

FALCONER

(RANGER)

Ranger
Level

Level
Bonus

+

FAVOURED ENEMIES

Level ☒ FAVOURED ENEMY BONUS +2 4 6 8 10

1 ☐ ☐ ☐ ☐ ☐

5 ☐ ☐ ☐ ☐ ☐

10 ☐ ☐ ☐ ☐

15 ☐ ☐ ☐

20 ☐ ☐

FAVOURED TERRAINS

Level ☐ FAVOURED TERRAIN BONUS +2 4 6 8

3 ☐ ☐ ☐ ☐

8 ☐ ☐ ☐ ☐

13 ☐ ☐ ☐

18 ☐ ☐

TRACK

Ranger
Level

Survival
Bonus

Track = (÷ 2) +

SPELLS

Level Ranger Level - 3 = Caster Level

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
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Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

COMBAT STYLE

Ranger
Level

2

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

1

Name

FEATHERED COMPANION

With half hit points

Level

4

Full hit points

Ranger Level - 3 = Druid Level

Bird of prey type

☐

Roam DC 15

The bird roams and forages on its own, and returns at a set time.

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Distract DC 20

The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.

Level

6

Swooping Charge DC 20

The bird flies to a high vantage point, then next round makes a charge attack. If successful, this deals 2d4 damage from a bite, with a ×4 critical modifier, and the target is staggered for a round.

PREPARED SPELLS

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WANDS

CHARGES

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SCROLLS

POTIONS