

RANGER

Ranger Level

Level Bonus

+

FAVORED ENEMIES

Level

FAVORED ENEMY BONUS

+2

4

6

8

10

1

5

10

15

20

FAVORED TERRAINS

Level

FAVORED TERRAIN BONUS

+2

4

6

8

3

8

13

18

WILD EMPATHY

WILD EMPATHY BONUS

Ranger Level

Misc

=

CHA

+

+

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

TRACK

Track

Ranger Level

Survival Bonus

=

(

÷

2

)

+

SPELLS

Level

Ranger Level

-

3

=

Caster Level

4

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

WIS

1

2

3

4

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

COMBAT STYLE

ARCHERY

Ranger Level

Far Shot

Attack penalty per range increment decreases from -2 to -1

Point Blank Shot

+1 to attack and damage within 30ft

Rapid Shot

When making a full-round attack, get one additional attack in return for a -2 penalty

Precise Shot

Attack into melee without the -4 penalty

2

6

Improved Precise Shot

Ignore the penalties for partial cover or partial concealment

Manyshot

When making a full-round attack, your first attack has two arrows

10

Pinpoint Targeting

Make a single attack that bypasses shields, armor and natural armor

Shot on the Run

Attack at any point during your move

14

18

Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armor.

HUNTER'S BOND

Level

SHARE FAVORED ENEMY

ANIMAL COMPANION

4

SHARE FAVORED ENEMY DURATION

Misc

Name

Creature type

rds

=

WIS

+

(WISminimum 1)

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

Ranger Level

-

3

=

Druid Level

PREPARED SPELLS

1

2

3

4

SCROLLS

POTIONS