DEEP WALKER Ranger Level			COMBAT STYLE			
		Level				
(1	RANGER)	Bonus +	Ranger Level			
	AVOURED ENEMI		2	Ţ		
Level FAVO	URED ENEMY BONUS	+2 4 6 8 10				
		_	6			
5						
10			10			
15			18	Ranger bonus feats can be taken without the but only apply when not wearing heavy armou		al pre-requisites,
20 □─□			HUNTER'S BOND			
	DEEP KNOWLED	GE -	Level	☐ SHARE FAVOURED ENEMY		□ ANIMAL COMPANION
Level 3 +2			4	E FAVOURED ENEMY	75	Name
	Bonus to Initiative, Knowle Perception, Stealth and Sur		DURA			ivanie
13 +8	while underground			rds = WIS +		Creature type
18 +11				(WIS minimum 1)		David David
× _	WILD EMPATHY	7		ove action, share half your Favoured Enemy Igainst a single target with all allies within 30 f	t	Ranger - 3 = Druid Level
WILD EMPATH	Y Ranger		`*	PREPAR	RED	SPELLS
BONUS	Level	Misc				
	= CHA +	+			1	
Use in place of Dip	plomacy to improve the atti					000
	TRACK Ranger	Survival				
	Level	Bonus			2	
Track	= (÷ 2)	+				
``	SPELLS					
Level 4	Ranger Level - 3 =	= Caster Level			3	
Spell	Spells = Bas	e Bonus Spells				
Save DC	per day Spel					
	2				4	
	3					
	4					
Spell Save DC =	= 10 + WIS + Spell Level					
Concentration	= WIS	+ Caster				
	ROCK HOPPER	Level				
Level	Ropus to Acrobatio	s and Climb checks				
7 +3	while underground					
	fficult terrain while underg WALKER CAMOU					
	Ith to hide underground, eve				- 1	
	ient doesn't provide cover		*	SCROLLS		POTIONS
	NE WITH THE STO					
Level Use Stea 17 being obs	Ilth to hide underground, eve served	en when				
×	WANDS	*				
	CHARGES #					
	¥ 000					
	8					
	CHARGES					
	5 1111					
	S					
	CHARGES					