SPIRIT RANGER

Ranger Level

Level Bonus +

FAVOURED ENEMIES

Level	FAVOURED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

FAVOURED TERRAINS

Level	FAVOURED TERRAIN BONUS	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

Level 4 Augury

Level 12 Divination

WILD EMPATHY

WILD EMPATHY BONUS ☐ = CHA + Ranger Level + Misc

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

TRACK

Track ☐ = (Ranger Level ÷ 2) + Survival Bonus

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 ☐ = WIS + Caster Level

WANDS

CHARGES #

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.

SPIRIT BOND

SPIRIT SPELLS PER DAY ☐ = (Ranger Level ÷ 4) − 1 + Misc

(Round up)

PREPARED SPELLS

1		
2		
3		
4		

SCROLLS

POTIONS