

BATTLE SCOUT

(RANGER)

Ranger Level

Level Bonus

FAVoured ENEMIES

Level 1 FAVoured ENEMY BONUS +2 4

20

FAVoured TERRAINS

Level 3 FAVoured TERRAIN BONUS +2 4 6 8

8

13

18

ADVANTAGEOUS TERRAIN

Level 3 Round 1 Allies gain +2 bonus to Initiative in the area

Round 2 Allies gain +2 bonus Perception, Stealth and Survival checks in the area

Round 3 Not hampered by difficult terrain; Take 10 on Climb and Swim, even in a hurry

BONUS DURATION mins = Ranger Level Bonus applies in a 60 ft radius area centred on yourself

Level 10 PERFECT ADVANTAGE Once a day, pick an extra favoured terrain for one hour.

WILD EMPATHY

WILD EMPATHY BONUS = CHA + Misc

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

TRACK

Track = ( Ranger Level ÷ 2 ) + Survival Bonus

SPELLS

Level 4 Ranger Level - 3 = Caster Level

Spell Save DC Spells per day = Base Spells + Bonus Spells WIS

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

WANDS

CHARGES #

CHARGES #

CHARGES #

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 DURATION = WIS + Misc (WIS minimum 1)

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

PREPARED SPELLS

1 2 3 4

SUPERIOR TACTICS

Level 15 Once per day, rearrange your party's initiatives after they've been rolled

+2 Initiative bonus for yourself and allies within an area you've already scouted out

SCROLLS

POTIONS