

WILD STALKER

(RANGER)

Ranger Level

Level Bonus

+

STRONG SENSES

PERCEPTION BONUS

Ranger Level

Optional Bonus

+

= (

÷ 4

) +

1

(Max +7)

(Naar boven afgerond)

Optional bonus applies if the character already has low-light vision

FAVOURED TERRAINS

Level

FAVOURED TERRAIN BONUS

+2 4 6 8

3

8

13

18

Bonus to Initiative and selected skills when in this terrain

WILD EMPATHY

Use in place of Diplomacy to improve the attitude of an animal

SPELLS

Level

Ranger Level

- 3 =

Caster Level

4

3

Spell Save DC

Spells per day

=

Basis Spreuken

+

Bonus Spreuken

WIJS

1

2

3

4

Spell Save DC = 10 + WIS + Spell Level

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

RAGE OF THE WILD!

RAGE! DURATION PER DAY

Ranger Level

Misc

RAGE! TODAY

4

rds

=

CON

+

(

× 2

) - 4 +

rds

KRACHT SCORE BONUS

CONSTITUTIE SCORE BONUS

WILL SAVE BONUS

ARMOUR CLASS PENALTY

RAGE!

4

4

2

-2

GREATER RAGE!

6

6

3

-2

MIGHTY RAGE!

8

8

4

-2

Ability Modifier = (Total Ability Score - 10) ÷ 2

STR

CON

PK

FATIGUED DURATION

RAGE! Duration

rds

=

× 2

Strength Score Penalty: -2

Dexterity Score Penalty: -2

STR

D-1X

Cannot rage, run or charge while fatigued.

WILD TALENTS

Level

6

Level

10

Level

14

Level

18

PREPARED SPELLS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

SCROLLS

POTIONS