HODGE LODD	Ranger	COMBAT STYLE					
HORSE LORD	Level	MOUNTED COMBAT					
(RANGER)	Level Bonus +	Ranger	Mounted Combat Once a round, make a Ride check to negate a hit against your mount				
FAVOURED ENEMIES			Mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -8				
Level ■ FAVOURED ENEMY BON		2	Ride-By Attack Continue moving after a charge, up to double your move speed Trick Riding Ignore Ride checks of DC 15; no penalty for riding bareback; use Mounted Combat twi				
1			☐ Mounted Shield Add your shield bonus to mount's AC, and to Mounted Combat				
5		6	Spirited Charge Double melee damage when charging (triple with a lance)				
10	0-0-0	10 Mounted Skirmisher Move and make a full-round set of attacks Unseat Charge with a lance and bull rush to knock opponent down					
15		14	Ranger bonus feats can be taken without the normal pre-requisites,				
20		10	but only apply when not wearing heavy armour.				
■ Bonus to attack, damage and selected skills against this enemy			Name MOUNTED BOND				
FAVOURED TERM		Name					
Level O FAVOURED TERRAIN BONUS +2 4 6 8		Creature type					
3							
8			Ranger (- 3 until Level (- 3 level 12) = Effective Druid Level				
13			TEMPORARY				
18		HIT PO	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				
Level Ranger Caster							
4 Level	Level J Level						
Spell Spells = Save DC per day	Base + Bonus Spells Spells + WIS		2				
1							
2							

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Spell Save DC = 10 + WIS + Spell Level

 WANDS •					
H 000 000 000) x	SCROLLS	7 7	POTIONS	*
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CHARGE ST.					
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