

DEEP WALKER

(RANGER)

Ranger
Level

Level
Bonus

+

FAVOURED ENEMIES

Level **FAVOURED ENEMY BONUS** +2 4 6 8 10

1 ☐ ☐ ☐ ☐ ☐ ☐

5 ☐ ☐ ☐ ☐ ☐ ☐

10 ☐ ☐ ☐ ☐ ☐ ☐

15 ☐ ☐ ☐ ☐ ☐ ☐

20 ☐ ☐ ☐ ☐ ☐ ☐

DEEP KNOWLEDGE

Level

3 +2

8 +5

13 +8

18 +11

Bonus to Initiative, Knowledge (dungeoneering), Perception, Stealth and Survival checks while underground

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

4

Ranger
Level

- 3 =

Caster
Level

☐

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
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<input type="checkbox"/>	2	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Spell Save DC = 10 + WIS + Spell Level

Concentration

☐ = **WIS** + ☐ Caster
Level

ROCK HOPPER

Level

7

+5

Bonus to Acrobatics and Climb checks while underground

Ignore difficult terrain while underground

DEEP WALKER CAMOUFLAGE

Level

12

Use Stealth to hide underground, even if the environment doesn't provide cover

ONE WITH THE STONE

Level

17

Use Stealth to hide underground, even when being observed

WANDS

CHARGES

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CHARGES

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CHARGES

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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 armor.

HUNTER'S BOND

Level

4

☐ SHARE FAVOURED ENEMY

☐ ANIMAL COMPANION

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

Name

Creature type

Ranger
Level - 3 = Druid
Level

PREPARED SPELLS

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SCROLLS

POTIONS