HORSE LORD		Ranger		COMBAT STYLE		
		Level	-1	MOUNTED COMBAT		
	(RANGER)	Level Bonus +	Ranger			
×	FAVORED ENEMI	ES	Level 2	Mounted ArcheryHalf the penalty for firing while moving: -2 and -4 rather than -4 and -8 Ride-By AttackContinue moving after 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			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			10	14. Ranger bonus feats can be taken without the normal pre-requisites,		
15						
20			_	but only apply when not wearing heavy armor. MOUNTED BOND		
■ Bonus to attack, damage and selected skills against this enemy				MOON LED BOND		
``	FAVORED TERRA		1			
Level	FAVORED TERRAIN BONU	JS +2 4 6 8		ure type		
8		0-0-0-0		Ranger (- 3 until Level - 3 level 12) = Effective Druid Level		
13				IPORARY		
18			HIT P	POINTS Ranger Level Misc		
O Bonus to Initiative and selected skills when in this terrain				hp = +		
WILD EMPATHY				PREPARED SPELLS		
Use in place of Diplomacy to improve the attitude of an animal						
SPELLS			1 000	1 000		
Level	Ranger - 3	= Caster Level	7 000			
	Spell Spells Ba	Popus Spalls				
	ve DC per day Spe			2 000		
	1					
	2			000		
	3			3		
	4					
Spell Save DC = 10 + WIS + Spell Level						
				4		

WANDS		
# 0000000000000000000000000000000000000	SCROLLS	POTIONS
# 000 000 000 000 000 000 000 000 000 0		
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