

RANGER

Ranger Level

Level Bonus +

Ranger Level - 3 =

Caster Level

FAVOURED ENEMIES

FAVOURED ENEMY

Favoured Enemy Bonus

2 4 6 8 10 12

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FAVOURED TERRAINS

FAVOURED TERRAIN

Favoured Terrain Bonus

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WILD EMPATHY

WILD EMPATHY BONUS

Ranger Level

Misc

= CHA + +

TRACK

Ranger Level

Track = ( ÷ 2 ) + Survival Bonus

SPELLS

From Level 4

Spell Save DC

Spells per day

= Base Spells +

Bonus Spells WIS

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3

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Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster Level

WANDS

CHARGES #

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COMBAT STYLE

ARCHERY

TWO-WEAPON FIGHTING

Select a bonus feat for your style at 2nd, 6th, 10th, 14th and 18th levels:

2

Far Shot  
Point Blank Shot  
Precise Shot  
Rapid Shot

Double Slice  
Improved Shield Bash  
Quick Draw  
Two-weapon Fighting

6

Improved Precise Shot  
Manyshot

Improved Two-weapon Fighting  
Two-weapon Defence

10

Pinpoint Targeting  
Shot on the Run

Greater Two-weapon Fighting  
Two-weapon Rend

Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.

HUNTER'S BOND

SHARE FAVOURED ENEMY

ANIMAL COMPANION

SHARE FAVOURED ENEMY

DURATION

Misc

rds = WIS + (WIS minimum 1)

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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SCROLLS

POTIONS