CRANGER   Devot	RFAST I	MASTER	Ranger Level	•	COMBAT STYLE
EAVOURED ENEMIES  Level # FAVOURED ENEMY BONUS -7				Ranger	or 🗆
Level   Sages   Sage	FAV	OURED ENEMI		Level	
5   10   1-C   10   14   15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   15	Level <b>FAVOURE</b>		+2 4 6 8 10	2	
10  15  15  16  17  18  18  18  18  18  18  18  18  18			-	6	
## PREPARED SPELLS  SPELLS  SPELLS  SPELLS  SPELLS  SPELLS  Spell Speld			_		
## Annual Companion Name   Secretary   Sec					
ANIMAL COMPANIONS  PAVOURED TERRAINS    Companion Name   Creature type   Level			_		Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.
Level O FAVOURED TERRAIN BONUS 2 4 6 8 3  Self-O-C Self-O		NIDED TEDDA			
3  8  OFFICIAL Spell Save DC 10 + WIS + Spell Level  WANDS  Companion Name  Creature type  Corepanion Name  Creature type  Levels  3  3  3  4  PREPARED SPELIS  FOR Several Core  Several Core  Spell Spel	O EAVOUR				Ranger ( - 3 until Level   - 3 level 12 ) = Effective
18  WILD EMPATHY  EMPATHA COM A NATUREZA Rangey BIONUS  CHA + +  Use in place of Diplomery to improve the attitude of an animal Level Bionus  TRACK  Ranger Bonus  Track = ( ÷ 2 ) +  SPELLS  SPELLS  SPELLS  Spell Save DC per day Spell save DC = 10 + WIS + Spell Level  Concentration = WIS + Caster  Concentr					
3  WILD EMPATHY EMPATIA COM ANATUREZA Ranger BONUS  = CHA +  Use in place of Diplomary to improve the attitude of an animal  TRACK  Ranger Level Bonus  Track = ( + 2 ) +  SPELIS  SPELIS  Spell Save DC pper day Spells was Spells are DC = 10 + WIS + Spell Level  Spell Save DC = 10 + WIS + Spell Level  WANDS  SCROLLS  POTIONS  SCROLLS  POTIONS	8				
WILD EMPATHY EMPATIA COM A NATUREZA Ranger BONUS  = CHA +	13			2	
EMPATIA COM A NATUREZA Ranger EDNUS				<u>5</u>	
BONUS    Evel   Holes of Diplomacy to improve the attitude of an animal					
Use in place of Diplomacy to improve the attitude of an animal  TRACK  Ranger Survival Bonus  Level + 2 +	BÔNUS	Level			
TRACK  Ranger Survival Bonus  Track = ( ÷ 2 ) +  SPELLS  Level Level Level - 3 = Caster Level  Spell Save DC Spells Bonus Spells Sysells Waljas Bonus Save DC Spells Spells - Spells Sysells Waljas Bonus Save DC Spell Sysells - Caster Level  Concentration = WIS + Caster Level  WANDS  WANDS  SCROLLS  POTIONS			+		
Ranger Survival Bonus  Track = ( ÷ 2 ) +  SPELLS  Level A Ranger 3 = Caster 4  Spell Spells Base + Magias Bonus per day Spells -	Use in place of Diploma				
Track = ( ÷ 2 ) +		Ranger			<del>_</del>
SPELLS  Level A Ranger - 3 = Caster Level  Spell Spell Spell Spell Spell Spell Wis Spell Save DC - 10 + Wis + Spell Level  Concentration = WIS + Caster Level  WANDS  SCROLLS POTIONS	Track =	,			
Level 4 Ranger 4 Level 3 Ecvel 5 Spell Save DC Spell Spell Spells Save DC Spell Spel	Naok	*			
Spell Spells Base Magias Bonus Wish Spell Level  1		Ranger	Caster		
Spell Save DC = 10 + WIS + Spell Level  Concentration = WIS + Caster Level  SCROLLS  POTIONS  SCROLLS  POTIONS		Level	Level		
2 3 4 Spell Save DC = 10 + WIS + Spell Level  Concentration = WIS + Caster Level  SCROLLS  POTIONS  SSROLLS  POTIONS		per day Spel			3 🔠
Spell Save DC = 10 + WIS + Spell Level  Concentration = WIS + Caster Level  SCROLLS  POTIONS  SCROLLS  POTIONS					
Spell Save DC = 10 + WIS + Spell Level  Concentration = WIS + Caster Level  WANDS  SCROLLS  POTIONS  SSROLLS  POTIONS					
Spell Save DC = 10 + WIS + Spell Level  Concentration					
WANDS  SCROLLS  POTIONS  SOME STATE OF THE POTIO	Spell Save DC = 10 +	WIS + Spell Level			
SCROLLS POTIONS  SEROLLS  SOME HOLD	Concentration	= WIS			
SCROLLS POTIONS  SEROLLS  SOME HOLD					
# # # # # # # # # # # # # # # # # # #	×	WANDS	* (		
CHARGES  CHA		CHARGES		×	SCROLLS POTIONS
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