

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

Spell Save DC = 10 + WIS + Spell Level

Concentration

= **WIS** +

Caster
Level

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

FAVOURED ENEMIES

Level
1

BONUS

+2 4 6 8 10
☐ ☐ ☐ ☐ ☐

ADAPTATIONS at levels **3, 8, 13** and **18**

5

☐ ☐ ☐ ☐ ☐

10

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15

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20

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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

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

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1

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4

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SCROLLS

POTIONS