GUIDE

(RANGER)

Ranger Level

Level Bonus +

RANGER'S FOCUS

FOCUS BONUS

+ = (Ranger Level ÷ 5) × + 2

(Round up)

Bonus to attack and damage applies against chosen subject

FOCUS SUBJECTS PER DAY

= (Ranger Level ÷ 3) + Misc

(Round up)

Focus Subjects Today

FAVOURED TERRAINS

Level	FAVOURED TERRAIN BONUS	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

WILD EMPATHY

WILD EMPATHY BONUS

= CHA + Ranger Level + Misc

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

TRACK

Track = (Ranger Level ÷ 2) + Survival Bonus

SPELLS

Level 4 — Ranger Level - 3 = Caster Level

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

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.

PREPARED SPELLS

1	□□□	□□□
	□□□	□□□
	□□□	□□□
2	□□□	□□□
	□□□	□□□
	□□□	□□□
3	□□□	□□□
	□□□	□□□
	□□□	□□□
4	□□□	□□□
	□□□	□□□
	□□□	□□□

RANGER'S LUCK

Level 9 — Once per day, reroll one attack roll or force an enemy to reroll one attack roll. You must take the second result.

Level 14 — Twice per day

Level 16 — Bonus to ranger's luck reroll (or penalty to attacker's reroll) + 4

Level 19 — Thrice per day

Ranger's Luck Today □□□

INSPIRED MOMENT

Level 11 — Once per day, for one turn gain a bonus to attack, armor class, skill checks and ability checks

Level 19 — Twice per day

Today □□

+ 4

☒ Automatically confirm any critical

SCROLLS

POTIONS