

HORSE LORD

(RANGER)

Ranger Level

Level Bonus

+

FAVOURED ENEMIES

Level	FAVOURED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

FAVOURED TERRAINS

Level	FAVOURED TERRAIN BONUS	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

WILD EMPATHY

WILDE EMPATHIE BONUS

Ranger Level

Misc

=

CHA

+

+

Use in place of Diplomacy to improve the attitude of an animal

TRACK

Ranger Level

Survival Bonus

Track  = (  ÷ 2 ) +

SPELLS

Level	Ranger Level	- 3 =	Caster Level
4			
Spell Save DC	Spells per day	Basis Spreuken	Bonus Spreuken WIS
<div></div>	1	<div></div>	<div>□□□□</div>
<div></div>	2	<div></div>	<div>□□□□</div>
<div></div>	3	<div></div>	<div>□□□□</div>
<div></div>	4	<div></div>	<div>□□□□</div>

Spell Save DC = 10 + WIS + Spell Level

Concentration  = WIS +

Caster Level

WANDS

CHARGES	#	□□□□□□□□
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COMBAT STYLE

MOUNTED COMBAT

Ranger Level	<input type="checkbox"/> Mounted Combat	Once a round, make a Ride check to negate a hit against your mount
	<input type="checkbox"/> Mounted Archery	Half the penalty for firing while moving: -2 and -4 rather than -4 and -8
2	<input type="checkbox"/> Ride-By Attack	Continue moving after a charge, up to double your move speed
	<input type="checkbox"/> Trick Riding	Ignore Ride checks of DC 15; no penalty for riding bareback; use Mounted Combat twice
6	<input type="checkbox"/> Mounted Shield	Add your shield bonus to mount's AC, and to Mounted Combat
	<input type="checkbox"/> Spirited Charge	Double melee damage when charging (triple with a lance)
10	<input type="checkbox"/> Mounted Skirmisher	Move and make a full-round set of attacks
14	<input type="checkbox"/> Unseat	Charge with a lance and bull rush to knock opponent down
18	Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.	

MOUNTED BOND

Name

Creature type

Ranger Level ( - 3 until level 12 ) = Effective Druid Level

TEMPORARY HIT POINTS

Ranger Level

Misc

hp =  +

PREPARED SPELLS

□□□		□□□
□□□	1	□□□
□□□		□□□
□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
□□□		□□□
□□□		□□□
□□□	4	□□□
□□□		□□□

SCROLLS

POTIONS