RANGER  Ranger Level Bonus  Level Bonus		9	COMBAT STYLE				
		1	TWO-WEAPON FIGHTING				
		Bonus +	Trailige:	5			
- PAT	FAVOURED ENEM OURED ENEMY BONUS		2 Quick Draw Draw your weapon as a fre				
Level <b>FAV</b>	OURED ENEMY BONUS	+2 4 6 6 10	1 Wo-weapon righting renary for wich				
5			6 Improved Two-weapon Fighting Second attack with your off-hand weapon Two-weapon Defence +1 shield bonus to AC for using two weapons (+2 if fighting defensively)				
10	10		10 Greater Two-weapon Fighting Third attack with your off-hand weapon  Two-weapon Rend If you hit with both weapons, do an extra 1d10 + (STR × 1½) damage				
15		14 18 Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.  HUNTER'S BOND					
20 □-□							
×	FAVOURED TERRA	INS	Level				
Level	VOURED TERRAIN BON			ANIMAL COMPANION			
3			SHARE FAVOURED ENEMY DURATION Misc	Name			
8			- WIS	Creature type			
13			rds = <b>W13</b> + ( <b>WIS</b> minimum 1)				
18		<u> </u>	As a move action, share half your Favoured Enemy	Ranger - 3 = Druid			
WILD EMPAT	WILD EMPATHY HY Range		PREPARED SPELLS				
BONUS	Level						
	= CHA +	+		1 000			
Use in place of D	Diplomacy to improve the att	itude of an animal					
*	TRACK						
	Ranger Level	Survival Bonus		2			
Track	= (÷2)	+					
×	SPELLS	,					
Level 4	Ranger 5 _ Caster			3			
Spell	Spell Spells Base		s				
Save DC	per day Spe						
	1			4			
	3						
	3	9999					

4 Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS + Caster Level

•	WANDS P					
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