Ranger COMBAT STYLE Level **RANGER ARCHERY** Level ☐ Far Shot Attack penalty per range increment decreases from -2 to -1 Bonus Ranger Point Blank Shot +1 to attack and damage within first range increment **FAVOURED ENEMIES** Rapid Shot When making a full-round attack, get one additional attack in return for a -2 penalty 2. **■ FAVOURED ENEMY BONUS** +2 4 6 8 10 Precise Shot Attack into melee without the -4 penalty Level 1 Improved Precise Shot Ignore the penalties for partial cover or partial concealment 6 Manyshot When making a full-round attack, your first attack has two arrows 5 Pinpoint Targeting Make a single attack that bypasses shields, armour and natural armour 10 10 ☐ Shot on the Run Attack at any point during your move 14 15 Ranger bonus feats can be taken without the normal pre-requisites, 18 but only apply when not wearing heavy armour. 20 **HUNTER'S BOND FAVOURED TERRAINS** Level □ ANIMAL COMPANION □ SHARE FAVOURED ENEMY O FAVOURED TERRAIN BONUS +2 4 6 8 4 Level 3 SHARE FAVOURED ENEMY Name DURATION Misc 8 = WIS + Creature type rds 13 (WIS minimum 1) 18 Ranger Druid As a move action, share half your Favoured Enemy - 3 = bonus against a single target with all allies within 30 ft Level Level WILD EMPATHY PREPARED SPELLS WILD EMPATHY Ranger Level Misc = CHA + 1 Use in place of Diplomacy to improve the attitude of an animal **TRACK** Survival Ranger Level Bonus ÷2)+ Track **SPELLS** Level Ranger Caster - 3 = 4 Level Level Spell Spells Bonus Spells Base Spells Save DC per day WIS 2 3 4 Spell Save DC = 10 + WIS + Spell Level

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