10	A TOTAL E COOLITE	Ranger Level		×	COMBAT STYLE	
В	BATTLE SCOUT	Level				
	(RANGER)	Bonus	+	Ranger	Ţ	
×	FAVOURED ENEM	IES	x (Level 2		
Level	▼ FAVOURED ENEMY BONUS		+2 4			
1				6	<u></u>	
20						
*	FAVOURED TERRA		4 6 0	10		
Level	FAVOURED TERRAIN BON		4 6 8	14 18	Ranger bonus feats can be taken without the normal pre-requisites,	
8			0-0-0	``	but only apply when not wearing heavy armour. HUNTER'S BOND	
13			0-0	Level	SHARE FAVOURED ENEMY	
18				4	DURATION Misc	
Level	Round Allies sain 12 hanve to Initial	tive in the		As a may	ve action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft	
3	Allies gain +2 bonus to Initiative in the area		AS a IIIO	PREPARED SPELLS		
ADVANTAGEOUS TERRAIN	Round Allies gain +2 bonus Percepti 2 Survival checks in the area		and			
	Round Not hampered by difficult term					
	3 Take 10 on Climb and Swim,		urry			
	BONUS Ranger DURATION Level	Bonus applies in a 60 ft radius area centred on yourself				
	Level					
	IIIIIIS		on yourself			
AD	Level PERFECT ADVANTAGE 20 Gain the above bonuses in ju		nd			
Level	INFILTRATION					
10	Once a day, pick an extra favoured te				,	
WILL	WILD EMPATHY Ranger	<u> </u>	# (
BONU		N	Misc			
	= CHA +	+			Ŧ	
Use in	place of Diplomacy to improve the attit	tude of an a	animal		SUPERIOR TACTICS	
TRACK			ji (Once per day, rearrange your party's initiatives after they've been rolled		
	Ranger Level	Surviv Bonu		Level 15	+2 Initiative bonus for yourself and allies within an area you've already scouted out	
Track	= (÷ 2)	+		~	all alea you ve alleady scouled out	
*	SPELLS		,			
Level	Ranger - 3 =	Caster Level				
	Spell Spells = Bas ave DC per day = Spel	e Bon	us Spells WIS			
	1	P	777			
	2					
	3					
	4				SCROLLS POTIONS	
Spel	I Save DC = 10 + WIS + Spell Level				SCROLLS 7 1 10110NS 7	
Conce	entration = WIS	+	Caster Level			
~						
``	WANDS		" (
	CHA					
	CHARGES CHARGES					
	5 111					
	<u> </u>					