EALCONED	Level	*	COMBA	T §	STYLE		# (
FALCONER	Level +						
(RANGER)	Bonus	Ranger Level					
FAVOURED ENEMI		2					
Level FAVOURED ENEMY BONUS 1	+2 4 6 8 10		<u> </u>				
		10	<u> </u>				
5		14	T ————————————————————————————————————				
10		18					
15			Ranger bonus feats can be taken without the no but only apply when not wearing heavy armour.		al pre-requisite	S,	
20		×	HUNTER	۲'S	BOND		#
FAVOURED TERRAL		Level	FEATHERED COMPANION With half hit points Level	Fu	II hit points	Ranger - 3 = Druid	
Level O FAVOURED TERRAIN BON	US +2 4 6 8	Name	With half hit points 4			Level 5 - Level	
8		<u> </u>					
13		Bird of p	теу туре				
18			Roam DC 15		at a c=t.t*		
TRACK			The bird roams and forages on its own, and retu Distract DC 20				
Ranger Level	Survival Bonus		The bird flutters distractingly around an enemy. Swooping Charge DC 20	On	a successful a	ttack, the enemy is shaken.	
		Level 6	The bird flies to a high vantage point, then next 2d4 damage from a bite, with a ×4 critical modif				ıls
SPELLS		'a	PREPARE			is staggered for a found.	
Level Ranger - 3 -							
4 Level 3	Level			1			
Spell Spells = Bas Save DC per day = Spel		19 🗆 🗆]				
1							
2				2			
3							
4							
Spell Save DC = 10 + WIS + Spell Level	■ Caster			3			
Concentration = WIS	+ Level						
				4			
WANDS	*	ı					
		×	SCROLLS		<u> </u>	POTIONS	
CHARGES							
₹ □□□□							
,							
H DDC							