Ranger			FAVOURED ENEMIES							
INF	ILTRATOR	Level	Level	■ BON	ius			ADAPTATIONS	at levels 3 , 8 , 13 and 18	
	(RANGER)	Bonus +	1				-			
×	WILD EMPAT	HY	5				_			
Use in place of [Diplomacy to improve the a	attitude of an animal	10				_			
Level	SPELLS		15			_				
4	Ranger Level	3 = Caster Level	20							
Spell Save DC	Spells = I per day = Sp	Basis Bonus Spreuken reuken WIJS	Bonus to attack, damage and selected skills against this enemy COMBAT STYLE							
	1					COMD	AI	STILE		
	2		Dangar	· 📮						
	3		Ranger Level	ļ —						
	4		2							
Spell Save DC	= 10 + WIS + Spell Level									
			6	Ī-						
			10							
			14 18	Ranger h	honus feats can	be taken without the	norn	nal nre-requisites		
						t wearing heavy armou		nai pre requisites,		
			l and			HUNTE	ER'	S BOND		,
			Level 4	SHA	ARE FAVOUE	RED ENEMY		HUISDIE	R	
			SHARI DURA		JRED ENEMY	Y Misc	7	Name		
				rds	= WIS	+	Ш	Creature type		
						(WIS minimum 1)	Ш			7
				As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft					Ranger - 3 = Druid Level	
				PREPARED SPELLS						
							1			
							2			
							3			
×	WANDS	Ţ(4			
					CARALI	C			DOMIONG	
	CHARGES #		*		SCROLL	<u>,</u> 10			POTIONS	*
	ъ — Ш									
	S						_ :			
	CHARGES									