












































Ranger Level	
Level Bonus	+

ARCHERY

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

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

Ranger Level	<input type="checkbox"/>	Far Shot	Attack penalty per range increment decreases from -2 to -1
	<input type="checkbox"/>	Point Blank Shot	+1 to attack and damage within 30ft
	2	<input type="checkbox"/>	Rapid Shot When making a full-round attack, get one additional attack in return for a -2 penalty
	<input type="checkbox"/>	Precise Shot	Attack into melee without the -4 penalty

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

☐ Bonus to Initiative and selected skills when in this terrain

6	<input type="checkbox"/> Improved Precise Shot Ignore the penalties for partial cover or partial concealment
	<input type="checkbox"/> Manyshot When making a full-round attack, your first attack has two arrows
10	<input type="checkbox"/> Pinpoint Targeting Make a single attack that bypasses shields, armour and natural armour
	<input type="checkbox"/> Shot on the Run Attack at any point during your move

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

<p>Level 4 <input type="checkbox"/> SHARE FAVOURED ENEMY</p> <p>SHARE FAVOURED ENEMY</p> <p>DURATION _____ Misc</p> <p><input type="text"/> rds = WIS + <input type="text"/></p> <p style="text-align: right;">(WIS minimum 1)</p> <p>As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft</p>	<p><input type="checkbox"/> HUIDSIER</p> <p>Name _____</p> <p>Creature type _____</p> <p>_____</p> <p style="text-align: right;">Ranger Level - 3 = Druid Level <input type="text"/></p>
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POTIONS

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