RANGER		Ranger Level	),	COMBAT STYLE				
		Level	1	ARCHERY				
		Bonus +	Ranger Level					
FAVORED ENEMIES				Point Blank Shot+1 to attack and damage within 30ft  Rapid ShotWhen making a full-round attack, get one additional attack in return for a -2 penalty				
Level <b>▼ FAVORED ENEMY BONUS</b> +2 4 6 8 10  1		2		recise ShotAttack into melee without the -4 penalty				
		_	6	Improved Precise ShotIgnore the penalties for partial cover or partial concealment				
5				ManyshotWhen making a full-round attack,	<u> </u>			
10		0-0-0-0	10	10 Pinpoint TargetingMake a single attack that bypasses shields, armor and natural armor Shot on the RunAttack at any point during your move				
15		<u> </u>	14 18	Ranger bonus feats can be taken without the no but only apply when not wearing heavy armor.				
20								
■ Bonus to attack, damage and selected skills against this enemy								
×	FAVORED TERRA		4	☐ SHARE FAVORED ENEMY	ANIMAL COMPANION			
Level O FAVORED TERRAIN BONUS +2 4 6 8				SHARE FAVORED ENEMY DURATION Misc				
8				rds = WIS +	Creature type			
13	13		A	(WISminimum 1)  As a move action, share half your Favored Enemy  Ranger 2 -				
18			ove action, snare nair your Favored Enemy against a single target with all allies within 30 ft	Ranger - 3 = Druid Level				
O Bonus to Initiative and selected skills when in this terrain				PREPARED SPELLS				
WILD EMPATHY								
Use in place of Diplomacy to improve the attitude of an animal				<u> </u>	1			
SPELLS								
Level Ranger _ 2 _ Caster		_ Caster	7 000					
4 Chall	Level 5	Level	7 000	<b>2</b> 000				
Spell Save DC	Spells = Bai per day Spe							
	1							
	2			:	3			
	3							
	4			7				

Spell Save DC = 10 + WIS + Spell Level

`	WANDS //					
	# # 000 000 000 000 000 000 000 000 000	×	SCROLLS	X	POTIONS	) n
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