

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

mins

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

= CHA + +

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

TRACK

Ranger Level

Survival Bonus

Track = (÷ 2) +

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 #

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