г	AT CONTE		nger .evel	*	COMBAT STYLE	1		
FALCONER			_evel +					
(KANGER) Bonus			onus	Ranger Level	-			
FAVOURED ENEMIES					<u> </u>			
Level FA	VOURED ENEMY		4 6 8 10					
5			<u></u>	10				
				14	T			
10			<u> </u>	18	<u> </u>			
15			 -		Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.			
20				×	HUNTER'S BOND			
Bonus to attack, damage and selected skills against this enemy				Level	FEATHERED COMPANION With half hit points Level 4 Full hit points Ranger Level Level Level A	乛		
FAVOURED TERRAINS FAVOURED TERRAINS FAVOURED TERRAINS FAVOURED TERRAIN BONUS FAVOURED TERRAIN BONUS FAVOURED TERRAIN BONUS FAVOURED TERRAINS FAVOURED TERRAINS				1 Name	With half hit points 4 Full III points Level - 3 = Level			
Level O F		201100						
8				Bird of p	prey type			
13					Roam DC 15			
18					The bird roams and forages on its own, and returns at a set time. Distract DC 20			
O Bonus to Initiative and selected skills when in this terrain					The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.			
X	SPELLS				Level Swooping Charge DC 20 The bird flies to a high vantage point, then next round makes a charge attack. If successful, this deals			
Level 4	ituligei _ 3 _ oustei			,	2d4 damage from a bite, with a ×4 critical modifier, and the target is staggered for a round. PREPARED SPELLS			
Spell	Spells	= Base	Bonus Spells					
Save DC	per day	Spells	WIS		1 000			
	2							
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Spell Save D	C = 10 + WIS + Spell L	Level						
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