

BAB High

HP per Lv 7(d10)

Weapon Proficiency any 4 group (+1 group on multiclass)

Armor Proficiency Light, Medium, Shield

Saving Throw Proficiency Fortitude, Reflex

Level	Class Ability
1st	1st favored enemy(+2) , quarry 1/day , track , wild empathy
2nd	Combat feat
3rd	Field endurance , 1st favored terrain
4th	<u>Hunter's</u> bond , quarry 2/day , spells
5th	2nd favored enemy(+3)
6th	Combat feat
7th	Woodland stride , quarry 3/day
8th	Swift tracker , 2nd favored terrain
9th	Evasion
10th	3rd favored enemy(+4) , combat feat , quarry 4/day
11th	Improved Quarry
12th	Camouflage
13th	3rd favored terrain , quarry 5/day
14th	Combat feat
15th	4th favored enemy(+5)
16th	Improved evasion , quarry 6/day
17th	Improved Camouflage
18th	4th favored terrain , combat feat
19th	Greater quarry , quarry 7/day
20th	5th favored enemy(+6) , master hunter

Favored Enemy (Ex): At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 class bonus on skill checks, attack rolls, and damage rolls against creatures of his selected type.

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 increases by +1.

Favored Enemy
Aberration

Animal
Construct
Dragon
Fey
Humanoid
Magical beast
Monstrous humanoid
Ooze
Outsider
Plant
Undead
Vermin

Quarry (Ex): As a swift action, a ranger can denote one target within his line of sight as his quarry. He gains his favored enemy bonus against his quarry, even if he is not selected creature types. If the creature is his favored enemy, his bonus to the damage rolls is doubled against that creature. Whenever he is following the tracks of his quarry, a ranger can take 10 on his Nature skill checks while moving at normal speed, without penalty. A ranger can have no more than one quarry at a time. If the ranger sees proof that his quarry is dead, or takes day off without thinking about the quarry, he can select a new quarry. A ranger can use this ability 1/day. At 4th level, and at every three levels thereafter, the range may use this ability one additional time per day, to a maximum of seven times per day at 19th level.

Track (Ex): A range gains proficiency in Nature. Also a ranger adds half his level (minimum 1) to Nature skill checks made to follow tracks.

Wild Empathy (Ex): 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 (see Using Skills). The ranger rolls 1d20 and adds his ranger level and his Wisdom 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 Feat (Ex): The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. These bonus feats must be selected from those listed as combat feats.

Favored Terrain (Ex): At 3rd level, a ranger may select a type of terrain from the Favored Terrains table(he

must have traveled the terrains at least once). The ranger gains a +2 competence bonus on initiative checks and Nature, Perception, Endurance, Stealth skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus increases by +1.

Favored Terrains
Cold (ice , glaciers , snow , and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Planes (pick one , other than Material Plane)
Swamp
Underground (caves and dungeons)
Urban (buildings , streets , and sewers)
Water (above and below the surface)

Field Endurance: At 3rd level, a ranger gains proficiency in Endurance. Also a ranger adds half his level (minimum 1) to Endurance skill checks for 急ぎ足 / 強行軍 / 劣悪な環境に耐える

Hunter's Bond (Ex): 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(rounded down) as a competence 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).

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.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells from ranger spell list. Her casting type is Prepared 4th casting, and her casting ability is Wisdom.

After long rest, a ranger must spend 1 hour in quiet meditation to regain her daily allotment of spells and prepare spells.

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as thorns, briars, overgrown areas, and similar terrain including magically enhanced one) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while using Survival to follow tracks without taking the normal $\frac{1}{2}$ penalty. He takes only a $\frac{1}{4}$ penalty (instead of the normal $\frac{1}{2}$) when moving at up to twice normal speed while tracking.

Evasion (Ex): 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.

Improved Quarry (Ex): At 11th level, a ranger ignore cover or concealment against his quarry.

Camouflage (Ex): 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 but with -5 penalty.

Improved Evasion (Ex): 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 Camouflage (Ex): A ranger of 17th level or higher do not take -5 penalty while using camouflage.

Greater Quarry (Ex): At 19th level, the ranger's ability to hunt his quarry improves. He can now take 20 while using Nature to track his quarry, while moving at normal speed without penalty. If his quarry is one of his favored enemy, he ignore any damage reduction of the quarry, and automatically suppress regeneration of it.

Master Hunter (Ex): A ranger of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. When he hit a attack against one of his favored enemy, as a free action, ranger make the target to make a Fortitude save or die(Wis DC). A ranger can choose instead to make the target unconscious but stable. A ranger can use this ability once per day against each favored enemy type he possesses.