

(RANGER)

Level
Bonus

FAVORED ENEMIES

■ Bonus to attack, damage and selected skills against this enemy

FAVORED TERRAINS

○ Bonus to Initiative and selected skills when in this terrain

SPELLS

Spell Save DC = 10 + WIS + Spell Level

COMBAT STYLE

Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armor.

HUNTER'S BOND

<input type="checkbox"/>	RoamDC 15 The bird roams and forages on its own, and returns at a set time.
<input type="checkbox"/>	DistractDC 20 The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.
Level 6	Swooping ChargeDC 20 The bird flies to a high vantage point, then next round makes a charge attack. If successful, the bird deals 2d4 damage from a bite, with a x4 critical modifier, and the target is staggered for a round.

PREPARED SPELLS

WANDS

SCROLLS

POTIONS

[illegible]