DEEP WALKER	Ranger Level	COMBAT STYLE	
(RANGER)	Level +		
	Bonus	Ranger — Level —	
FAVOURED ENEM		2	
1			
5		6	
10		10	
15		Ranger bonus feats can be taken without the	
20		but only apply when not wearing heavy armou	R'S BOND
DEEP KNOWLED	GE ,	Level SHARE FAVOURED ENEMY	□ ANIMAL COMPANION
Level 3 +2 8 +5 Bonus to Initiative, Knowledge (dungeoneering), Perception, Stealth and Survival checks while underground		4	Name
		DURATION Misc	Name
		rds = WIS +	Creature type
18 +11		(WIS minimum 1) As a move action, share half your Favoured Enemy	Ranger _ 2 = Druid
WILD EMPATHY		bonus against a single target with all allies within 30 ft	Level 5 Level
WILD EMPATHY Ranger BONUS Level Misc		PREPAR	ED SPELLS
= CHA +	+		1 000
Use in place of Diplomacy to improve the atti	tude of an animal		
TRACK	<u>, </u>		
Ranger Level	Survival Bonus		2 000
Track = (÷ 2)	+		
SPELLS			000
Level Ranger - 3	= Caster Level		3
Spell Spells = Bas Save DC per day Spe	se + Bonus Spells		
1			
2			4
3			
4			
Spell Save DC = 10 + WIS + Spell Level	Caster		
Concentration = WIS	+ Level		
ROCK HOPPER	cs and Climb checks		
7 while underground			
Ignore difficult terrain while undergo			
Level Use Stealth to hide underground, ev		CCDOLLC	POTIONS
12 environment doesn't provide cover		SCROLLS	POTIONS
Level Use Stealth to hide underground, even when			
17 being observed			
WANDS	*		
»			
CHARGES			
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