		Ranger	*	COMBAT STYLE
	HORSE LORD	Level		MOUNTED COMBAT
	(RANGER)	Level Bonus +	Ranger	Mounted CombatOnce a round, make a Ride check to negate a hit against your mount
	FAVORED ENEMI	ES .	Level	Mounted ArcheryHalf the penalty for firing while moving: -2 and -4 rather than -4 and -8
Level	<b>■ FAVORED ENEMY BONUS</b>	+2 4 6 8 10	2	Ride-By AttackContinue moving after a charge, up to double your move speed Trick Ridinglanore Ride checks of DC15; no penalty for riding bareback; use Mounted Combat twice
1				Mounted ShieldAdd your shield bonus to mount's AC, and to Mounted Combat
5			6	Spirited ChargeDouble melee damage when charging (triple with a lance)
10			10	Mounted SkirmisherMove and make a full-round set of attacks
15			14	UnseatCharge with a lance and bull rush to knock opponent down  Ranger bonus feats can be taken without the normal pre-requisites,
20			18	but only apply when not wearing heavy armor.
	FAVORED TERRAI			MOUNTED BOND
	O FAVORED TERRAIN BONU		Name	
Level	O INVONED IEMMAN BONG		Creature	е type
8				Ranger / 2 until ) _ Effective
13				Ranger ( - 3 level 12 ) = Effective Druid Level
18			TEMPO HIT PO	ORARY OINTS Ranger Level Misc
_	WILD EMPATHY			hp = +
BONU	DEMPATHY Ranger US Level	Misc		
	= CHA +	+		PREPARED SPELLS
Use in	 place of Diplomacy to improve the attit	tude of an animal		
*	TRACK	*		
	Ranger Level	Survival Bonus		
Track		+		
Hack	· · · · · · · · · · · · · · · · · · ·			<del></del>
Level	SPELLS Ranger 2	_ Caster		
4	Level - 3	Level		
	Spell Spells = Bas ave DC per day Spel			3
	1			
	2			
	3			4
	4			
Spel	II Save DC = 10 + WIS + Spell Level			
Cana	entration = WIS	Caster		
Colle	entration – wis	Level		
*	WANDS	<b>#</b>		
	Si 4 000		` .	SCROLLS POTIONS
	CHARGES			
	CHARGES CHARGES			
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	5 111			

CHARGES #