DEEP WALKER Ranger Level	COMBA	COMBAT STYLE	
Lovel			
(RANGER)	Ranger Level		
FAVOURED ENEMIES	2 🗆		
Level <b>FAVOURED ENEMY BONUS</b> +2 4 6			
	6 1		
,			
10	10		
15	Ranger bonus feats can be taken without the no but only apply when not wearing heavy armour.	rmal pre-requisites,	
20		HUNTER'S BOND	
DEEP KNOWLEDGE Level	Level SHARE FAVOURED ENEMY	☐ ANIMAL COMPANION	
3 +2	SHARE FAVOURED ENEMY	Name	
8 +5 Bonus to Initiative, Knowledge (dungeon Perception, Stealth and Survival checks	DURATION Misc	Thanks	
13 +8 while underground	rds = WIS +	Creature type	
18 +11	(WIS minimum 1)	Pangar Druid	
WILD EMPATHY	As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft	Ranger - 3 = Druid Level	
EMPATIA COM A NATUREZA Ranger		ED SPELLS	
BÔNUS Level Mis			
= CHA + +		1	
Use in place of Diplomacy to improve the attitude of an ani  TRACK	mal		
Ranger Survival			
Level Bonus		2	
Track = (			
SPELLS			
Level Ranger - 3 = Caster Level Level		3	
Spell Spells = Base + Magias	Bônus IS		
po. day opono			
	,	4	
Spell Save DC = 10 + WIS + Spell Level			
Concentration = WIS +	Caster Level		
ROCK HOPPER	Level		
Level Bonus to Acrobatics and Climb of	hecks		
7 Bonds to Actobates and Climb C while underground			
DEEP WALKER CAMOUFLAGE			
Level Use Stealth to hide underground, even if the	COPOLIC	POTIONS	
12 environment doesn't provide cover	SCROLLS *	POTIONS	
CONE WITH THE STONE  Level Use Stealth to hide underground, even when	*		
Level Use Stealth to hide underground, even when 17 being observed			
WANDS			
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HANGES CHANGES			
5 <b></b>			
CHARGES			