

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

Ranger Level

Misc

=

CHA

+

+

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

TRACK

Track

Ranger Level

Survival Bonus

=

(

÷

2

)

+

SPELLS

Level

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

TWO-WEAPON FIGHTING

Ranger Level

Double Slice

Add your full STR to damage with an off-hand weapon

Improved Shield Bash

Use Shield Bash and keep your shield bonus to AC

Quick Draw

Draw your weapon as a free action

Two-weapon Fighting

Penalty for wielding two weapons reduced to -4 / -4

2

6

10

14

18

Improved Two-weapon Fighting

Second attack with your off-hand weapon

Two-weapon Defence

+1 shield bonus to AC for using two weapons (+2 if fighting defensively)

Greater Two-weapon Fighting

Third attack with your off-hand weapon

Two-weapon Rend

If you hit with both weapons, do an extra 1d10 + (STR × 1½) damage

Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.

HUNTER'S BOND

Level

SHARE FAVOURED ENEMY

HUISDIER

SHARE FAVOURED ENEMY DURATION

Misc

Name

Creature type

rds

=

WIS

+

(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