

# 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"/>	2	<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"/>	4	<input type="text"/>		<input type="text"/>		<input type="text"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration  = WIS +  Caster  
Level

## WANDS

CHARGES

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CHARGES

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CHARGES

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CHARGES

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CHARGES

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## FAVOURED ENEMIES

Level  
1

BONUS

+2 4 6 8 10  
■ □ □ □ □

ADAPTATIONS at levels 3, 8, 13 and 18

5

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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 armor.

## 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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## SCROLLS

## POTIONS