






(RANGER)

Level  
Bonus

Level	■ FAVOURED ENEMY BONUS	+2	4	6	8	10
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Level	■ FAVOURED ENEMY BONUS	+2	4	6	8	10
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Level	
1	
5	
10	
15	
20	

■ Bonus to attack, damage and selected skills against this enemy

Level	FAVoured TERRAIN BONUS	+2	4	6	8
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Level	FAVoured TERRAIN BONUS	+2	4	6	8
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Level 3	■ □ □ □
8	□ □ □ □
13	□ □ □
18	□ □

☐ Bonus to Initiative and selected skills when in this terrain

Level	Ranger	Caster
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Level	Ranger	Caster
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4

$\text{Level} - 3 = \text{Level}$

Spell Save DC		Spells per day	=	Basis Spreaken	+	Bonus Spreaken <b>WIJS</b>
	<b>1</b>					<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
	<b>2</b>					<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
	<b>3</b>					<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
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Spell Save DC = 10 + WIS + Spell Level

Spell Save DC = 10 + WIS + Spell Level

Ranger Level **2**

Ranger Level	
<b>2</b>	
<b>10</b>	
<b>14</b>	
<b>18</b>	

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

Level	Name
1	

### FEATHERED COMPANION

With half hit points

Level  
4

Full hit points

Range  
Level
$$r - 3 =$$
Druid  
Level

10

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  $\times 4$  critical modifier, and the target is staggered for a round.

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## CHARGES

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