WILD STALKER	Level	Level	RAGE OF THE		a Barbar	ian 7
(RANGER)	Level Bonus	4		Ranger Level	- 3 = Le	vel
STRONG SENSES		RAGE!DURATION PER DAY	Ranger Level	Misc	т	RAGE!
PERCEPTION Ranger BONUS Level	Optional Bonus	rds = CON + (× 2) - 4	+		rds
+ = (÷4)+	1		STRENGTH SCORE	CONSTITUTION SCORE	WILL SAVE	ARMOR CLASS
(Max +7) (Round up)	has low light .::-:-		BONUS	BONUS	BONUS	PENALTY
Optional bonus applies if the character already FAVORED TERRAIN		RAGE!	<u>'</u>	4	2	-2
Level O FAVORED TERRAIN BONUS		GREATER MG[!	6	6	3	-2
3 8		MIGHTY MGE	8	8	4	-2
13		Ability Modifier = (Total Ability Score - 10) ÷ 2	STR	CON		AC
18		FATIGUED RAGE! DURATION Duration	Strength Score Penalty: -2	Dexterity Score Penalty: -2		
WILD EMPATHY	r (- ×2	STR	D1137	Cannot rage, ru while fatigued.	n or charge
WILD EMPATHY Ranger BONUS Level	Misc	rds - ^2	WILD TALI	,	minie raugueu.	, , , , , , , , , , , , , , , , , , ,
= CHA +	+		— WILD IRLI	-N10		
Use in place of Diplomacy to improve the attitu	ide of an animal					
Ranger	Survival					
Track	Bonus +					
SPELLS						
Level Ranger - 3 =	Caster Level					
Spell Spells Base Save DC per day Spells	Bonus Spells	X	PREPARED S	PFIIS		,
1	, wis					,
2			1			
3						
Spell Save DC = 10 + WIS + Spell Level						
Concentration = WIS =	Caster					
- W15	Level					
WANDS	x (·			
		SCROLLS		Pe	OTIONS	×
Rees # OOO						
CHARGES						
2 # □□□						
CHARGES						
92 # 000						