

Уровень
Рейнджера

Level
Bonus

Избранные враги

уровень	БОНУС ДЛЯ ИЗБРАННЫХ ВРАГОВ	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

Избранный ландшафт

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

СОПЕРЕЖИВАНИЕ ПРИРОДЕ

Бонус Дикого сопереживания **BONUS** = **CHA** + **Уровень Рейнджера** + **Прочее**

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

TRACK

	Уровень Рейнджера	Бонус Выживания
Выслеживание	<input type="text"/>	$(\div 2) +$

Заклинания

Уровень 4	Уровень Рейнджера	- 3 = Уровень Заклинателя	<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div>
КС спасброска	Заклинаний в день	Базовые КС заклинаний	Бонусные заклятия WIS
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<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div>	2	<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div>	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> </div>
<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div>	3	<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div>	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> </div>
<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div>	4	<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div>	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> </div>

КС спаса заклинания = 10 + WIS + Уровень заклятия

$$\text{КС спаса заклинания} = 10 + \text{WIS} + \text{Уровень заклятия}$$

Концентрация = **WIS** + Уровень Заклинателя

COMBAT STYLE

TWO-WEAPON FIGHTING

Уровень Рейнджера	Feat	Description
2	<input type="checkbox"/> Double Slice	Add your full STR to damage with an off-hand weapon
	<input type="checkbox"/> Improved Shield Bash	Use Shield Bash and keep your shield bonus to AC
	<input type="checkbox"/> Quick Draw	Draw your weapon as a free action
6	<input type="checkbox"/> Two-weapon Fighting	Penalty for wielding two weapons reduced to -4 / -4
	<input type="checkbox"/> Improved Two-weapon Fighting	Second attack with your off-hand weapon
	<input type="checkbox"/> Two-weapon Defence	+1 shield bonus to AC for using two weapons (+2 if fighting defensively)
10	<input type="checkbox"/> Greater Two-weapon Fighting	Third attack with your off-hand weapon
	<input type="checkbox"/> Two-weapon Rend	If you hit with both weapons, do an extra 1d10 + (STR × 1½) damage
14	Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.	
18		

HUNTER'S BOND

<p>Уровень 4 <input type="checkbox"/> SHARE FAVOURED ENEMY</p> <p>SHARE FAVOURED ENEMY</p> <p>DURATION _____ Прочее _____</p> <p><input type="text" value=""/> rds = WIS + _____</p> <p style="text-align: right;">(WIS minimum 1)</p> <p>As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft</p>	<p><input type="checkbox"/> Животное компаньён</p> <p>Имя _____</p> <p>Creature type _____</p> <p>Уровень Рейнджера - 3 = Уровень Друида <input type="text" value=""/></p>
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ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

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WANDS

[illegible]

СВИТКИ

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ЗЕЛ'Я