

RANGER

You are a skilled woodsman, a dedicated hunter and an implacable foe to your enemies. In time you'll learn how to harness the power of nature to cast spells.

Place your highest ability score into Wisdom. Place your next highest score into Strength for a two-weapon ranger or Dexterity for an archery ranger.

1ST Level Ranger Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	10
Reflex Save	+2	Attack Bonus	+1
Will Save	+0	Skill Ranks	6

D Mark these class skills in Section D of your character sheet:

<input checked="" type="checkbox"/> Climb	<input checked="" type="checkbox"/> Perception
<input checked="" type="checkbox"/> Heal	<input checked="" type="checkbox"/> Ride
<input checked="" type="checkbox"/> Knowledge (Dungeoneering)	<input checked="" type="checkbox"/> Spellcraft
<input checked="" type="checkbox"/> Knowledge (Geography)	<input checked="" type="checkbox"/> Stealth
<input checked="" type="checkbox"/> Knowledge (Nature)	<input checked="" type="checkbox"/> Swim

E ARMOR AND WEAPONS

In Section E of your character sheet, mark off light armor, medium armor, shields, simple weapons and martial weapons.

F FAVORED ENEMY

Write **Favored Enemy** in Section F of your character sheet. Pick one favored enemy from the list below. You gain +2 to attack and damage rolls against your selected enemy. You also gain +2 to Knowledge, Perception and Sense Motive checks against your favored enemies.

Favored Enemy Type

Aberration
Animal
Construct
Dragon
Humanoid
Magical Beast

Favored Enemy Type

Monstrous Humanoid
Ooze
Outsider
Undead
Vermin

F TRACKING

Write **Tracking** in Section F of your character sheet. You may make Perception checks to follow tracks (in the Core rules you'll use the Survival skill for this). The DC is 10 for soft ground, 15 for firm ground and 20 for hard ground. Tracking requires a standard action and you move at half rate while tracking.

F WILD EMPATHY

Write **Wild Empathy** in Section F of your character sheet. Per the Diplomacy skill (pg. 36 of *Hero's Handbook*) you may attempt to improve the initial attitude of an animal that is visible to you and within 30 feet. Roll 1d20 and add your level and CHA modifier.

J STARTING WEALTH

Rangers start with 175 GP to purchase initial armor, weapons and equipment.

You are done with 1st-Level Ranger. Turn to Page 32 of the *Hero's Handbook*.

2 ND LEVEL RANGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
Add the following bonus feat to Section I of your character sheet: COMBAT STYLE: Select either Archery to Two-Weapon Fighting style (see below). TRACKING: You gain a +1 bonus to your tracking checks.		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

COMBAT STYLE

- **Archery:** Select a bonus feat from Far Shot, Point Blank Shot, Precise Shot or Rapid Shot.
- **Two-Weapon Fighting:** You may wield a light melee weapon (i.e. a dagger, light hammer, light mace, short sword, storknife or throwing axe) in your off-hand, giving you a second melee attack each combat round; apply a -2 penalty to each attack roll.

3 RD LEVEL RANGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
ENDURANCE FEAT: You gain Endurance as a bonus feat. You may sleep in light or medium armor without becoming fatigued. You also gain +4 bonus to CON checks and Fort saves related to Cold, Heat, Starvation and Thirst and Suffocation (pg. 47 of the <i>Game Master's Guide</i>). FAVORED TERRAIN: Choose one favored terrain from the list below. You gain a +1 bonus to all checks made while in your favored terrain, or that are made in relation to your favored terrain (such as a knowledge check). This includes initiative, attack and damage rolls.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	Add +1

FAVORED TERRAIN TYPES

- Desert Terrain
- Forest Terrain
- Mountain Terrain
- Swamp Terrain
- Urban (City) Terrain

4 TH LEVEL RANGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add+1
Write the following new class feature in Section F of your character sheet: HUNTER'S BOND: You may spend a move action to grant your allies a +1 bonus to attack and damage rolls against a single creature. The bonus lasts for a number of rounds equal to your WIS modifier (minimum 1). Multiple Hunter's Bonds do not stack on the same target. TRACKING: You gain a +1 bonus to your tracking checks.		Fortitude Save	Add +1
		Reflex Save	Add +1
		Will Save	NO CHANGE

5 TH LEVEL RANGER	HIT POINTS + 1D10 + CON	Attack Bonus	Add +1
FAVORED ENEMY: You may select a second favored enemy from the favored enemy table. FAVORED TERRAIN: You gain a +1 bonus to your favored terrain.		Fortitude Save	NO CHANGE
		Reflex Save	NO CHANGE
		Will Save	NO CHANGE

FEATS

ENDURANCE

Prerequisites:	None
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BENEFIT

You may sleep in light or medium armor without becoming fatigued. You also gain +4 bonus to CON checks and Fort saves related to Cold, Heat, Starvation and Thirst and Suffocation (pg. 47 of the *Game Master's Guide*).

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Pathfinder Beginner Box Ranger class presented by Edward H. Green III