

# FALCONER

(RANGER)

Ranger  
Level

Level  
Bonus

+

## FAVOURED ENEMIES

Level **FAVOURED ENEMY BONUS** +2 4 6 8 10

1

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5

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10

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15

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20

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

## FAVOURED TERRAINS

Level **FAVOURED TERRAIN BONUS** +2 4 6 8

3

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8

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13

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18

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○ Bonus to Initiative and selected skills when in this terrain

## SPELLS

Level **Ranger Level** - 3 = **Caster Level**

4

3

=

1

Base

Spells

+

Bonus

Spells

WIS

Spell  
Save DC

1

Spells  
per day

=

Base

Spells

+

Bonus

Spells

WIS

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Spell Save DC = 10 + WIS + Spell Level

## COMBAT STYLE

Ranger

Level

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## HUNTER'S BOND

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**FEATHERED COMPANION**

With half hit points

Level

4

Full hit points

Ranger

Level

- 3 =

Druid

Level

3

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**Roam** DC 15

The bird roams and forages on its own, and returns at a set time.

**Distract** DC 20

The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.

**Swooping Charge** DC 20

The bird flies to a high vantage point, then next round makes a charge attack. If successful, this deals 2d4 damage from a bite, with a ×4 critical modifier, and the target is staggered for a round.

## PREPARED SPELLS

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