מ	Ranger Level		COMBAT STYLE	
Б	PATTLE SCOUT	i 1 ——		
	(Tantobit) Bonus	Ranger Level		
×	FAVOURED ENEMIES FAVOURED ENEMY BONUS +2 4	2		
Level 1	▼ FAVOURED ENEMY BONUS +2 4		<u></u>	
20	0-0	6	<u> </u>	
■ Bo	nus to attack, damage and selected skills against this enem	y 10		
`*	FAVOURED TERRAINS	14	Ranger bonus feats can be taken without the normal pre-requisites,	
Level	O FAVOURED TERRAIN BONUS +2 4 6 8 ■ □ □ □ □ □	18	but only apply when not wearing heavy armour.	
8	0-0-0-0	Level	HUNTER'S BOND SHARE FAVOURED ENEMY	
13	0-0-0	4	DURATION Misc	
18	0-0		rds = WIS + (WIS minimum 1)	
	nus to Initiative and selected skills when in this terrain		ove action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft	
Level	Round	-) -	PREPARED SPELLS	
3	Allies gain +2 bonus to Initiative in the area	- 000		
TERRAIN	Round Allies gain +2 bonus Perception, Stealth and Survival checks in the area			
	Round Not hampered by difficult terrain;			
L SN	3 Take 10 on Climb and Swim, even in a hurry	- 000	2	
GEO	BONUS Ranger DURATION Level Bonus applies in a			
NTA	mins = 60 ft radius area centred on yoursel	f		
ADVANTAGEOUS	Level PERFECT ADVANTAGE		3	
Level	20 Gain the above bonuses in just one round INFILTRATION			
10	Once a day, pick an extra favoured terrain for one hour.			
*	WILD EMPATHY		т	
Use in	place of Diplomacy to improve the attitude of an animal SPELLS		SUPERIOR TACTICS	
Level Ranger - 3 = Caster Level Level Ranger - 3 = Caster Level		7	Once per day, rearrange your party's initiatives after they've been rolled	
		15		
	Spell Spells = Base + Bonus Spells ave DC per day Spells + WIS	~		
	1			
	2			
	3			
Spel	I Save DC = 10 + WIS + Spell Level			
~				
			SCROLLS POTIONS	
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