п		Ranger Level	``	COMBA	AT	STYLE	-	
Б	SATTLE SCOUT	Level +						
	(RANGER)	Bonus	Ranger Level					
*	FAVOURED ENEMY PONUS		2					
Level 1	■ FAVOURED ENEMY BONUS	+Z 4						
20			6	T				
Bonus to attack, damage and selected skills against this enemy			10					
`*	FAVOURED TERRA		14	Ranger bonus feats can be taken without the	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				s 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			\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		ŒD		*	
3					1			
AIN	Round Allies gain +2 bonus Percepti 2 Survival checks in the area	on, Stealth and						
TERRAIN	Round Not hampered by difficult terrain; 3 Take 10 on Climb and Swim, even in a hurry							
	DONIE	even in a nurry			2			
AGEO	DURATION Ranger Level	Bonus applies in a						
ADVANTAGEOUS	mins =	60 ft radius area centred on yourself						
Level	Level PERFECT ADVANTAGE 20 Gain the above bonuses in ju	et one round			3			
	INFILTRATION							
Once a day, pick an extra favoured terrain for one hour. WILD EMPATHY					,			
					4			
Use in place of Diplomacy to improve the attitude of an animal SPELLS				SUPERIO	DR '			
Level Ranger 2 - Caster			Level	Once per day rearrange your party's initiatives after they've been rolled				
Spell Spells = Basis + Bonus Spreuken			15	15				
	ave DC per day Spreu	ken WIJS	~				_	
	1							
	2							
	3 4							
Spel	I Save DC = 10 + WIS + Spell Level							
			×	SCROLLS		POTIONS		
×	WANDS	*						
	CHARGES							
	CH CH							
	<u> </u>							
	CHARGES							
	CHARGES							