SPIRIT 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		□	□		

Level 4 Augury

Level 12 Divination

WILD EMPATHY

WILDE EMPATHIE BONUS = CHA + Ranger Level + Misc

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

TRACK

Track = (Ranger Level ÷ 2) + Survival Bonus

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

WANDS

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□

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.

SPIRIT BOND

SPIRIT SPELLS PER DAY = (Ranger Level ÷ 4) − 1 + Misc

(Naar boven afgerond)

PREPARED SPELLS

□ □ □	1	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	2	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	3	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	4	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □

SCROLLS

POTIONS