	Ranger Level	7		COMBAT	STYLE		<u>,                                     </u>
FALCONER	Level						
(RANGER)	Bonus +	Ranger Level					
FAVOURED ENEM	IES	2	<u> </u>				
Level FAVOURED ENEMY BONUS	+2 4 6 8	10					
1	_	10					
5		14					
10		18					
15	<u> </u>		Ranger bonus feats can be taken		nal pre-requisite	S,	
20		×	but only apply when not wearing	HUNTER'S	S BOND		<i>x</i>
FAVOURED TERRA	INS	Level	FEATHERED COMPANION	Level	ull hit points	Ranger Druid	
Level O FAVOURED TERRAIN BON	US +2 4 6		With half hit points	4	un int points	Level - 3 = Druid	
8		Bird of p	prey type				
13			Roam DC 15				
18			The bird roams and forages on its	s own, and returns	s at a set time.		
TRACK Ranger	Survival		Distract DC 20 The bird flutters distractingly aro	ound an enemy. Or	n a successful a	ttack, the enemy is shaken.	
Level	Bonus	Level	Swooping Charge DC 20				ام مام مام
Track = ( ÷ 2 )	+	6	The bird flies to a high vantage p 2d4 damage from a bite, with a ×	4 critical modifier	r, and the target	is staggered for a round.	is deals
SPELLS		1		PREPARED	SPELLS		ř
Level Ranger - 3 :	= Caster Level						
Spell Spells Bas	is , Bonus Spre	euken		1			
Save DC per day Spreu	ken WIJS						
1	_ 777						
2			<u> </u>	2			
3							
Spell Save DC = 10 + WIS + Spell Level							
Cast		ster		3			
Concentration = WIS	+ Le	vel					
				4			
		_					
WANDS							
CHARGES			SCROLLS		×	POTIONS	*
CHARGES							
2 # 🗆 🗆							