SKIRMISHER

(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		□	□		

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

HUNTER'S TRICKS

TRICKS KNOWN

[ ] = (Ranger Level ÷ 2) − 2 + Misc

(Naar boven afgerond)

1
2
3
4
5
6
7
8
9

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

SHARE FAVOURED ENEMY 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

□ HUISDIER

Name

Creature type

Ranger Level − 3 = Druid Level [ ]

WANDS

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

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SCROLLS

POTIONS