Ranger Level	COMBAT STYLE
level	
Bonus Bonus	Ranger - Level -
RANGER'S FOCUS	2
FOCUS Ranger BONUS Level	
+ =(÷5) × +2	6
(Round up)	10
Bonus to attack and damage applies against chosen subject	Pangar happy facts can be taken without the normal pre-requisites
FOCUS Focus SUBJECTS Ranger Subjects	but only apply when not wearing heavy armour.
PER DAY Level Misc Today	PREPARED SPELLS
=(÷3)+	
(Round up) FAVOURED TERRAINS	1 000
Level O FAVOURED TERRAIN BONUS +2 4 6 8	
3	2 000
8	
13	
18	3
WILD EMPATHY WILD EMPATHY Ranger	
WILD EMPATHY BONUS Ranger Level Misc	
= CHA + +	4 000
Use in place of Diplomacy to improve the attitude of an animal	
TRACK Ranger Survival	RANGER'S LUCK Level Once per day, reroll one attack roll Level
Level Bonus	9 or force an enemy to reroll one attack roll. You must take the second result. 14 Twice per day Ranger's Luck
Track = (÷ 2) +	Level Bonus to ranger's luck reroll Level Level
SPELLS	16 (or penalty to attacker's reroll) +4 19 Thrice per day
Level Ranger - 3 = Caster Level	INSPIRED MOMENT
Spell Spells = Base + Bonus Spells Save DC per day = Spells + WIS	Level Once per day, for one turn gain a bonus to attack, 11 armour class, skill checks and ability checks 12 Today Today
1	+ 4 Automatically confirm any critical
2	
3	
4	
Spell Save DC = 10 + WIS + Spell Level	
Concentration = WIS + Caster Level	
WANDS	
	SCROLLS POTIONS
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