	Ranger Level	``	COMBA	T STYLE
FALCONER	Level			
(RANGER)	Bonus +	Ranger Level		
FAVORED ENEMI	ES .	2	T	
Level FAVORED ENEMY BONUS	+2 4 6 8 10		<u> </u>	
1		10	Ϋ	
5	_	14	T	
10		18	T	
15			Ranger bonus feats can be taken without the no	ormal pre-requisites,
20			but only apply when not wearing heavy armor.	R'S BOND
■ Bonus to attack, damage and selected sk	ills against this enemy	Level	FEATHERED COMPANION Level	
FAVORED TERRAL		1	With half hit points 4	Full hit points Ranger - 3 = Druid Level
Level O FAVORED TERRAIN BONU	JS +2 4 6 8	Name		
3		Bird of p	rey type	
8				
13			RoamDC 15 The bird roams and forages on its own, and reto	urns at a set time.
18	0-0		DistractDC 20	On a successful attack, the anamy is shaken
O Bonus to Initiative and selected skills when in this terrain		Level	The bird flutters distractingly around an enemy Swooping ChargeDC 20	. On a successful attack, the enemy is snaken.
SPELLS Level Banger	Contar	6	The bird flies to a high vantage point, then next 2d4 damage from a bite, with a ×4 critical mod	round makes a charge attack. If successful, this deals ifier, and the target is staggered for a round.
Ranger Level – 3	= Caster Level	×		ED SPELLS
Spell Spells = Bas Save DC per day Spe				000
1				1 000
2				000
3				000
4				2
Spell Save DC = 10 + WIS + Spell Level				000
				3
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		~		
MANIDO				
WANDS				
ω ΠΠΓ		×	SCROLLS	POTIONS
CHARGES				10110110

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