

RANGER

Ranger Level

Level Bonus

+

FAVOURED ENEMIES

Level

FAVOURED ENEMY BONUS

+2

4

6

8

10

1

5

10

15

20

FAVOURED TERRAINS

Level

FAVOURED TERRAIN BONUS

+2

4

6

8

3

8

13

18

WILD EMPATHY

WILDE EMPATHIE BONUS

Ranger Level

Misc

=

CHA

+

+

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

TRACK

Track

Ranger Level

Survival Bonus

=

(

÷ 2

)

+

SPELLS

Level

Ranger Level

- 3 =

Caster Level

4

Spell Save DC

Spells per day

Basis Spreuken

Bonus Spreuken

WIJS

1

2

3

4

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

COMBAT STYLE

ARCHERY

Ranger Level

Far Shot

Attack penalty per range increment decreases from -2 to -1

Point Blank Shot

+1 to attack and damage within 30ft

Rapid Shot

When making a full-round attack, get one additional attack in return for a -2 penalty

Precise Shot

Attack into melee without the -4 penalty

Improved Precise Shot

Ignore the penalties for partial cover or partial concealment

Manyslot

When making a full-round attack, your first attack has two arrows

Pinpoint Targeting

Make a single attack that bypasses shields, armour and natural armour

Shot on the Run

Attack at any point during your move

Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.

HUNTER'S BOND

Level

SHARE FAVOURED ENEMY

HUISDIER

SHARE FAVOURED ENEMY DURATION

Misc

Name

Creature type

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

Ranger Level

- 3 =

Druid Level

PREPARED SPELLS

1

2

3

4

SCROLLS

POTIONS