

## Ranger

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	2	2	0	1	1 <sup>st</sup> Favored Enemy, Track, Wild Empathy
02	2	3	3	0	1	Combat Style
03	3	3	3	1	2	Endurance
04	4	4	4	1	2	Animal Companion
05	5	4	4	1	3	2 <sup>nd</sup> Favored Enemy
06	6/1	5	5	2	3	Improved Combat Style, Snipe Attack +1d6
07	7/2	5	5	2	3	Woodland Stride
08	8/3	6	6	2	4	Swift Tracker
09	9/4	6	6	3	4	Evasion, Snipe Attack +2d6
10	10/5	7	7	3	5	3 <sup>rd</sup> Favored Enemy
11	11/6/1	7	7	3	5	Combat Style Mastery
12	12/7/2	8	8	4	5	Snipe Attack +3d6
13	13/8/3	8	8	4	6	Camouflage
14	14/9/4	9	9	4	6	
15	15/10/5	9	9	5	7	4 <sup>th</sup> Favored Enemy, Snipe Attack +4d6
16	16/11/6/1	10	10	5	7	
17	17/12/7/2	10	10	5	7	Hide In Plain Sight
18	18/13/8/3	11	11	6	8	Snipe Attack +5d6
19	19/14/9/4	11	11	6	8	
20	20/15/10/5	12	12	6	9	5 <sup>th</sup> Favored Enemy

A Ranger is the master of the wild. They know how to live of the land and focus their efforts in taking on foes long before they get into melee. Able to track and transverse land better than most. They use their skills of survival to aid the group best. They also can specialize in fighting certain types of people, animals and monsters in the world.

**Favored Enemy** - At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired), increases by +2. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

### Main Classed Favored Enemies

Humans	covers human and human types (ie Dwarves, Elves, Kinder)
Animals	covers animals and Exceed
Demons	covers Demons and Devils
Undead	covers Zombies, Skeletons, Vampires and physical formed undead
Constructs	covers magical constructs, robots and drones
Monsters	Monsters and Monstrous creatures
Ghosts	covers Ghosts
Sea Creature	covers all manner of water based creature

Elementals	covers all elemental based creatures
Creations	covers abominations and Chimeras
Ethereal	covers creatures and beings of a higher plane
Class based	Based on the player class type of a target (each class taken separately)
Subhuman	covers races like goblins, kobolds, orcs, trolls and giants
Spirits	covers Fey, Sprites, Pixies, Fairies and the like

**Track** - A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

**Wild Empathy** – A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

**Combat Style** - At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Evasion** - At 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 (such as a red dragon's fiery breath or a *fireball*), he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

**Animal Companion** - 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 bonus.

The Animal Companion also is able to have levels themselves in classes (they can't take abilities to take on their own companion) and they gain 15 build points as well as 2 points every level afterwards.

**Improved Combat Style** - At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Many-shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy

armor.

**Snipe Attack** - If a Ranger can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The Ranger's attack deals extra damage anytime her target would surprise or they feign their attack on the target. This extra damage is 1d6 at 6th level, and increases by 1d6 every three levels thereafter also ignoring the targets Armor and End Bonus in their ADS score. Should the Ranger score a critical hit with a snipe attack, this extra damage is not multiplied. Snipe attacks do not cover Melee actions strictly Ranged Combat only. The Ranger must be able to see the target well enough to pick out a vital spot. A Ranger cannot snipe attack while striking a creature with concealment. Unlike Sneak Attack Snipe Attack does not ever cancel out Improved Uncanny Dodge.

**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 are enchanted or used in a technique that are 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.

**Combat Mastery** - At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**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 Hide skill even while being observed.

**Weapon Proficiencies:** Simple, Martial

**Armor Proficiencies:** Light, Medium, Shields

**Hit Die:** 1d8

**Skills:** (points per level 40 + INT MOD)

Animal Empathy, Climb, Concentration, Craft, Gather Info, Jump, Knowledge Area, Knowledge Nature, Knowledge poisons, Knowledge Geography, Medical, Navigate, Notice, Pilot, Profession, Ride, Search, Stealth, Survival, Swim, Taunt, Use Rope, Use Magic Device