	Ranger	×	PREPAREI	D SPELLS		, i
WARDEN	Level					
(RANGER)	Level Bonus		1			
MASTER OF TERR	AIN					
Level O FAVOURED TERRAIN	+2 4 6 8 10					
1			2			
5						
10						
15			3			
20						
Level 2 LIVE IN COMFORT  Take 10 on Survival checks in your favoured terrains If not in immediate danger, take 20						
			4	, 000		
TERRAIN BOND	0 1 1 101 111					
Level +2 Bonus to Perception, Schecks to allies in you		~				$\overline{}$
Allies leave no trail and cannot be tra want them to be) in your favoured te	acked (unless you					
ADI E EVDI ODED	IIIIIIS					
Take the higher of two rolls on Acrob	patics, Climb, Fly,					
Ride or Swim checks in your favoure  Level WILDERNESS WHISPERS	d terrains					
20 Take 20 on Initiative checks in your f	favoured terrains					
WILD EMPATH	Y					
WILD EMPATHY Range BONUS Level						
= CHA +	+					
Use in place of Diplomacy to improve the att						
TRACK	itude of all allilliar					
Ranger	Survival					
Level	Bonus					
Track = (	) <b>+</b>					
SPELLS	Ĭ.					
Level Ranger - 3	= Caster Level					
4	ise + Bonus Spells					
Save DC per day Spe	ells + WIS					
1						
2						
3						
4						
Spell Save DC = 10 + WIS + Spell Level						
Concentration = WIS	+ Caster Level					
WANDS	Level					
WINDS						
σ ΠΠΙ		SCR	OLLS	K	POTIONS	,
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