GUIDE	Ranger Level		×			COMBA	AT S	STYLE		*
(RANGER)	Level	+								
	Bonus		Ranger Level							
FOCUS RANGER'S FOCUS	5	*	2							
BONUS Level			6							
+ = ( ÷ 5 ) × +	2									
(Round up) Bonus to attack and damage applies against ch	nosen suk	oject.	10	Ì						
FOCUS		Focus	14 18		feats can be tak when not wearing		norma	l pre-requis	ites,	
SUBJECTS Ranger PER DAY Level Mi	sc	Subjects Today	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	ват опту арргу	when not wearn	PREPAR	ED :	SPELLS		<i>x</i> (
= ( ÷3)+										
(Round up)							1			
FAVORED TERRAIN  FAVORED TERRAIN BONUS		4 6 0								
Level O FAVORED TERRAIN BONUS		4 6 8								
8							2			
13										
18		-					3			
WILD EMPATHY	·	,					)			
WILD EMPATHY Ranger BONUS Level		Misc								
= CHA +	+						4			
Use in place of Diplomacy to improve the attitu	ude of an									
TRACK Ranger	Survi	ivel				RANGE	R'S			, i
Level	Bon		9	Once per day, report force an enem You must take the	ny to reroll one a	ttack roll.		Level <b>14</b>	Twice per day	Ranger's Luck
Track = ( ÷ 2 )	+			Bonus to Ranger			)	Level		Today
SPELLS				(or penalty to at	tacker's re-roll)	+ 4		19	Thrice per day	
Level Ranger - 3 =	Caster Level		Level	Once per day, for	r one turn gain o	INSPIRE		OMENT Leve		Today
Spell Spells = Base Save DC per day Spell	s + Bo	nus Spells WIS	11	armor class, skil	ll checks and abi	lity checks	ζ,	19		Today □ □
1		7 7 7 7		( <b>+ 4</b>	🔀 Auto	matically confir	m any	r critical		
2			~							
3	[									
Spell Save DC = 10 + WIS + Spell Level										
	_	Caster								
Concentration = WIS	+	Level								
WANDS		,								
			*	SC	CROLLS	*			POTIONS	<b>"</b> (
CHARGES										
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OHARGES #										
CHARGES ##										