

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

WILD EMPATHY

WILD EMPATHY BONUS

Ranger Level

Misc

=

CHA

+

+

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

TRACK

Track

Ranger Level

Survival Bonus

=

(

÷ 2

)

+

SPELLS

Level

Ranger Level

- 3 =

Caster Level

4

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

WIS

1

2

3

4

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

COMBAT STYLE

ARCHERY

Ranger Level

Far Shot

Attack penalty per range increment decreases from -2 to -1

Point Blank Shot

+1 to attack and damage within first range increment

Rapid Shot

When making a full-round attack, get one additional attack in return for a -2 penalty

Precise Shot

Attack into melee without the -4 penalty

2

6

Improved Precise Shot

Ignore the penalties for partial cover or partial concealment

Manyslot

When making a full-round attack, your first attack has two arrows

10

Pinpoint Targeting

Make a single attack that bypasses shields, armour and natural armour

Shot on the Run

Attack at any point during your move

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

SHARE FAVOURED ENEMY

ANIMAL COMPANION

4

SHARE FAVOURED ENEMY DURATION

Misc

Name

Creature type

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

Ranger Level

- 3 =

Druid Level

PREPARED SPELLS

1

2

3

4

SCROLLS

POTIONS