			Ranger Level			COMBAT STYLE								
	RANGER		Lev	1	·i		ARCHI	ERY						
			Bonus	1.4	1.4	Ranger	5							
FAVOURED ENEMIES					Level	T :								
Level FA	AVOURED E	NEMY BONUS	+2	4 6 8	10	2			_	melee withou			ilack iii feluifi for a	· z penany
1					<u></u>		☐ Improve	d Precise S	Shot Iq	nore the pena	alties 1	for partial cover or par	rtial concealment	
5					<u></u>	6	Manyshot When making a full-round attack, your first attack has two arrows							
10]-0-0]	10	10 Pinpoint Targeting Make a single attack that bypasses shields, armour and natural armour Shot on the Run Attack at any point during your move							
15	15					14 18	Ranger bonus feats can be taken without the normal pre-requisites,							
20	0-0					but only apply when not wearing heavy armour.								
■ Bonus to attack, damage and selected skills against this enemy					Level	HUNTER'S BOND								
×	FAVOU	RED TERRA	INS		"	4	SHARI	E FAVOUI	RED E	NEMY		ANIMAL CO	MPANION	
Level O F	FAVOURED	TERRAIN BON		2 4 6		SHARE	E FAVOURE	D ENEM		Misc		Name		
8]—[]		rds =	WIS	+ _			Creature type		
13						A			,	IS minimum 1	1)		anger 🗻 _ Drui	4
18							ve action, sha gainst a singl			ies within 30	ft	n	Level - 3 = Drui	
O Bonus to Initiative and selected skills when in this terrain					1				PREPA	RED	SPELLS			
	WIL	D EMPATHY	Y]				-			
Use in place of Diplomacy to improve the attitude of an animal]				1					
SPELLS]								
Level Ranger - 3 = Caster Level]									
									2					
Spell Save DC		Spells = Bas per day = Spe		Bonus S										
	1			777	1 🗸									
	2]				3			

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Spell Save DC = 10 + WIS + Spell Level

WANDS				
CHARGES # CHARGES	× -	SCROLLS	POTIONS	ж
CHARGES # CHARGES				
# GGG GGG GGG GGG GGG GGG GGG GGG GGG G				
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