	A MMT T. 6.6011M	Ranger	1	×	COMBA	T STYLE
В	SATTLE SCOUT	Level Level	·			
	(RANGER)	Bonus	+	Ranger Level		
*	FAVORED ENEMI	ES	*	2	 	
Level	<b>■ FAVORED ENEMY BONUS</b>		+2 4 •••			
1				6		
20	EAVODED MEDDAI	NIC			<u> </u>	
Level	FAVORED TERRAI  O FAVORED TERRAIN BONU		4 6 8	10 14		
3				18	Ranger bonus feats can be taken without the no but only apply when not wearing heavy armor.	rmal pre-requisites,
8			0-0-0	*	HUNTER	R'S BOND
13			-0-0	Level	SHARE FAVORED ENEMY DURATION Misc	
18			-	4	WITC .	
Level	Round Allies gain +2 bonus to Initia	tive in the	area	As a mov	rds = W15 + re action, share half your Favored Enemy bonus a	(WISminimum 1)
3	1			No d mile		D SPELLS
ADVANTAGEOUS TERRAIN	Round Allies gain +2 bonus Percepti  2 Survival checks in the area	on, Stealth, and			000	
	Round Not hampered by difficult ter					1
	3 Take 10 on Climb and Swim, even in		hurry			
	BONUS DURATION Ranger Level Bonus applies in					
	mins =	60 ft radius area centered on yourself				2
NDVA	Level PERFECT ADVANTAGE					
	20 Gain the above bonuses in ju	st one rou	ınd			
Level 10	INFILTRATION Once a day, pick an extra favored terr	ain for on	e hour.			3
WILD EMPATHY WILD EMPATHY Ranger BONUS Level Misc						
	= CHA +	+				4
Use in place of Diplomacy to improve the attitude of an animal				avinent or		
TRACK			SUPERIOR TACTICS Once per day, rearrange your party's initiatives after they've been rolled			
	Ranger Level	Surv Bon		Level <b>15</b>	Initiative bonus for yourself an	d allies within
Track	= ( ÷ 2)	+		~	an area you've already scouted	dout
``	SPELLS					
Level	Ranger - 3 :	= Caster Level				
	Spell Spells Bas	e Bo	nus Spells			
Sa	ve DC per day Spel	ls	WIS			
	1					
	2					
	3 4					
Spel	I Save DC = 10 + WIS + Spell Level	_		×	SCROLLS	POTIONS
Conce	entration = WIS	+	Caster			
~	- 1715	·	Level			
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