	FALCONER	Ranger Level		×	COMBA	T.	STYLE		,
		Level	1.45						
	(RANGER)	Bonus		Ranger Level					
*	FAVOURED ENEMI		*	2					
Level 1	■ FAVOURED ENEMY BONUS		6 8 10						
5				10					
		-		14	T ————————————————————————————————————				
10		-		18					
15		-			Ranger bonus feats can be taken without the n but only apply when not wearing heavy armour		al pre-requisite	s,	
20					HUNTE		BOND		
■ Bo	nus to attack, damage and selected skil		st this enemy	Level	FEATHERED COMPANION Level	Fu	III hit points	Ranger - 3 = Druid	
	FAVOURED TERRAL FAVOURED TERRAL FAVOURED TERRAL		4 6 8	1 Name	With half hit points 4			Level – 3 – Level	
Level	O INVOCALD IDAMAN BON								
8				Bird of p	rey type				
13			-0-0		Roam DC 15		-44 4:		
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 Swooping Charge DC 20	y. On	a successful a	ttack, the enemy is shaken.	
`~	SPELLS			Level	The bird flies to a high vantage point, then nex				is deals
Level	Ranger Level - 3 =	= Caster Level		7	2d4 damage from a bite, with a ×4 critical mod PREPAR			is staggered for a round.	
	Spell Spells Bas		onus Spells			17.0			
Sa	ave DC per day Spel		WIS			1			
	2								
	3								
	4					2			
Spel	I Save DC = 10 + WIS + Spell Level								
~									
						3			
						4			
						-			
				~					
	TITANDO								
	WANDS								
	CHARGES # 100000000000000000000000000000000000			×	SCROLLS		X	POTIONS	,