# FALCONER

(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 | | □ | □ | | |

## 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 | | | □□□□ |

Spell Save DC = 10 + WIS + Spell Level

Concentration [ ] = WIS + _____ Caster Level

## COMBAT STYLE

Ranger Level 2 □ □ □

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 1 **FEATHERED COMPANION** With half hit points — Level 4 Full hit points — Ranger Level - 3 = Druid Level [ ]

Name

Bird of prey type

□ **Roam** DC 15
The bird roams and forages on its own, and returns at a set time.

□ **Distract** DC 20
The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.

Level 6 **Swooping Charge** DC 20
The bird flies to a high vantage point, then next round makes a charge attack. If successful, this deals 2d4 damage from a bite, with a ×4 critical modifier, and the target is staggered for a round.

## PREPARED SPELLS

| | | |
|---|---|---|
| □□□ | 1 | □□□ |
| □□□ | | □□□ |
| □□□ | | □□□ |
| □□□ | 2 | □□□ |
| □□□ | | □□□ |
| □□□ | | □□□ |
| □□□ | 3 | □□□ |
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| □□□ | 4 | □□□ |
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## WANDS

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□ □□□ □□□ □□□

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□ □□□ □□□ □□□

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## SCROLLS

## POTIONS