DEEP WALKER

(RANGER)

Ranger Level

Level Bonus +

FAVOURED ENEMIES

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

■ Bonus to attack, damage and selected skills against this enemy

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

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

Spell Save DC = 10 + WIS + Spell 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

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 armour.

HUNTER'S BOND

Level 4

□ SHARE FAVOURED ENEMY

□ ANIMAL COMPANION

SHARE FAVOURED ENEMY

DURATION

rds = WIS + Misc

(WIS minimum 1)

As a move action, share half your Favoured 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	□□□
□□□		□□□
□□□		□□□

WANDS

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

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SCROLLS

POTIONS