T	ATTI E COOLIT	Ranger Level	*	COMBAT STYLE	
В	BATTLE SCOUT	1 2			
	(RANGER)	Bonus +	Ranger		
*	FAVOURED ENEMI	ES .	Level 2		
Level	▼ FAVOURED ENEMY BONUS	+2 4			
1			6		
20					
*	FAVOURED TERRA		10		
Level	O FAVOURED TERRAIN BON	US +2 4 6 8	14 18	Ranger bonus feats can be taken without the normal pre-requisites,	
8				but only apply when not wearing heavy armour.	
			Level	HUNTER'S BOND SHARE FAVOURED ENEMY	
13			4	DURATION Misc	
18				rds = WIS + (WIS minimum 1)	
Level	Round 3 Allies gain +2 bonus to Initiative in the area		As a mo	ove action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft	
ADVANTAGEOUS TERRAIN	Round Allies gain +2 bonus Perception, Stealth and Survival checks in the area			PREPARED SPELLS	
	Round Not hampered by difficult terrain; Take 10 on Climb and Swim, even in a hurry			1	
	DOMINE	even in a namy			
AGE(DURATION Ranger Level	Bonus applies in a			
INT	mins =	60 ft radius area centred on yourself		2	
ADV.	Level PERFECT ADVANTAGE				
	20 Gain the above bonuses in just	st one round			
Level 10	INFILTRATION Once a day, pick an extra favoured ter	rain for one hour.		3	
×	WILD EMPATHY				
WILD	DEMPATHY Ranger US Level	Misc			
DONG	= CHA +	+		4	
Use in	place of Diplomacy to improve the attit	ude of an animal			
TRACK			SUPERIOR TACTICS		
	Ranger	Survival	Level	Once per day, rearrange your party's initiatives after they've been rolled Initiative bonus for yourself and allies within	
Track	Level ÷ 2)	Bonus	15	an area you've already scouted out	
Hack	SPELLS	·			
Level		. Caster			
4	Ranger Level - 3 =	Level			
	Spell Spells = Bas ave DC per day = Spel	e + Bonus Spells Is WIS			
	1	9999			
	2				
	3				
	4		×	SCROLLS POTIONS	
Spel	Save DC = 10 + WIS + Spell Level			SCROLLS , C. FOIIONS	
Conce	entration = WIS	+ Caster Level			
~					
*	WANDS	*			
	CHARGES				
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