

RANGER

Ranger Level

Level Bonus

+

FAVOURED ENEMIES

Level

FAVOURED ENEMY BONUS

+2

4

6

8

10

1

5

10

15

20

Bonus to attack, damage and selected skills against this enemy

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

4

Ranger Level

- 3 =

Caster Level

Spell Save DC

Spells per day

=

Basis Spreuken

+

Bonus Spreuken

WIJS

1

2

3

4

Spell Save DC = 10 + WIS + Spell Level

COMBAT STYLE

TWO-WEAPON FIGHTING

Ranger Level

2

6

10

14

18

Double Slice

Add your full STR to damage with an off-hand weapon

Improved Shield Bash

Use Shield Bash and keep your shield bonus to AC

Quick Draw

Draw your weapon as a free action

Two-weapon Fighting

Penalty for wielding two weapons reduced to -4 / -4

Improved Two-weapon Fighting

Second attack with your off-hand weapon

Two-weapon Defence

+1 shield bonus to AC for using two weapons (+2 if fighting defensively)

Greater Two-weapon Fighting

Third attack with your off-hand weapon

Two-weapon Rend

If you hit with both weapons, do an extra 1d10 + (STR × 1½) damage

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

HUNTER'S BOND

Level

4

SHARE FAVOURED ENEMY

HUISDIER

NAME

CREATURE TYPE

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

Ranger Level

- 3 =

Druid Level

PREPARED SPELLS

1

2

3

4

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

SCROLLS

POTIONS