DEEP WALKER

(RANGER)

Ranger Level

Level Bonus +

FAVOURED ENEMIES

Level	FAVOURED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

DEEP KNOWLEDGE

Level	
3	+2
8	+5
13	+8
18	+11

Bonus to Initiative, Knowledge (dungeoneering), Perception, Stealth and Survival checks while underground

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

ROCK HOPPER

Level 7 — +5 — Bonus to Acrobatics and Climb checks while underground

Ignore difficult terrain while underground

DEEP WALKER CAMOUFLAGE

Level 12 — Use Stealth to hide underground, even if the environment doesn't provide cover

ONE WITH THE STONE

Level 17 — Use Stealth to hide underground, even when being observed

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 — ☐ ANIMAL COMPANION

SHARE FAVOURED ENEMY

DURATION: rds = WIS + Misc

(WIS minimum 1)

As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft

Name

Creature type

Ranger Level - 3 = Druid Level

PREPARED SPELLS

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

SCROLLS

POTIONS