

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

Ranger Level

Bonus applies in a 60 ft radius area centred on yourself

Level 20 PERFECT ADVANTAGE

Gain the above bonuses in just one round

Level 10 INFILTRATION

Once a day, pick an extra favoured terrain for one hour.

WILD EMPATHY

WILD EMPATHY BONUS

Ranger Level

Misc

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

TRACK

Ranger Level

Survival Bonus

Track

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

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

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