

# BATTLE SCOUT

(RANGER)

Ranger  
Level

Level  
Bonus

+

## COMBAT STYLE

### FAVOURED ENEMIES

Level ☒ FAVOURED ENEMY BONUS

+2 4

1

☐ ☐

20

☐ ☐

### FAVOURED TERRAINS

Level ☐ FAVOURED TERRAIN BONUS

+2 4 6 8

3

☐ ☐ ☐ ☐

8

☐ ☐ ☐ ☐

13

☐ ☐ ☐

18

☐ ☐

Level  
3

Round 1 Allies gain +2 bonus to Initiative in the area

Round 2 Allies gain +2 bonus Perception, Stealth and Survival checks in the area

Round 3 Not hampered by difficult terrain; Take 10 on Climb and Swim, even in a hurry

BONUS  
DURATION

Ranger  
Level

Bonus applies in a 60 ft radius area centred on yourself

mins

=

Level  
20

PERFECT ADVANTAGE

Gain the above bonuses in just one round

Level  
10

INFILTRATION

Once a day, pick an extra favoured terrain for one hour.

### WILD EMPATHY

WILDE EMPATHIE  
BONUS

Ranger  
Level

Misc

= **CHA** +  +

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

### TRACK

Ranger  
Level

Survival  
Bonus

Track  = (  ÷ 2 ) +

### SPELLS

Level  
4

Ranger  
Level

- 3 =

Caster  
Level

Spell  
Save DC

Spells  
per day

= Basis  
Spreuken

+ Bonus Spreuken  
WIJS

1

2

3

4

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Spell Save DC = 10 + WIS + Spell Level

Concentration

=

**WIS** +

Caster  
Level

### WANDS

CHARGES

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CHARGES

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CHARGES

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## HUNTER'S BOND

Level  
4

SHARE FAVOURED ENEMY

DURATION

Misc

rds

=

**WIS** +

(WIS minimum 1)

As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft

## PREPARED SPELLS

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## SUPERIOR TACTICS

Level

15

Once per day, rearrange your party's initiatives after they've been rolled

+2

Initiative bonus for yourself and allies within an area you've already scouted out

## SCROLLS

## POTIONS