		Ranger	COMBAT STYLE					
		Level						
RA	RANGER	Level .	TWO-WEAPON FIGHTING					
		Bonus +	Ranger					
FAVORED ENEMIES			Level	- ········ ···· ····				
			2 Quick DrawDraw your weapon as a free action					
Level				Two-weapon FightingPenalty for wielding tw	o weapons reduced to -4 / -4			
1		_	6	6 Improved Two-weapon FightingSecond attack with your off-hand weapon				
5			Two-weapon Defense+1 shield bonus to AC for using two weapons (+2 if fighting defensively)					
10		0-0-0	10	10 Greater Two-weapon FightingThird attack with your off-hand weapon Two-weapon RendIf you hit with both weapons, do an extra 1d10 + (STR× 1½) damage				
15			14	Ranger bonus feats can be taken without the normal pre-requisites,				
20			but only apply when not wearing heavy armor.					
20 —			HUNTER'S BOND					
■ Bonus to attack, damage and selected skills against this enemy			Level	☐ SHARE FAVORED ENEMY	□ ANIMAL COMPANION			
► FAVORED TERRAINS			4	SHAKE PAVOKED ENEMI	ANIMAL COMPANION			
Level O FAVORED TERRAIN BONUS +2 4 6 8				SHARE FAVORED ENEMY DURATION Misc				
3			DUKA:	TION Misc				
8				rds = W1S +	Creature type			
13		(WISminimum 1) As a move action, share half your Favored Enemy		Ranger _ Druid				
18		bonus a	gainst a single target with all allies within 30 ft	Level - 3 = Draid				
O Bonus to Initiative and selected skills when in this terrain			PREPARED SPELLS					
WILD EMPATHY			000					
Use in place of Diplomacy to improve the attitude of an animal								
SPELLS				J				
Level Ranger - 3 = Caster]				
4	Level - 3 - Level			1	2			
Spell Spells = Base + Bonus Spells Save DC per day = Spells + WIS]				
1		9999]	000			
2]				

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Spell Save DC = 10 + WIS + Spell Level

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