HORSE LORD		Ranger Level	COMBAT STYLE						
		Level .	MOUNTED COMBAT						
(RANGER) Bonus +			Ranger	Mounted Combat Once a round, make a Ri					
FAVOURED ENEMIES				Level					
Level	■ FAVOURED ENEMY BONUS	+2 4 6 8 10	4			enalty for riding bareback; use Mounted Combat twice			
1				Mounted Shield Add your shield bonus to	mou	ınt's AC, and to Mounted Combat			
5			6	Spirited Charge Double melee damage when charging (triple with a lance)					
10	10			Mounted Skirmisher Move and make a full-round set of attacks					
				Unseat Charge with a lance and bull rush					
15	15		Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.						
20	0			MOUNTED BOND					
■ Bonus to attack, damage and selected skills against this enemy				Name					
•	FAVOURED TERRA	INS							
Level	O FAVOURED TERRAIN BON		Creature	type					
3									
8						anger (- 3 until Level (- 3 level 12) = Effective Druid Level			
13			TEMPO	ORARY					
18			HIT PO	DINTS Ranger Level Misc					
O Bonus to Initiative and selected skills when in this terrain				hp =+					
WILD EMPATHY				PREPARE	ED	SPELLS			
Use in place of Diplomacy to improve the attitude of an animal]					
SPELLS				1	1				
Level	Ranger - 3 =	Caster							
4	Level	Level - Level]					
	Spell Spells Basis Bonus Spreuken Spreuken Spreuken WIJS			2					
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Spell Save DC = 10 + WIS + Spell Level

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	H 000000000000000000000000000000000000	X	SCROLLS	7 7	POTIONS	, (
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