RANGER	Ranger Level	COMBAT STYLE					
	1		TWO-WEAPON FIGHTING				
	Level Bonus +	Ranger					
FAVOURED ENEMIES		Level	- Improved Silicia Zuoli Silicia Zuoli alla licop your Silicia Zolia to 120				
Level FAVOURED ENEMY BONUS	S +2 4 6 8 10	2	2 Quick Draw Draw your weapon as a free action  Two-weapon Fighting Penalty for wielding two weapons reduced to -4 / -4				
1			Improved Two-weapon Fighting Second attack with your off-hand weapon				
5		6	Two-weapon Defence +1 shield bonus to AC for using two weapons (+2 if fighting defensively)				
10		10 Greater Two-weapon Fighting Third attack with your off-hand weapon  Two-weapon Rend If you hit with both weapons, do an extra 1d10 + (STR × 1½) damage					
15		14 18	Ranger bonus feats can be taken without the normal pre-requisites,				
20			but only apply when not wearing heavy armour.				
■ Bonus to attack, damage and selected skills against this enemy			HUNTER'S BOND				
FAVOURED TERRAINS			☐ SHARE FAVOURED ENEMY	☐ ANIMAL COMPANION			
Level O FAVOURED TERRAIN BONUS +2 4 6 8		SHARE FAVOURED ENEMY DURATION Misc		Name			
8			rds = WIS +	Creature type			
13		Ao o mo	(WIS minimum 1) ve action, share half your Favoured Enemy	Ranger _ Druid			
18			gainst a single target with all allies within 30 ft	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			
SPELLS							
Level Ranger Caster			]				
4 Level - 3			1	2			
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Spell Save DC = 10 + WIS + Spell Level

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