10	A TOTAL E COOLITE	Ranger Level	`*	COMBAT STYLE	
В	BATTLE SCOUT	1			
	(RANGER)	Bonus +	Ranger	<u></u>	
×	FAVOURED ENEM	IES	Level <b>2</b>		
Level	<b>▼ FAVOURED ENEMY BONUS</b>				
1			6		
20		<u> </u>			
*	FAVOURED TERRA		10		
Level	FAVOURED TERRAIN BON	TUS +2 4 6 8	14 18	Ranger bonus feats can be taken without the normal pre-requisites,	
8			10	but only apply when not wearing heavy armor.  HUNTER'S BOND	
13			Level	SHARE FAVOURED ENEMY	
18			4	DURATION Misc	
Level	Round Allies gain +2 honus to Initia	tive in the erec	As a mor	rds (wis minimum 1)  ve action, share half your Favored Enemy bonus against a single target with all allies within 30 ft	
3	Allies gain +2 bonus to Initiative in the area		AS a IIIO	PREPARED SPELLS	
ADVANTAGEOUS TERRAIN	Round Allies gain +2 bonus Percepti  2 Survival checks in the area	ion, Stealth and			
	Round Not hampered by difficult ter	rain:		1 000	
	3 Take 10 on Climb and Swim,				
	BONUS Ranger DURATION Level	Bonus applies in a 60 ft radius area centered on yourself			
	. –				
	IIIIIIS				
	Level PERFECT ADVANTAGE  20 Gain the above bonuses in ju				
Level	INFILTRATION				
10	Once a day, pick an extra favored terr			<b>,</b>	
WILD EMPATHY WILD EMPATHY Ranger					
BONU		Misc		<u> </u>	
	= CHA +	+		т	
Use in	place of Diplomacy to improve the atti	tude of an animal		SUPERIOR TACTICS	
TRACK			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	
<b>X</b>	SPELLS	*			
Level		Caster Level			
-	Spell Spells Bas	se . Bonus Spells			
Sa	ave DC per day Spel	lls WIS			
	1				
	2				
	3				
Spel	I Save DC = 10 + WIS + Spell Level		``	SCROLLS POTIONS	
		Caster			
Conce	entration = WIS	Level			
<u>,                                     </u>	WANDS				
	———WANDS				
	CHARGES				
_					
	□□□ # Rees				
	HARBES				
	CHARGES				