

# GUIDE

## (RANGER)

Ranger  
Level   
Level  
Bonus

### RANGER'S FOCUS

FOCUS  
BONUS

Ranger  
Level

$$+ \text{ (Round up) } = \left( \frac{\text{Ranger Level}}{5} \right) \times + 2$$

(Round up)

Bonus to attack and damage applies against chosen subject

FOCUS  
SUBJECTS  
PER DAY

Ranger  
Level

Misc

Focus  
Subjects  
Today  
☐☐☐  
☐☐☐

$$\text{Focus Subjects Today} = \left( \frac{\text{Ranger Level}}{3} \right) + \text{Misc}$$

(Round up)

### FAVOURED TERRAINS

Level

FAVOURED TERRAIN BONUS

+2 4 6 8

3 ☐ ☐ ☐ ☐

8 ☐ ☐ ☐ ☐

13 ☐ ☐ ☐

18 ☐ ☐

### WILD EMPATHY

Бонус Дикого сопереживания  
BONUS

Ranger  
Level

Misc

$$\text{Wild Empathy Bonus} = \text{CHA} + \text{Ranger Level} + \text{Misc}$$

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

### TRACK

Ranger  
Level

Survival  
Bonus

$$\text{Track} = \left( \frac{\text{Ranger Level}}{2} \right) + \text{Survival Bonus}$$

### SPELLS

Level

Ranger  
Level

- 3 =

Caster  
Level

Spell  
Save DC

Spells  
per day

=

Base  
Spells

Бонусные заклятия  
WIS

<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration

$$\text{Concentration} = \text{WIS} + \text{Caster Level}$$

### 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 armour.

### 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

Ranger's  
Luck  
Today  
☐☐☐

Level

16

Bonus to ranger's luck reroll (or penalty to attacker's reroll)

+ 4

Level

19

Thrice per day

### INSPIRED MOMENT

Level

11

Once per day, for one turn gain a bonus to attack, armour class, skill checks and ability checks

Level

19

Twice per day

Today  
☐☐

+ 4

Automatically confirm any critical

### SCROLLS

### POTIONS