

HORSE LORD
(RANGER)

Ranger Level
Level Bonus

FAVOURED ENEMIES

Table with 2 columns: Level, FAVOURED ENEMY BONUS (+2, 4, 6, 8, 10)

Bonus to attack, damage and selected skills against this enemy

FAVOURED TERRAINS

Table with 2 columns: Level, FAVOURED TERRAIN BONUS (+2, 4, 6, 8)

Bonus to Initiative and selected skills when in this terrain

WILD EMPATHY

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

SPELLS

Table with 5 columns: Level, Spell Save DC, Spells per day, Basis Spreuken, Bonus Spreuken WIJS

Spell Save DC = 10 + WIS + Spell Level

COMBAT STYLE

MOUNTED COMBAT

Table with 2 columns: Ranger Level, Combat Style (Mounted Combat, Mounted Archery, Ride-By Attack, Trick Riding, Mounted Shield, Spirited Charge, Mounted Skirmisher, Unseat)

MOUNTED BOND

Name

Creature type

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

TEMPORARY HIT POINTS

hp = Ranger Level + Misc

PREPARED SPELLS

Table with 2 columns: Spell Slot, Spell Name

WANDS

Table with 2 columns: WAND, CHARGES

SCROLLS

Table with 2 columns: SCROLL, CHARGES

POTIONS

Table with 2 columns: POTION, CHARGES