	Ranger Level + Bonus +	COMBAT STYLE			
HORSE LORD (RANGER)  FAVORED ENEMI			MOUNTED COMBAT		
		Ranger Level	Level Mounted ArcheryHalf the penalty for firing while moving: -2 and -4 rather than -4 and -8		
Level <b>FAVORED ENEMY BONUS</b> 1	+2 4 6 8 10	2 Ride-By AttackContinue moving after a charge, up to double your move speed  Trick RidingIgnore Ride checks of DC15; no penalty for riding bareback; use Mounted Combat twice			
5		6	Mounted ShieldAdd your shield bonus to mount's AC, and to Mounted Combat Spirited ChargeDouble melee damage when charging (triple with a lance)		
10	<u> </u>	Mounted SkirmisherMove and make a full-round set of attacks UnseatCharge with a lance and bull rush to knock opponent down  Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armor.			
15					
20		MOUNTED BOND			
■ Bonus to attack, damage and selected skills against this enemy  FAVORED TERRAINS					
Level O FAVORED TERRAIN BONG		Creature	e type		
8			Ranger ( - 3 until Level 12 ) = Effective Druid Level		
13			ORARY		
18	0-0	HIT PO	DINTS Ranger Level Misc  hp = +		
O Bonus to Initiative and selected skills when in this terrain					
WILD EMPATHY		<u> </u>	PREPARED SPELLS		
Use in place of Diplomacy to improve the attitude of an animal					
SPELLS			<u> </u>		
Level Ranger - 3 = Caster Level					
Spell Spells Ba					
Save DC per day Spe					
1					
2					
3			3		
Spell Save DC = 10 + WIS + Spell Level					
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