

WARDEN

(RANGER)

Ranger
Level

Level
Bonus

+

MASTER OF TERRAIN

Level ☐ **FAVOURED TERRAIN** +2 4 6 8 10

1 ■ □ □ □ □ □

5 □ □ □ □ □ □

10 □ □ □ □ □

15 □ □ □ □

20 □ □

Level **2** **LIVE IN COMFORT**
Take 10 on Survival checks in your favoured terrains
If not in immediate danger, take 20

Level **4** **TERRAIN BOND**
+2 Bonus to Perception, Survival and Stealth checks to allies in your favoured terrains
Allies leave no trail and cannot be tracked (unless you want them to be) in your favoured terrains

Level **5** **ABLE EXPLORER**
Take the higher of two rolls on Acrobatics, Climb, Fly, Ride or Swim checks in your favoured terrains

Level **20** **WILDERNESS WHISPERS**
Take 20 on Initiative checks in your favoured terrains

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
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		□ □ □ □
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Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

WANDS

	CHARGES	#	□ □ □ □ □ □ □ □
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PREPARED SPELLS

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□ □ □	2	□ □ □
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SCROLLS

POTIONS