

WILD STALKER

(RANGER)

Ranger
Level

Level
Bonus

+

RAGE OF THE WILD!

Level
4

Ranger
Level - 3 = Barbarian
Level

STRONG SENSES

PERCEPTION
BONUS

Ranger
Level

Optional
Bonus

$$+ \boxed{} = \left(\boxed{} \div 4 \right) + 1$$

(Max +7) (Round up)

Optional bonus applies if the character already has low-light vision

FAVOURED TERRAINS

Level ☐ FAVOURED TERRAIN BONUS +2 4 6 8

3 ☐ ☐ ☐ ☐

8 ☐ ☐ ☐ ☐

13 ☐ ☐ ☐

18 ☐ ☐

WILD EMPATHY

WILD EMPATHY
BONUS

Ranger
Level

Misc

$$\boxed{} = \text{CHA} + \boxed{} + \boxed{}$$

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

TRACK

Ranger
Level

Survival
Bonus

$$\text{Track } \boxed{} = \left(\boxed{} \div 2 \right) + \boxed{}$$

SPELLS

Level
4

Ranger
Level

- 3 =

Caster
Level

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus Spells
WIS

<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration

$$\boxed{} = \text{WIS} + \boxed{}$$

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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RAGE! DURATION
PER DAY

Ranger
Level

Misc

RAGE!
TODAY

$$\boxed{} \text{ rds} = \text{CON} + \left(\boxed{} \times 2 \right) - 4 + \boxed{} \text{ rds}$$

STRENGTH
SCORE
BONUS

CONSTITUTION
SCORE
BONUS

WILL
SAVE
BONUS

ARMOUR
CLASS
PENALTY

RAGE!

4

4

2

-2

GREATER RAGE!

6

6

3

-2

MIGHTY RAGE!

8

8

4

-2

Ability Modifier =
(Total Ability Score - 10) ÷ 2

STR

CON

AC

FATIGUED
DURATION

RAGE!
Duration

Strength Score
Penalty: -2

Dexterity Score
Penalty: -2

$$\boxed{} \text{ rds} = \boxed{} \times 2$$

S-1R

D-1X

Cannot rage, run or charge
while fatigued.

WILD TALENTS

PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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SCROLLS

POTIONS