| D.1.1.677 | Ranger Level | COMBAT STYLE | | | | |
|---|--|--------------|--|---------------|--------------------|---|
| RANGER | Level Bonus | Ranger | P | | | |
| FAVOURED ENEM | IES | Level | | | | |
| Stufe FAVOURED ENEMY BONUS | | 2 | T | | | |
| 1 | | 6 | <u> </u> | | | |
| 5 | _ | | | | | |
| 10 | | 10 | | | | |
| 15 | <u> </u> | | Ranger bonus feats can be taken without the but only apply when not wearing heavy armo | | | |
| 20 | | × | , | ER'S BOND | | × |
| FAVOURED TERRA | | Stufe | ☐ SHARE FAVOURED ENEMY | □ TIERGEF | ÄHRTE | |
| Stufe O FAVOURED TERRAIN BON | NUS +2 4 6 8 | 4 CHADE | FAVOURED ENEMY | Name | | |
| 8 | | DURAT | | Name | | |
| 13 | | | Runden WE + | Creature type | | |
| 18 | | As a mov | (WIS minimum 1) re action, share half your Favoured Enemy |) | Ranger - 3 = Druid | |
| WILD EMPATH | | | ainst a single target with all allies within 30 f | | Level 3 - Level | |
| WILD EMPATHY Range | r | X | VORBEREI | TETE ZAUBER | | * |
| BONUS Level | 50listiges | | | | | |
| Use in place of Diplomacy to improve the atti | itude of an animal | | | 1 000 | | |
| TRACK | # (| | | | | |
| Ranger Level | Survival Bonus | | | 2 000 | | |
| Spuren suchen = (÷ 2) | + | | | | | |
| ZAUBER | , · | | | | | |
| Stufe Ranger _ 3 | _ Zauber- | | | 3 000 | | |
| 4 Level | Stule | | | | | |
| Zauber Zauber = Grui Rettungs SG pro Tag = zau | nd- + Bonus Spells ber WIS | | | | | |
| 1 | | | | 4 000 | | |
| 2 | | | | | | |
| 3 | | ~ | | | | |
| Zauber Rettungs SG = 10 + WE + Zaubergra | | | | | | |
| Konzentration = WE | Zaubar | | | | | |
| | | | | | | |
| | | | | | | |
| ZAUBERSTÄBE | <u>, </u> | , | | | | |
| z | | 1 | SCHRIFTROLLEN | | TRÄNKE | |
| Habun Gen | | * | SCHRIF I ROLLEN | | IKANKE | |
| | | | | | | |
| -YOUNGEN | | | | | | |
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| 5 # □□[| | | | | | |
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| TYPE | | | | | | |