Ranger Abilities

Hunter's Bond

At 4th level, a ranger forms a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed.

The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the ranger may choose a shark instead. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy and favored terrain bonuses.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the ranger's effective druid level is equal to his ranger level –3.

Animal Companion

NAME _____ TYPE _____

SIZE _____ INITIATIVE _____ SPEED _____

STR	DEX	CON	INT	WIS	CHA

CMB	CMD

Wounds/Current HP | Total Hit Points | DR | Energy Resistance

AC = 10 + (Total) + (Dex Modifier) + (Size Modifier) + (Natural Armor) + (Misc. Modifier) + (Misc. Modifier)

Touch AC

Flat Footed AC

SAVING THROWS

		Weapon	Attack Bonus	Damage	Critical
FORTITUDE (CON)	Good ☐ Poor ☐				
REFLEX (DEX)	Good ☐ Poor ☐				
WILL (WIS)	Good ☐ Poor ☐				

ATTACKS

SKILLS

FEATS

SPECIAL ABILITIES

Endurance

A ranger gains Endurance as a bonus feat at 3rd level.

Woodland Stride

Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect him.

Swift Tracker

Beginning at 8th level, a ranger can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion

When he reaches 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor, medium armor, or no armor. A helpless ranger does not gain the benefit of evasion.

Quarry

At 11th level, a ranger can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a ranger can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A ranger can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the ranger sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

Camouflage

A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight

While in any of his favored terrains, a ranger of 17th level or higher can use the Stealth skill even while being observed.

Improved Evasion

At 16th level, a ranger's evasion improves. This ability works like evasion, except that while the ranger still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless ranger does not gain the benefit of improved evasion.

Improved Quarry

At 19th level, the ranger's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

Master Hunter

Fortitude Save DC _____

A ranger of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the ranger's level + the ranger's Wisdom modifier. A ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ranger can use this ability once per day against each favored enemy type he possesses, but not against the same creature more than once in a 24-hour period.

Ranger Spells Prepared

Caster Level and Ranges

Caster Level	Short Range 25 ft + 5 ft/2 lvls	Medium Range 100 ft + 10 ft lvl	Long Range 400 ft + 40 ft lvl

Concentration

Caster Level	+	Wisdom Modifier	+	Misc. Modifier	=	Total Bonus

1st Level Spells

Spell Save DC _____ Modifiers _____ Spells per Day _____ Bonus Spells _____

2nd Level Spells

Spell Save DC _____ Modifiers _____ Spells per Day _____ Bonus Spells _____

3rd Level Spells

Spell Save DC _____ Modifiers _____ Spells per Day _____ Bonus Spells _____

4th Level Spells

Spell Save DC _____ Modifiers _____ Spells per Day _____ Bonus Spells _____

Metamagic Feats

Feat Name	Level Adjustment

Favored Enemy

Gain bonus on Bluff, Knowledge, Perecption, Sense motive, Survival, and Attacks and Damage rolls

		Bonus
1		
5		
10		
15		
20		

Potions/Scrolls/Wands

Combat Style

_____

Combat style

Gain Bonus Feats based on your chosen combat style at the levels shown.

2	
6	
10	
14	
18	

Favored Terrain

Gain bonus on Initiative, Perception, Knowledge (geography), Stealth, Survival, in addition the ranger leaves no trail and can't be tracked

		Bonus
3		
8		
13		
18		

Spell Detail Sheet

Spell Name	School/Subschool	Descriptor	Casting Time	Components	Range

Target/Area/Effect	Duration	Saving Throw	SR	Notes