

WILD STALKER

(RANGER)

Ranger Level

Level Bonus

+

RAGE OF THE WILD!

Level

4

Ranger Level

- 3 =

Barbarian Level

STRONG SENSES

PERCEPTION BONUS

Ranger Level

Optional Bonus

$$+ = (\div 4) + 1$$

(Max +7)

(Round up)

Optional bonus applies if the character already has low-light vision

FAVOURED TERRAINS

Level

3

8

13

18

FAVOURED TERRAIN BONUS

+2 4 6 8

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WILD EMPATHY

WILD EMPATHY BONUS

Ranger Level

Misc

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

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

TRACK

Ranger Level

Survival Bonus

$$\text{Track} = (\div 2) +$$

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

Concentration

$$= \text{WIS} + \text{Caster Level}$$

WANDS

CHARGES

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RAGE! DURATION PER DAY

Ranger Level

Misc

RAGE! TODAY

$$\text{rds} = \text{CON} + (\times 2) - 4 +$$

STRENGTH SCORE BONUS

CONSTITUTION SCORE BONUS

WILL SAVE BONUS

ARMOUR CLASS PENALTY

RAGE!

4

4

2

-2

GREATER RAGE!

6

6

3

-2

MIGHTY RAGE!

8

8

4

-2

Ability Modifier = (Total Ability Score - 10) ÷ 2

STR

CON

AC

FATIGUED DURATION

RAGE! Duration

Strength Score Penalty: -2

Dexterity Score Penalty: -2

$$\text{rds} = \times 2$$

S-1R

D-1X

Cannot rage, run or charge while fatigued.

WILD TALENTS

PREPARED SPELLS

□ □ □		□ □ □
□ □ □	1	□ □ □
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□ □ □	4	□ □ □
□ □ □		□ □ □

SCROLLS

POTIONS