

ALTERNATE RANGER - Raflar the Wanderer

Alignment: Any.

Hit Die: d10.

Class Skills: Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points: 4 + int mod

Weapon and Armor Proficiency: Simple Weapons, Martial Weapons, Light & Medium Armor, and Shields.

Level	Base Attack Bonus	F	R	W	Special
1	+1	+2	+0	+0	Favoured Prey +1, Track, Favoured Terrain +1
2	+2	+3	+0	+0	Bonus Fighter Feat
3	+3	+3	+1	+1	Animal Companion
4	+4	+4	+1	+1	Favoured Prey +1
5	+5	+4	+1	+1	Favoured Terrain +1
6	+6/+1	+5	+2	+2	Nature Sense
7	+7/+2	+5	+2	+2	Bonus Fighter Feat
8	+8/+3	+6	+2	+2	Favoured Prey +1
9	+9/+4	+6	+3	+3	Favoured Terrain +1
10	+10/+5	+7	+3	+3	Trackless Step
11	+11/+6/+1	+7	+3	+3	Bonus Fighter Feat
12	+12/+7/+2	+8	+4	+4	Favoured Prey +1
13	+13/+8/+3	+8	+4	+4	Favoured Terrain +1
14	+14/+9/+4	+9	+4	+4	Master Tracker
15	+15/+10/+5	+9	+5	+5	Bonus Fighter Feat
16	+16/+11/+6/+1	+10	+5	+5	Favoured Prey +1
17	+17/+12/+7/+2	+10	+5	+5	Favoured Terrain +1
18	+18/+13/+8/+3	+11	+6	+6	Commune with Nature 1/day
19	+19/+14/+9/+4	+11	+6	+6	Bonus Fighter Feat
20	+20/+15/+10/+5	+12	+6	+6	Favoured Prey, +1

Class Abilities

Favorite Prey (Ex): The ranger may choose a favored enemy from Table 3-14 (PHB). Against a favored enemy, he gets a +1 competence bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks as well as to melee attacks and ranged attacks within 30'. Alternatively, the ranger may increase the bonus against an already favored enemy by +1.

Table 3-14 (PHB): Ranger Favored Enemies

- Aberrations
- Animals
- Beasts
- Constructs
- Dragons
- Elementals
- Fey
- Giants
- Humanoid type *
- Magical beasts
- Oozes
- Outsider type *
- Plants
- Shapechangers
- Undead
- Vermin

* Rangers may not select "humanoid" or "outsider" as a favored enemy, but they may select a more narrowly defined type of humanoid or outsider. A ranger can only select his own race as a favored enemy if he is evil.

Favoured Terrain (Sp): A ranger may select two regions in which he has exceptional experience. A region is comprised of a terrain type and a temperature type. There are seven primary terrain types and three temperature types. Each terrain type chosen represents skill in two of the temperature types, selected by the player when the terrain is chosen. Alternatively, characters can choose to be proficient in one temperature type for two different terrain types, rather than two temperature types in one terrain.

When in his favored terrain, he gets a +1 competence bonus to Hide, Intuit Direction, Knowledge (Nature), Move Silently, Search, Spot and Wilderness Lore checks due to his familiarity with the surroundings. His base speed increases by 5ft. These bonuses do not apply if the character is in a building or other construct within his terrain.

Each time a ranger gains the favored terrain ability he may choose two more temperature/terrain types or he may increase the bonus in an already favored terrain by +1.

Temperature	Terrain
Cold	Aquatic (must have some means to breathe water)
Temperate	Desert
Hot	Forest
	Hill
	Marsh
	Mountain
	Plains
	Underground

Animal Companion (Ex): The Ranger has befriended an animal, as if he had cast the *animal friendship* spell at a caster level equal to half his class level. Should this companion die, he can gain a new companion after one month. The companion must be native to one of the ranger's favoured terrains. The Ranger may never have more than one companion of any type.

Nature Sense (Sp): A Ranger can identify plants and animals (their species and special traits) with perfect accuracy. He can tell whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

Trackless Step (Sp): Similar to the Druid's ability, a Ranger leaves no trail in natural surroundings and cannot be tracked.

Master Tracker (Sp): With superior instinct and years of experience, the ranger can track anything -- even if it has used magical means to hide its passage (pass without trace) or for any other reason leaves neither track nor scent. A wilderness lore roll is still required and conditional modifiers still apply.

Commune with Nature (Sp): the ranger may Commune with Nature similar to the Druid spell. To activate this ability, the ranger needs to concentrate uninterrupted for 10 minutes. "The character becomes one with nature, attaining knowledge of the surrounding territory. The character instantly gain knowledge of up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of one mile per caster level. In natural underground settings—caves, caverns, etc. The range is limited to 100 feet per ranger level. The spell does not function where nature has been replaced by construction or settlement (such as in dungeons and towns)."