Ranger Level RANGER TWO-WEAPON FIGHTING Level ☐ Double Slice Add your full STR to damage with an off-hand weapon Bonus Ranger Level Improved Shield Bash Use Shield Bash and keep your shield bonus to AC **FAVOURED ENEMIES** Quick Draw Draw your weapon as a free action 2. **■ FAVOURED ENEMY BONUS** +2 4 6 8 10 Two-weapon Fighting Penalty for wielding two weapons reduced to -4 / -4 Level 1 Improved Two-weapon Fighting Second attack with your off-hand weapon 6 Two-weapon Defence +1 shield bonus to AC for using two weapons (+2 if fighting defensively) 5 Greater Two-weapon Fighting Third attack with your off-hand weapon 10 10 \Box Two-weapon Rend If you hit with both weapons, do an extra 1d10 + (STR × 1½) damage 14 15 Ranger bonus feats can be taken without the normal pre-requisites, 18 but only apply when not wearing heavy armour. 20 **HUNTER'S BOND FAVOURED TERRAINS** Level ☐ SHARE FAVOURED ENEMY □ ANIMAL COMPANION O FAVOURED TERRAIN BONUS +2 4 6 8 4 Level 3 SHARE FAVOURED ENEMY Name **DURATION** Misc 8 = WIS + Creature type rds 13 (WIS minimum 1) Ranger - 3 = 18 As a move action, share half your Favoured Enemy Druid Level Level bonus against a single target with all allies within 30 ft WILD EMPATHY PREPARED SPELLS WILD EMPATHY Ranger Level Misc **BONUS** = CHA + 1 000 Use in place of Diplomacy to improve the attitude of an animal TRACK Survival Ranger 2 Level Bonus ÷ 2) Track **SPELLS** Level Ranger Caster 3 = 4 Level Level Spells Spell Bonus Spells Base Spells Save DC per day 2

= WIS +

WANDS

Caster

Level

3

Spell Save DC = 10 + WIS + Spell Level

Concentration

WANDS		
CHARGES CHARGES	SCROLLS	POTIONS
CHARGES		
CHARGES CHARGES		
CHARGES #		
CHARGES		