

HORSE LORD
(RANGER)

Ranger Level
Level Bonus

FAVOURED ENEMIES

Table with 2 columns: Level, FAVOURED ENEMY BONUS (+2, 4, 6, 8, 10)

Bonus to attack, damage and selected skills against this enemy

FAVOURED TERRAINS

Table with 2 columns: Level, FAVOURED TERRAIN BONUS (+2, 4, 6, 8)

Bonus to Initiative and selected skills when in this terrain

WILD EMPATHY

Use in place of Diplomacy to improve the attitude of an animal

SPELLS

Table for Spell calculation: Level, Spell Save DC, Spells per day, Base Spells, Bonus Spells WIS

Spell Save DC = 10 + WIS + Spell Level

COMBAT STYLE

MOUNTED COMBAT

Table for Mounted Combat features: Ranger Level, Mounted Combat, Mounted Archery, Ride-By Attack, Trick Riding, Mounted Shield, Spirited Charge, Mounted Skirmisher, Unseat

MOUNTED BOND

Name
Creature type
Ranger Level ( - 3 until level 12 ) = Effective Druid Level

TEMPORARY HIT POINTS

hp = Ranger Level + Misc

PREPARED SPELLS

Table for Prepared Spells with columns for spell slots 1, 2, 3, 4

WANDS

Table for Wands with columns for Charges, #, and grid of charges

SCROLLS

Table for Scrolls with columns for Charges, #, and grid of charges

POTIONS

Table for Potions with columns for Charges, #, and grid of charges