

(RANGER)

Level
Bonus




FAVOURER ENEMIES

1 

20 □—□

FAVOURABLE TERRAINS

3

18

WILD EMPATHY

Misc

$$\boxed{} = \text{CHA} + + $$

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

TRACK

Surviva
Bonus

Track = (\div 2) +

HUNTER'S TRICKS

Misc

$$\boxed{} = \left(\frac{}{} \div 2 \right) - 2 + $$

(Round up)

| |
|---|
| 1 |
| 2 |
| 3 |
| 4 |
| 5 |
| 6 |
| 7 |
| 8 |
| 9 |

COMBAT STYLE

2

| | | |
|-----------|--------------------------|--|
| | <input type="checkbox"/> | |
| 6 | <input type="checkbox"/> | |
| | <input type="checkbox"/> | |
| 10 | <input type="checkbox"/> | |
| | <input type="checkbox"/> | |

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

HUNTER'S BOND

SHARE FAVOURED ENEMY

□ ANIMAL COMPANION

Misc

$$\boxed{\text{rds}} = \frac{\text{WIS}}{\text{WIS minimum 1}} + \dots$$

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

WANDS

CHARGES



CHARGES

CHARGES

CHARGES

#

CHARGES

SCROLLS

[illegible]

POTIONS

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