

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

(Round up)

### FAVOURED TERRAINS

Level

FAVOURED TERRAIN BONUS

+2 4 6 8

3 ☐ ☐ ☐ ☐

8 ☐ ☐ ☐ ☐

13 ☐ ☐ ☐

18 ☐ ☐

### WILD EMPATHY

WILD EMPATHY  
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

+

Bonus Spells  
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  
#

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CHARGES  
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CHARGES  
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CHARGES  
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CHARGES  
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### 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

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### 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

16

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

+ 4

Level

14

Twice per day

Level

19

Thrice per day

Ranger's  
Luck  
Today  
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### 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