	Ranger Level	COMBAT STYLE					
RANGER	11		ARCHERY				
	Level Bonus +	Ranger	er 🖵 Far Shot Attack penalty per range increment decreases from -2 to -1				
FAVOURED ENEMIES		Level	_ · · ···· - · · · · · · · · · · · · · ·				
Level FAVOURED ENEMY BONUS +2 4 6 8 10		2 Rapid Shot When making a full-round attack, get one additional attack in return for a -2 penal Precise Shot Attack into melee without the -4 penalty					
1			☐ Improved Precise Shot Ignore the penaltie				
5		6	☐ Manyshot When making a full-round attac	·			
10		10	Pinpoint Targeting Make a single attack th	that bypasses shields, armour and natural armour			
15		14 18	Ranger bonus feats can be taken without the no				
20		but only apply when not wearing heavy armour.					
■ Bonus to attack, damage and selected skills against this enemy			HUNTER'S BOND				
FAVOURED TERR	AINS	4	☐ SHARE FAVOURED ENEMY	ANIMAL COMPANION			
Level O FAVOURED TERRAIN BONUS +2 4 6 8		SHARE FAVOURED ENEMY DURATION Misc		Name			
8	0-0-0		rds = WIS +	Creature type			
13			(WIS minimum 1)	- Daniel Daniel			
18		As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft		Ranger - 3 = Druid Level - 3 = Level			
O Bonus to Initiative and selected skills when in this terrain			PREPARED SPELLS				
WILD EMPATHY							
Use in place of Diplomacy to improve the attitude of an animal				1 000			
SPELLS							
Level Ranger - 3 = Caster Level							
				2 000			
	ase + Bonus Spells pells + WIS						
1				000			
2				3			

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Spell Save DC = 10 + WIS + Spell Level

`	WANDS //					
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