Ranger Level		COMBAT STYLE		
HORSE LORD	Level .	MOUNTED COMBAT		
(RANGER)	Bonus +	Ranger Mounted Combat Once a round, make a Ride check to negate a hit against your mount		
FAVOURED ENEM	IES	Level		
Level FAVOURED ENEMY BONUS	S +2 4 6 8 10	Trick Riding Ignore Ride checks of DC 15; no penalty for riding bareback; use Mounted Combat tw		
1		6 Mounted Shield Add your shield bonus to mount's AC, and to Mounted Combat		
5		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 to knock opponent down		
15		Pangay hanus fasts can be taken without the nammal new requisites		
20		but only apply when not wearing heavy armour.		
FAVOURED TERRA		MOUNTED BOND		
Level O FAVOURED TERRAIN BOIL		Name		
3		Creature type		
8				
13		Ranger (-3 until level 12) = Effective Druid Level		
18		TEMPORARY HIT POINTS Ranger Level Misc		
WILD EMPATH	Y			
WILD EMPATHY Range		hp = +		
BONUS Level	+	PREPARED SPELLS		
Use in place of Diplomacy to improve the att				
TRACK	itude of all allillal	1 <u> </u>		
Ranger	Survival			
Level	Bonus			
Track = (÷ 2)	+	2 000		
SPELLS	,			
Level Ranger - 3	= Caster Level			
Spell Spells Ba		3		
	ells WIS			
1				
3		4		
4				
Spell Save DC = 10 + WIS + Spell Level				
	Castor			
Concentration = WIS	+ Level			

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