	Ranger	CO	OMBAT STYLE	
HORSE LORD	Level	MOUNTED COMBAT		
(RANGER)	Level Bonus	Ranger		
FAVORED ENEMI	ES 📕		or firing while moving: -2 and -4 rather than -4 and -8 ter a charge, up to double your move speed	
Level ▼ FAVORED ENEMY BONUS	+2 4 6 8 10	Trick RidingIgnore Ride checks of DC15; no penalty for riding bareback; use Mounted Combat twice		
1	■ -0-0-0-0	6 Mounted ShieldAdd your shield bonus to mount's AC, and to Mounted Combat		
5		Spirited ChargeDouble melee damage when charging (triple with a lance)		
10		Mounted SkirmisherMove and make a full-round set of attacks UnseatCharge with a lance and bull rush to knock opponent down		
15		Ranger bonus feats can be taken without the normal pre-requisites,		
20		but only apply when not wearing neavy armor.		
FAVORED TERRAINS Name				
Level O FAVORED TERRAIN BONU				
3		Creature type		
8			Ranger (_ 2 until) _ Effective	
13			Ranger (- 3 until Level (- 3 level 12) = Effective Druid Level	
18		TEMPORARY HIT POINTS Ranger Level Misc		
WILD EMPATHY	Z ×			
WILD EMPATHY Ranger BONUS Level	Misc			
= CHA +	+		EPARED SPELLS	
Use in place of Diplomacy to improve the atti	tude of an animal			
TRACK	x (_ ^	
Ranger Level	Survival Bonus			
Track = (÷ 2)	+			
· · · · · · · · · · · · · · · · · · ·	-		2	
Level D. C. I.				
4 Level - 3	Level			
Spell Spells = Bas Save DC per day Spe	se + Bonus Spells Ils WIS		3	
1				
2				
3			4	
4				
Spell Save DC = 10 + WIS + Spell Level				
Concentration = WIS	+ Caster Level			
	Level			
WANDS				
CHARGES		SCROLLS	POTIONS	

HAA868	SCROLLS	POTIONS
CHANGES # 00000000000000000000000000000000000		
# 000 000 000		
# # GOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO		
044 # 000 000 000 000 000 000 000 000 00		