Ranger  PATTIE SCOTT  Level		COMBAT STYLE			
В	SATTLE SCOUT	1			
	(RANGER)	Bonus +	Ranger		
*	FAVOURED ENEMI	IES -	Level <b>2</b>		
Level	<b>■ FAVOURED ENEMY BONUS</b>	+2 4			
1			6		
20					
*	FAVOURED TERRA		10		
Level	FAVOURED TERRAIN BON	US +2 4 6 8 ■ □ □ □ □	14 18	Ranger bonus feats can be taken without the no	rmal pre-requisites,
8				but only apply when not wearing heavy armour.	ALC DOND
			Level	HUNTER SHARE FAVOURED ENEMY	2'S BOND
13			4	DURATION Misc	
18	- 1			rds = WIS +	(WIS minimum 1)
Level	Allies gain +2 honus to Initiative in the area		As a mo	ve action, share half your Favoured Enemy bonus	against a single target with all allies within 30 ft
ADVANTAGEOUS TERRAIN	Round Allies gain +2 bonus Perception, Stealth and Survival checks in the area		``	PREPARE	D SPELLS
	Round Not hampered by difficult terrain;  Take 10 on Climb and Swim, even in a hurry			·	1
	BONUS Ranger	Bonus applies in a 60 ft radius area centred on yourself			
	DURATION Level				
	mins =				2
ADV.	Level PERFECT ADVANTAGE				
Level	20 Gain the above bonuses in just	st one round			
10	INTILINATION				3
WILD EMPATHY					
WILD	DE EMPATHIE Ranger US Level	Misc			
	= CHA +	+			4
Use in place of Diplomacy to improve the attitude of an animal					
TRACK  Ranger Survival Level Bonus			SUPERIOR TACTICS  Level Once per day, rearrange your party's initiatives after they've been rolled  15   +2   Initiative bonus for yourself and allies within an area you've already scouted out		
SPELLS					
Level Ranger _ 2 _ Caster					
4 Level - Level					
	Spell Spells = Basi ove DC per day Spreul	is Bonus Spreuken WIJS			
	1				
	2	9999			
	3				
	4		×	SCROLLS	POTIONS
Spel	I Save DC = 10 + WIS + Spell Level	01			
Conce	entration = WIS	+ Caster Level			
WANDS  SS # OOO OOO OOO					
CHANGES # CHANGES					
# U					
	# 000				