RANGER	Ranger	COMBAT STYLE	
	Level	TWO-WEAPON FIGHTING	
	Level Bonus +	Ranger Double SliceAdd your full STRto damage with an off-hand weapon	
FAVORED ENEMIES		Level   Improved Shield BashUse Shield Bash and keep your shield bonus to AC  Quick DrawDraw your weapon as a free action	
Level ■ FAVORED ENEMY BONUS	+2 4 6 8 10	☐ Two-weapon FightingPenalty for wielding two weapons reduced to -4 / -4	
1		6 Improved Two-weapon FightingSecond attack with your off-hand weapon	
5		Two-weapon Defense+1 shield bonus to AC for using two weapons (+2 if fighting defensively)	
10		10 Greater Two-weapon FightingThird attack with your off-hand weapon Two-weapon RendIf you hit with both weapons, do an extra 1d10 + (STR× 1½) damage	
15		Ranger bonus feats can be taken without the normal pre-requisites,	
20		but only apply when not wearing heavy armor.  HUNTER'S BOND	
FAVORED TERRAINS		Level	
Level O FAVORED TERRAIN BON		4 SHARE FAVORED ENEMY ANIMAL COMPANION	
3		SHARE FAVORED ENEMY DURATION Misc	
8		rds = WIS + Creature type	
13	<u> </u>	(WISminimum 1)	
18	<u> </u>	As a move action, share half your Favored Enemy bonus against a single target with all allies within 30 ft  Ranger Level - 3 = Druid Level	
WILD EMPATHY		PREPARED SPELLS	
WILD EMPATHY Range BONUS Leve			
= CHA +	+	1 000	
Use in place of Diplomacy to improve the attitude of an animal		000	
TRACK			
Ranger Level	Survival Bonus	2 000	
Track = (	÷ 2 ) +		
SPELLS	x (		
Level Ranger Level - 3	= Caster Level	3	
Spell Spells _ Ba	ase + Bonus Spells		
Save DC per day Sp	ells WIS		
1		4 000	
2			
3			
Spell Save DC = 10 + WIS + Spell Level			
	Caster		
Concentration = WIS	+ Level		
WANDS	,		

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