

WARDEN

(RANGER)

Ranger
Level

Level
Bonus

MASTER OF TERRAIN

Level ☐ FAVOURED TERRAIN +2 4 6 8 10

1 ☐ ☐ ☐ ☐ ☐

5 ☐ ☐ ☐ ☐ ☐

10 ☐ ☐ ☐ ☐

15 ☐ ☐ ☐

20 ☐ ☐

Level **LIVE IN COMFORT**
2 Take 10 on Survival checks in your favoured terrains
If not in immediate danger, take 20

TERRAIN BOND

Level **+2** Bonus to Perception, Survival and Stealth
4 checks to allies in your favoured terrains
Allies leave no trail and cannot be tracked (unless you
want them to be) in your favoured terrains

Level **ABLE EXPLORER**
5 Take the higher of two rolls on Acrobatics, Climb, Fly,
Ride or Swim checks in your favoured terrains

Level **WILDERNESS WHISPERS**
20 Take 20 on Initiative checks in your favoured terrains

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
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<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

WANDS

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PREPARED SPELLS

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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SCROLLS

POTIONS