

INFILTRATOR

(RANGER)

Ranger
Level

Level
Bonus

+

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"/>		<input type="text"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="text"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

FAVOURED ENEMIES

Level BONUS

+2 4 6 8 10

ADAPTATIONS at levels 3, 8, 13 and 18

1	<input type="text"/>
5	<input type="text"/>
10	<input type="text"/>
15	<input type="text"/>
20	<input type="text"/>

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 armor.

HUNTER'S BOND

Level

4

SHARE FAVOURED ENEMY

ANIMAL COMPANION

SHARE FAVOURED ENEMY
DURATION

Misc

rds = WIS +
(WIS minimum 1)

As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft

Name

Creature type

Ranger Level - 3 = Druid Level

PREPARED SPELLS

<input type="text"/>	<input type="text"/>
<input type="text"/>	1 <input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	2 <input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	3 <input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	4 <input type="text"/>
<input type="text"/>	<input type="text"/>

WANDS

CHARGES # <input type="text"/>	<input type="text"/>
CHARGES # <input type="text"/>	<input type="text"/>
CHARGES # <input type="text"/>	<input type="text"/>
CHARGES # <input type="text"/>	<input type="text"/>
CHARGES # <input type="text"/>	<input type="text"/>

SCROLLS

POTIONS