		Ranger Level		COMBAT STYLE	
В	SATTLE SCOUT	Level .	i 1 ——		
	(RANGER)	Bonus +	Ranger Level	Ţ	
*	FAVOURED ENEM	IES	2	<u></u>	
Level	■ FAVOURED ENEMY BONUS				
1			6	<u></u>	
20					
*	FAVOURED TERRA		10		
Level	FAVOURED TERRAIN BON	IUS +2 4 6 8	14 18	Ranger bonus feats can be taken without the normal pre-requisites,	
8				but only apply when not wearing heavy armour. HUNTER'S BOND	
13			Level	HUNTER'S BOND SHARE FAVOURED ENEMY	
18			4	DURATION Misc	
Level	Round			rds = WIS + (WIS minimum 1)	
3	Allies gain +2 bonus to Initia	tive in the area		ve action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft	
ADVANTAGEOUS TERRAIN	Round Allies gain +2 bonus Percept	ion, Stealth and	_ \	PREPARED SPELLS	
	2 Survival checks in the area				
	Round Not hampered by difficult ter Take 10 on Climb and Swim,				
	BONUS Ranger				
	DURATION Level	Bonus applies in a 60 ft radius area centred on yourself			
	mins =		If —	2	
	Level PERFECT ADVANTAGE				
	20 Gain the above bonuses in ju	ist one round			
Level 10	INFILTRATION Once a day, pick an extra favoured te	rrain for one hour.		3 🗀 🗀	
WILD EMPATHY					
WILD	DEMPATHY Ranger JS Level	Misc			
DOING	= CHA +	+		4	
Ilea in	place of Diplomacy to improve the atti				
036 111	TRACK			SUPERIOR TACTICS	
Ranger Survival			Level Once per day, rearrange your party's initiatives after they've been rolled Initiative bonus for yourself and allies within		
	Level	Bonus	15	+2 an area you've already scouted out	
Track	<u> </u>	+	_		
Level	SPELLS Ranger Level - 3	_ Caster	7		
4	Snall Snalls Bas	D 0	7		
	ave DC per day Spell				
	1				
	2				
	3				
	4		X	SCROLLS POTIONS	
Spel	Save DC = 10 + WIS + Spell Level		_		
Conce	entration = WIS	+ Caster			
*	WANDS	,			
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	CHARGES				
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