

(RANGER)

Ranger Level	
Level Bonus	+

$$\text{PERCEPTION BONUS} = \left( \frac{\text{Ranger Level}}{4} \right) + 1$$

(Max +7)                      (Round up)

Optional bonus applies if the character already has low-light vision

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

**WILD EMPATHY BONUS** = **CHA** + Ranger Level + Misc

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

$$\text{Track} \quad \boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) +$$

Level <b>4</b>	Ranger Level - <b>3</b> =	Caster Level	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>
Spell Save DC	Spells per day	= Base Spells +	Bonus Spells WIS
1			<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
2			<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
3			<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
4			<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>

Spell Save DC = 10 + WIS + Spell Level

Concentration  = **WIS** + Caster Level

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Level	Ranger	- 3 =	Barbarian
4	Level		Level

$$\boxed{\text{rds}} = \text{CON} + \left( \frac{\text{Ranger Level}}{\text{STRENGTH SCORE BONUS}} \times 2 \right) - 4 + \frac{\text{Misc}}{\text{CONSTITUTION SCORE BONUS}}$$

$\boxed{\text{rds}} = \text{WILL SAVE BONUS} + \text{ARMOR CLASS PENALTY}$

<b>RAGE!</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>-2</b>
<b>GREATER RAGE!</b>	<b>6</b>	<b>6</b>	<b>3</b>	<b>-2</b>
<b>MIGHTY RAGE!</b>	<b>8</b>	<b>8</b>	<b>4</b>	<b>-2</b>
Ability Modifier = (Total Ability Score - 10) ÷ 2	<b>STR</b>	<b>CON</b>		<b>AC</b>

**FATIGUED DURATION** =  $\frac{\text{RAGE! Duration}}{\text{Strength Score Penalty: -2}} \times 2$  **S-1R** **D-1X** Cannot rage, run or charge while fatigued.

## WILD TALENTS

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