RANGER

Ranger Level

Level Bonus +

FAVOURED ENEMIES

Livello	FAVOURED ENEMY BONUS +2	4	6	8	10
1	■	□	□	□	□
5	□	□	□	□	□
10	□	□	□	□	
15	□	□	□		
20	□	□			

FAVOURED TERRAINS

Livello	FAVOURED TERRAIN BONUS +2	4	6	8
3	■	□	□	□
8	□	□	□	□
13	□	□	□	
18	□	□		

WILD EMPATHY

WILD EMPATHY BONUS ____ = CAR ____ + Ranger Level ____ + Altro ____

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

TRACK

Seguire tracce ____ = (Ranger Level ____ ÷ 2) + Survival Bonus ____

SPELLS

Livello 4 — Ranger Level ____ - 3 = Livello Dell'Incantatore ____

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells (WIS)
	1					□ □ □ □
	2					□ □ □ □
	3					□ □ □ □
	4					□ □ □ □

Spell Save DC = 10 + WIS + Spell Level

Concentrazione ____ = SAG ____ + Livello Dell'incantatore ____

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 armour.

HUNTER'S BOND

Livello 4 — □ SHARE FAVOURED ENEMY — □ COMPAGNO ANIMALE

SHARE FAVOURED ENEMY

DURATION ____ rds = SAG ____ + Altro ____

(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

□ □ □	1	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	2	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	3	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	4	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □

WANDS

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□ □□□ □□□ □□□

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SCROLLS

POTIONS