WILD STALKER

(RANGER)

Ranger Level

Level Bonus +

STRONG SENSES

PERCEPTION BONUS + = (Ranger Level ÷ 4) + Optional Bonus 1

(Max +7) (Round up)

Optional bonus applies if the character already has low-light vision

FAVOURED TERRAINS

Level	FAVOURED TERRAIN BONUS	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

WILD EMPATHY

EMPATIA COM A NATUREZA BÔNUS = 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	+ Magias Bônus WIS
	1			□□□□
	2			□□□□
	3			□□□□
	4			□□□□

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

WANDS

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□ □□□ □□□ □□□

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RAGE OF THE WILD!

Level 4 — Ranger Level - 3 = Barbarian Level

FÚRIA! DURAÇÃO PER DAY = CON + (Ranger Level × 2) - 4 + Misc — FÚRIA! HOJE

	rds	FORÇA BONUS	CONSTITUIÇÃO BONUS	Teste de Vontade Bônus	CLASSE DE ARMADURA PENALIDADE
PODEROSA!		4	4	2	-2
FÚRIA RAGE!		6	6	3	-2
FÚRIA RAGE!		8	8	4	-2

Modificador = (Total de pontos - 10) ÷ 2 — STR CON AC

FATIGADO DURATION = FÚRIA! Duração × 2 — Pontos de Força Penalidade: -2 (-1 STR) — Pontos de Destreza Penalidade: -2 (-1 DEX)

Cannot rage, run or charge while fatigued.

WILD TALENTS

PREPARED SPELLS

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

SCROLLS

POTIONS