RANGER		Kanger		*	COMB	AT STYLE	#
		Level			ARCHERY		
		Level Bonus	+	Ranger	☐ Far Shot Attack penalty per range increm		
FAVOURED ENEMIES					Point Blank Shot +1 to attack and dama Rapid Shot When making a full-round at	ige within first range increment ttack, get one additional attack in return for a -2 penal	tv
Level	<b>■ FAVOURED ENEMY BONUS</b>	+2 4 6			Precise Shot Attack into melee without	the -4 penalty	
5			]———	6	Improved Precise Shot   Ignore the penalt   Manyshot   When making a full-round att	· · · · · · · · · · · · · · · · · · ·	
10			]—[]	10	Pinpoint Targeting Make a single attack Shot on the Run Attack at any point duri	that bypasses shields, armour and natural armour	
15				14 18	Ranger bonus feats can be taken without the	normal pre-requisites,	
20			but only apply when not wearing heavy armour.  HUNTER'S BOND				
×	FAVOURED TERRA		# (	Level	☐ SHARE FAVOURED ENEMY	□ ANIMAL COMPANION	,
Level	O FAVOURED TERRAIN BON		4 6 8	4 SHARE	FAVOURED ENEMY	Name	_
8				DURA	TION Misc		
13			]0		rds = W1S + (wis minimum 1)	Creature type	
18					/e action, share half your Favoured Enemy gainst a single target with all allies within 30 ft	Ranger _ 2 = Druid	
Бонус Л	WILD EMPATHY  Дикого сопереживания Ranger		#	bollus a		RED SPELLS	, i
BONU	S Level	М	isc				
	= CHA +	. +				1	
Use in	place of Diplomacy to improve the attit TRACK	ude of an a	nimal				
	Ranger		Survival				
Total	Level	÷ 2 ) +	Bonus			2	
Track	SPELLS	· 2 ) ·					
Level	Ranger - 3 =	Caster				3 000	
	Level	Level L	ые закляти				
	Spell Spells = Base ve DC per day = Spell	ls Tonychi	WIS				
	1	_ 7	777			4 000	
	2						
	3 4			~			
Spell	Save DC = 10 + WIS + Spell Level	_					
Conce	entration = WIS	+	Caster Level				
~			Level				
7.	WANDS						
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