

# BATTLE SCOUT

(RANGER)

Ranger  
Level

Level  
Bonus

+

## FAVOURED ENEMIES

Level ☒ FAVOURED ENEMY BONUS

+2 4

1

☒

20

☐

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

## FAVOURED TERRAINS

Level ☐ FAVOURED TERRAIN BONUS

+2 4 6 8

3

☒

8

☐

13

☐

18

☐

☐ Bonus to Initiative and selected skills when in this terrain

Level Round

3

1

Allies gain +2 bonus to Initiative in the area

Round

2

Allies gain +2 bonus Perception, Stealth and Survival checks in the area

Round

3

Not hampered by difficult terrain; Take 10 on Climb and Swim, even in a hurry

BONUS  
DURATION

Ranger  
Level

Bonus applies in a  
60 ft radius area  
centred on yourself

mins

=

Level

20

PERFECT ADVANTAGE

Gain the above bonuses in just one round

Level INFILTRATION

10

Once a day, pick an extra favoured terrain for one hour.

## 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

## 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

DURATION

Misc

rds

=

WIS

+

(WIS minimum 1)

As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft

## PREPARED SPELLS

☐

☐

☐

1

☐

☐

☐

2

☐

☐

☐

3

☐

☐

☐

4

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

## SUPERIOR TACTICS

Level

15

+2

Once per day, rearrange your party's initiatives after they've been rolled

Initiative bonus for yourself and allies within an area you've already scouted out

## SCROLLS

## POTIONS

## WANDS

CHARGES

#

☐

CHARGES

#

☐

CHARGES

#

☐