В	ATTLE SCOUT	Ranger Level	×	COMBA	Т S	STYLE	*	
	(RANGER)	Level Bonus +	Ranger					
``	FAVORED ENEMI		Level					
Level	■ FAVORED ENEMY BONUS	+2 4		<u>T</u>				
1			6					
20	nus to attack, damage and selected ski	Ils against this enemy		<u> </u>				
2 50	FAVORED TERRAI		10 14					
Level O FAVORED TERRAIN BONUS +2 4 6 8			18	but only apply when not wearing heavy armor.				
8				HUNTER'S BOND SHARE FAVORED ENEMY				
13			4	DURATION Misc				
18				rds = WIS +	. ,	(WISminimum 1)		
O Bonus to Initiative and selected skills when in this terrain			As a move action, share half your Favored Enemy bonus against a single target with all allies within 30 ft PREPARED SPELLS					
ADVANTAGEOUS TERRAIN Color	Round Allies gain +2 bonus to Initia			<u> </u>				
	Round Allies gain +2 bonus Percept				1			
	2 Survival checks in the area	ion, oteann, and						
	Round Not hampered by difficult ter Take 10 on Climb and Swim,	Bonus applies in a 60 ft radius area centered on yourself						
	BONUS Ranger				2			
	DURATION Level							
	mins =				2			
	20 PERFECT ADVANTAGE Gain the above bonuses in ju			:	3			
	INFILTRATION Once a day, pick an extra favored terrain for one hour.							
10	WILD EMPATH				4			
Use in place of Diplomacy to improve the attitude of an animal								
SPELLS			SUPERIOR TACTICS					
Level Ranger - 3 = Caster Level			Level Once per day, rearrange your party's initiatives after they've been rolled 15 Initiative bonus for yourself and allies within					
Spell Spells = Base + Bonus Spells Save DC per day Spells + WIS			15 hitiative bonus for yourself and allies within an area you've already scouted out					
Sa	1							
	2							
	3							
	4							
Spell	Save DC = 10 + WIS + Spell Level							
				SCROLLS		DOMIONIC		
			•	SCROLLS		POTIONS		
*	WANDS	Ĭ.						
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