GUIDE	Ranger Level	1	Ĭ		COMBA	T STYLE		,	
(RANGER)	Level +								
	Bonus		Ranger Level	<u></u>					
RANGER'S FO	ocus	*	2						
BONUS Ranger Level		_		<u> </u>					
+ = (÷5) ×	+ 2	_	6	-					
(Naar boven afgerond)	inet abasen subject		10						
Bonus to attack and damage applies against chosen subject FOCUS Focus				Ranger bonus feats can be taken	without the no	rmal pre-re	juisites,		
SUBJECTS Ranger Subjects PER DAY Level Misc Today				but only apply when not wearing heavy armour. PREPARED SPELLS					
= (÷ 3) +	П				PREPARE	D SPEL		*	
(Naar boven afgerond)						1 000			
FAVOURED TERRAINS]]		
Level O FAVOURED TERRAIN		L]]		
3]		2 000]		
8		[]]		
13]]		
18]		3 💷]		
WILD EMPA' WILDE EMPATHIE	TIHY langer]		
BONUS	Level Misc]		
= CHA +	······ +					4			
Use in place of Diplomacy to improve the TRACK	e attitude of an anin				DAMARI				
Ranger Survival				Once per day, reroll one attack roll	RANGEF		X vel	*	
Level	Bonus		9	or force an enemy to reroll one atta You must take the second result.	ack roll.		4 Twice per day	Ranger's Luck	
` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` `	2)+			Bonus to ranger's luck reroll	+ 4		vel Thrice per day	Today □ □ □	
Level Ranger	2 Caster	= ,		(or penalty to attacker's reroll)			9		
4 Level	-3- Level		Level (Once per day, for one turn gain a bo	INSPIRED		N I evel	Today	
Spell Spells = Save DC per day	Basis Bonus Spreuken Wil	oreuken IS		armour class, skill checks and abili			19 Twice per day		
1	P P			+ 4 Automa	atically confirm	any critical			
2			_						
3	+								
4									
Spell Save DC = 10 + WIS + Spell Leve		Caster							
	15 +	Level							
WANDS		#							
10			``	SCROLLS		X	POTIONS		
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