

INFILTRATOR

(RANGER)

Ranger
Level

Level
Bonus

+

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

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster
Level

FAVOURED ENEMIES

Level

BONUS

+2 4 6 8 10

ADAPTATIONS at levels 3, 8, 13 and 18

1

5

10

15

20

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

Misc

rds = WIS +
(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

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

SCROLLS

POTIONS