

DEEP WALKER

(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

DEEP KNOWLEDGE

Level		
3	+2	
8	+5	Bonus to Initiative, Knowledge (dungeoneering), Perception, Stealth and Survival checks while underground
13	+8	
18	+11	

WILD EMPATHY

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

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

ROCK HOPPER

Level		Bonus to Acrobatics and Climb checks while underground
7	+5	Ignore difficult terrain while underground

DEEP WALKER CAMOUFLAGE

Level	Use Stealth to hide underground, even if the environment doesn't provide cover
12	

ONE WITH THE STONE

Level	Use Stealth to hide underground, even when being observed
17	

COMBAT STYLE

Ranger Level

2

6

10

14

18

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

NAME

CREATURE type

Duration

rds

=

WIS

+

Misc

(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

WANDS

CHARGES

#

CHARGES

#

CHARGES

#