLLS

### POTIONS