FALCOMED	Ranger Level	1 1	×	COMBAT STYLE		
FALCONER	Level	+				
(RANGER)	Bonus	Τ	Ranger Level			
FAVOURED ENEMIES				T		
Level FAVOURED ENEMY BONUS		6 8 10				
1	-		10			
5	-		14			
10		0-0	18			
15		-		Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.		
20			HUNTER'S BOND			
FAVOURED TERRAINS			Level	evel FEATHERED COMPANION Level Full hit points Ranger _ 2 - Druid		
Level O FAVOURED TERRAIN BON		4 6 8	1 Name	With half hit points Level 3 - Level Level		
3						
8	<u> </u>		Bird of p	rey type		
13		-00		Roam DC 15		
18				The bird roams and forages on its own, and returns at a set time. Distract DC 20 The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.		
TRACK Ranger	TRACK Ranger Survival					
Level	Bon		Level	Swooping Charge DC 20 The bird flies to a high vantage point, then next round makes a charge attack. If successful, this deals		
Track = (÷ 2) +			6	2d4 damage from a bite, with a ×4 critical modifier, and the target is staggered for a round.		
SPELLS			``	PREPARED SPELLS		
Level Ranger - 3 = Caster Level						
Spell Spells _ Bas	e + Bonus Spells Is WIS		1			
Save DC per day Spel						
1						
2	_			2		
3						
Spell Save DC = 10 + WIS + Spell Level						
		Caster		3		
Concentration = WIS	+	Level				
				4		
WANDS						

CHANGES # CO	SCROLLS	POTIONS
CHARGES # CO		
CHAPSES # 0000000000000000000000000000000000		
H # 600000000000000000000000000000000000		
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