





















Уровень  
Рейнджера

Level  
Bonus

уровень	БОНУС ДЛЯ ИЗБРАННЫХ ВРАГОВ	+2	4	6	8	10
1						
5						
10						
15						
20						

уровень	○ FAVOURED TERRAIN BONUS	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

Бонус Дикого сопереживания **BONUS**      Уровень Рейнджера      Прочее

= **CHA** +      +      \_\_\_\_\_

Use in place of Diplomacy to improve the attitude of an animal

	Уровень Рейнджера	Бонус Выживания
Выслеживание	<input type="text"/>	$( \div 2 ) +$

Уровень <b>4</b>	Уровень Рейнджера	<b>-3</b> = Уровень Заклинателя	
КС спасброска	Заклинаний в день	Базовых заклинаний	Бонусные заклятия WIS
	<b>1</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>2</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>3</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>4</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

КС спаса заклинания = 10 + WIS + Уровень заклятия

$$\text{КС спаса заклинания} = 10 + \text{WIS} + \text{Уровень заклѣтия}$$

Концентрация  = **WIS** + Уровень Заклинателя

Уровень Рейнджера	Feat	Description
2	<input type="checkbox"/> <b>Far Shot</b>	Attack penalty per range increment decreases from -2 to -1
	<input type="checkbox"/> <b>Point Blank Shot</b>	+1 to attack and damage within first range increment
	<input type="checkbox"/> <b>Rapid Shot</b>	When making a full-round attack, get one additional attack in return for a -2 penalty
	<input type="checkbox"/> <b>Precise Shot</b>	Attack into melee without the -4 penalty
6	<input type="checkbox"/> <b>Improved Precise Shot</b>	Ignore the penalties for partial cover or partial concealment
	<input type="checkbox"/> <b>Manyshot</b>	When making a full-round attack, your first attack has two arrows
10	<input type="checkbox"/> <b>Pinpoint Targeting</b>	Make a single attack that bypasses shields, armour and natural armour
	<input type="checkbox"/> <b>Shot on the Run</b>	Attack at any point during your move
14 18	Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.	

Уровень <span style="float: right;">4</span> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; width: 30px; height: 30px; margin-bottom: 5px;"></div> <div> <b>SHARE FAVOURED ENEMY</b>  <b>SHARE FAVOURED ENEMY</b>            DURATION  <div style="border: 1px solid black; width: 100px; height: 40px; display: flex; align-items: center; justify-content: center; margin-top: 5px;">             rds           </div>           = <span style="color: #800080; font-weight: bold;">WIS</span> + _____  <div style="text-align: right; margin-top: 5px;">(WIS minimum 1)</div> </div> <div style="width: 30%; text-align: center;">           Прочее            _____            _____            _____         </div> </div> <p>As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft</p>	<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; width: 30px; height: 30px; margin-bottom: 5px;"></div> <div>Животное компаньён</div> </div> <div style="border-top: 1px solid black; padding-top: 5px;">         Имя          _____          _____          _____          Creature type          _____          _____  <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> <div>           Уровень Рейнджера - 3         </div> <div>           Уровень Друида <span style="border: 1px solid black; width: 40px; height: 30px; display: inline-block; vertical-align: middle;"></span> </div> </div> </div>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>4</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Figure 1 displays five horizontal bar charts, each representing the distribution of the number of children in families across different regions of the Republic of Dagestan. The y-axis for each chart is labeled 'ЗАРЯДОВ' (ZARJADOV) and the x-axis is labeled '#'. The bars represent the number of children in families, with the length of the bar indicating the count. The distribution is as follows:

- Chart 1: 3 children (1 bar), 2 children (1 bar), 1 child (1 bar), 0 children (1 bar).
- Chart 2: 3 children (1 bar), 2 children (1 bar), 1 child (1 bar), 0 children (1 bar).
- Chart 3: 3 children (1 bar), 2 children (1 bar), 1 child (1 bar), 0 children (1 bar).
- Chart 4: 3 children (1 bar), 2 children (1 bar), 1 child (1 bar), 0 children (1 bar).
- Chart 5: 3 children (1 bar), 2 children (1 bar), 1 child (1 bar), 0 children (1 bar).

[illegible]

## ЗЕЛЯ