DEEP WALKER Ranger Level			COMBAT STYLE					
1		Level +	<del>.</del> —					
	(RANGER)	Bonus	Range Level					
×	FAVOURED ENEM		2	Ţ				
Level	<b>▼ FAVOURED ENEMY BONUS</b>	+2 4 6 8 10		7				
1		_	6					
5								
10			10	<u> </u>				
15			14 18	Ranger bonus feats can be taken without the n		,		
20				but only apply when not wearing heavy armour.  HUNTER'S BOND				
■ Bonus to attack, damage and selected skills against this enemy						COMPANYON		
``	DEEP KNOWLEDO	GE	4	SHARE FAVOURED ENEMY	ANIMAL	COMPANION	_	
Level 3	+2			RE FAVOURED ENEMY ATION Misc	Name			
8	Bonus to Initiative, Knowledge (dungeoneering),			- Wile .	Creature type			
	while underground	rvivai cnecks			Creature type			
13	+8		As a m	(WIS minimum 1) ove action, share half your Favoured Enemy		Ranger - 3 = Druid	1	
18	+11			against a single target with all allies within 30 ft		Level		
×	WILD EMPATH				ED SPELLS		<b>#</b> 1	
	place of Diplomacy to improve the att	titude of an animal						
	SPELLS	,	7		1			
Level	Ranger – 3	= Caster Level						
S	pell Spells = Bas	se + Bonus Spells						
Sav	ve DC per day Spe	ells WIS			2			
	1							
	2							
	3				3 🗆 🗆			
4 6666								
Spell Save DC = 10 + WIS + Spell Level				П				
ROCK HOPPER					4			
Level	+5 Bonus to Acrobation while underground	cs and Climb checks			4			
7	Ignore difficult terrain while undergr		~					
*	DEEP WALKER CAMOU	U <b>FLAGE</b>						
Level	Use Stealth to hide underground, ev	en if the						
12	environment doesn't provide cover	ONE						
Level	ONE WITH THE STO							
17	being observed	ren when						
~								
			*	SCROLLS	×	POTIONS	<b>,</b>	
	TTTA NID C							
	WANDS	,						
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	* 000 000 00C							
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