D		Ranger Level	×	COMBA	AT	STYLE	,	
Б	SATTLE SCOUT	Level +						
	(RANGER)	Bonus	Ranger Level					
	FAVORED ENEMIE ■ FAVORED ENEMY BONUS	S +2 4	2					
Level 1	= PAVORED ENEMII DONOS	TZ 4						
20			6					
■ Bonus to attack, damage and selected skills against this enemy			10					
•	FAVORED TERRAIN		14	Ranger bonus feats can be taken without the	norm	al pre-requisites,		
Level	Level O FAVORED TERRAIN BONUS +2		18	but only apply when not wearing heavy armor.				
			Level	HUNTER'S BOND SHARE FAVORED ENEMY				
13			4	DURATION Misc				
18				rds = WIS +	_	(WISminimum 1)		
O Bonus to Initiative and selected skills when in this terrain				nove action, share half your Favored Enemy bonus against a single target with all allies within 30 ft PREPARED SPELLS				
Level	Round 1 Allies gain +2 bonus to Initiative in the area		<u> </u>	PREPAR	IMD)	SPELLS	*	
3					1			
AIN	Round Allies gain +2 bonus Perception 2 Survival checks in the area	n, Stealth, and						
ADVANTAGEOUS TERRAIN	Round Not hampered by difficult terrain;							
L SO	3 Take 10 on Climb and Swim, ev	ren in a hurry			2			
AGEC	DURATION Level	Bonus applies in a						
ANT	mins =	60 ft radius area centered on yourself						
ADV	Level PERFECT ADVANTAGE 20 Gain the above bonuses in just	ot one round			3			
Level	INFILTRATION							
Once a day, pick an extra favored terrain for one hour. WILD EMPATHY								
					4			
Use in place of Diplomacy to improve the attitude of an animal SPELLS				SUPERIO	R '	TACTICS		
Level Ranger Caster			Level	Once per day rearrange your party's initiatives after they've been rolled				
Level Level Level Level			15					
Save DC per day Spells + Spells + WIS			~				_	
	1	- 7777						
	2							
	3 4							
Spel	I Save DC = 10 + WIS + Spell Level	_						
			*	SCROLLS		POTIONS		
``	WANDS	<i>*</i>						
	CHARGES #							
	CHAI							
	CHARGES #							
	HARGES #							