	AMMI D GGOIIM	Ranger Level	•	COMBAT STYLE	<i>y</i> 1
В	BATTLE SCOUT	Level .			
	(RANGER)	Bonus +	Ranger		
*	FAVOURED ENEMI	IES .	Level	<u></u>	
Level	<b>■ FAVOURED ENEMY BONUS</b>				
_1			6	<u> </u>	
20					
*	FAVOURED TERRA		10	<u> </u>	
Level	FAVOURED TERRAIN BON	US +2 4 6 8	14 18	Ranger bonus feats can be taken without the normal pre-requisites,	
8			\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	but only apply when not wearing heavy armour.  HUNTER'S BOND	<b>,</b>
13			Level	SHARE FAVOURED ENEMY	
18			4	DURATION Misc	
Level	Round			rds (wis minimum 1)	
3			As a mo	ove action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft  PREPARED SPELLS	<b>1</b>
ADVANTAGEOUS TERRAIN	Round Allies gain +2 bonus Percept  2 Survival checks in the area				,
	Round Not hampered by difficult ter Take 10 on Climb and Swim,				
	BONUS Ranger				
ragi	DURATION Level	Bonus applies in a 60 ft radius area			
/AN	mins =	centred on yourself			
ADV	Level <b>PERFECT ADVANTAGE 20</b> Gain the above bonuses in just	st one round			
Level	INFILTRATION				
10	Once a day, pick an extra favoured te	rrain for one hour.			
``	WILD EMPATHY				
BONU	DEMPATHY Ranger Level	Misc			
	= CHA +	+		4	
Use in	place of Diplomacy to improve the atti	tude of an animal			
TRACK			SUPERIOR TACTICS  Once per day, rearrange your party's initiatives after they've been rolled		
	Ranger Level	Survival Bonus	Level <b>15</b>	Initiative bonus for yourself and allies within	
Track	= ( ÷ 2)	+	~	an area you've already scouted out	
``	SPELLS				
Level		= Caster Level	}		
	Spell Spells = Bas ave DC per day Spel	e Bonus Spells			
38	per day Spel				
	2				
	3				
	4				
Spel	II Save DC = 10 + WIS + Spell Level		*	SCROLLS POTIONS	#
Conce	entration = WIS	Caster			
-	- 1110	Level			
``	WANDS	x 1			
	E E E E				
	CHARGES				
	CHARGES				
	<u> </u>				
	s				
	CHARGES				