SD	IRIT	Ranger Level	COMBAT STYLE				
	NGER	Level +					
		Bonus	Ranger Level				
	OURED ENEMI		2	Ţ			
Level FAVOUR	ED ENEMY BONUS	+2 4 6 8 10					
5			6				
10			10				
15		<u> </u>	14 18	Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.			
20			7	SPIRIT BOND			
■ Bonus to attack, damage and selected skills against this enemy			SPIRI	T SPELLS Ranger			
FAVOURED TERRAINS			PER D				
Level	RED TERRAIN BON	US +2 4 6 8		= (÷ 4 ) - 1 +			
3				(Round up)			
8			*	PREPARED SPELLS			
13							
18				<u> </u>			
O Bonus to Initiative and selected skills when in this terrain							
Level Level D							
Level	Level	n in this terrain					
4 Augury	Level						
4 Augury	Level	n in this terrain vination		2 000			
4 Augury	Level <b>12</b> Div	n in this terrain		2			
4 Augury Use in place of Diplom	Level 12 Div	n in this terrain		2			
4 Augury Use in place of Diplom	Level 12 Div	n in this terrain  vination  ude of an animal		2			
Use in place of Diplom	Level 12 Div	vination  vination  cude of an animal  Caster Level  Bonus Spells		2			

Spell Save DC = 10 + WIS + Spell Level

 WANDS //	I				
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