

# GUIDE

(RANGER)

Ranger Level

Level Bonus

+

## RANGER'S FOCUS

FOCUS BONUS

Ranger Level

+

= (

÷ 5

) ×

+ 2

(Round up)

Bonus to attack and damage applies against chosen subject

FOCUS SUBJECTS PER DAY

Ranger Level

Misc

Focus Subjects Today

= (

÷ 3

) +

(Round up)

## FAVOURED TERRAINS

Level

FAVOURED 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

Ranger Level

Survival Bonus

Track

= (

÷ 2

) +

## SPELLS

Level

Ranger Level

- 3 =

Caster Level

4

Spell Save DC

1

2

3

4

Spells per day

=

Base Spells

+

Bonus Spells WIS

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

## WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

## 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.

## PREPARED SPELLS

1

2

3

4

## RANGER'S LUCK

Level

Once per day, reroll one attack roll or force an enemy to reroll one attack roll. You must take the second result.

Level

Twice per day

Ranger's Luck Today

Level

Bonus to ranger's luck reroll (or penalty to attacker's reroll)

+ 4

Level

Thrice per day

Level

14

19

## INSPIRED MOMENT

Level

Once per day, for one turn gain a bonus to attack, armour class, skill checks and ability checks

Level

Twice per day

Today

11

19

+ 4

Automatically confirm any critical

## SCROLLS

## POTIONS