| EAL CONED | Ranger Level | * | COMBAT STYLE |
|--|--|-------------|--|
| FALCONER | Lovel | | |
| (RANGER) | Bonus + | Ranger | |
| FAVORED ENEMI | ES | Level 2 | |
| Level ▼ FAVORED ENEMY BONUS | +2 4 6 8 10 | _ | |
| 1 | _ | 10 | <u> </u> |
| 5 | | 10 14 | \[\] |
| 10 | | 18 | <u></u> |
| 15 | | | Ranger bonus feats can be taken without the normal pre-requisites, |
| 20 | | | but only apply when not wearing heavy armor. |
| ■ Bonus to attack, damage and selected skills against this enemy | | Level | HUNTER'S BOND FEATHERED COMPANION Level Page Print |
| FAVORED TERRAI | NS - | 1 | FEATHERED COMPANION With half hit points Level 4 Full hit points Ranger Level - 3 = Druid Level |
| Level O FAVORED TERRAIN BONU | | Name | |
| 3 | | Bird of pr | prey type |
| 8 | | 5.1.u 0. p. | 6.4) (Jbc |
| 13 | | | RoamDC 15 |
| 18 | | | The bird roams and forages on its own, and returns at a set time. DistractDC 20 |
| O Bonus to Initiative and selected skills whe | en in this terrain | | The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken. |
| SPELLS | # (| Level | The bird flies to a high vantage point, then next round makes a charge attack. If successful, this deals |
| Level Ranger - 3 = | = Caster Level | | 2d4 damage from a bite, with a ×4 critical modifier, and the target is staggered for a round. |
| Spell Spells Bas | | | PREPARED SPELLS |
| Save DC per day = Spel | | | |
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | 2 |
| Spell Save DC = 10 + WIS + Spell Level | | | |
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| WANDS | <u>, </u> | J | |
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| # 4 000 000 000 000 000 000 000 000 000 | | * | SCROLLS POTIONS |
| <u> </u> | | | |
| | | | |
| CHARGES # 000 000 000 000 000 000 000 000 000 | | | |
| 0 1111 1111 1111 | | | |
| <u> </u> | | | |
| CHARGE # 000 000 000 | | | |

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CHARGES