п		nger evel	``	COMBA	AT	STYLE	-	
Б	ATTLE SCOUT	evel +						
		onus	Ranger Level					
*	FAVOURED ENEMIES		2					
Level 1	■ FAVOURED ENEMY BONUS	+2 4 •••						
20			6	T				
Bonus to attack, damage and selected skills against this enemy			10					
`*	FAVOURED TERRAINS		14	Ranger bonus feats can be taken without the r	norm	nal pre-requisites.		
Level O FAVOURED TERRAIN BONUS +2 4 6 8			18	but only apply when not wearing heavy armour.				
	8		Level	HUNTER'S BOND SHARE FAVOURED ENEMY				
13			4	DURATION Misc				
18				rds = WIS +	_	(WIS minimum 1)		
O Bonus to Initiative and selected skills when in this terrain				As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft PREPARED SPELLS				
Level Round Allies gain +2 bonus to Initiative in the area			\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		IMD)	SPELLS	*	
ADVANTAGEOUS TERRAIN .					1			
	Round Allies gain +2 bonus Perception, S Survival checks in the area	Stealth and						
	Round Not hampered by difficult terrain; 3 Take 10 on Climb and Swim, even in a hurry					000		
	DOMES	Bonus applies in a			2			
	DURATION Level Bo							
ANT		ft radius area ntred on yourself						
Level	Level PERFECT ADVANTAGE 20 Gain the above bonuses in just on	one round			3			
	INFILTRATION							
Once a day, pick an extra favoured terrain for one hour. WILD EMPATHY Use in place of Diplomacy to improve the attitude of an animal SPELLS					,			
					4			
			SUPERIOR TACTICS					
Level Ranger 2 Caster			Level Once per day, rearrange your party's initiatives after they've been rolled					
Spell Spells = Base + Bonus Spells wils Spells + WIS			15					
			~				_	
	1							
	3							
	4							
Spel	I Save DC = 10 + WIS + Spell Level							
			×	SCROLLS		POTIONS	-	
					-			
×	WANDS	*						
	CHARGES							
	₹ □□□ □							
	3							
	CHARGES							
	CHANGES							