

HORSE LORD

(RANGER)

Waldläufer-
stufe

Level
Bonus

+

Erzfeinde

Stufe ■ ERZFEIND BONUS

1 +2 4 6 8 10

5

10

penalty for riding bareback

20

Bevorzugtes Gelände

Stufe ○ BEVORZUGTES GELÄNDE BONUS 4 6 8

3

8

13

18

TIEREMPATHIE

TIEREMPATHIE
BONUS Waldläufer-
stufe Sonstiges

CH +

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

TRACK

Waldläufer-
stufe Survival
Bonus

Spuren folgen = (÷ 2) +

ZAUBER

Stufe 4 Waldläufer-
stufe - 3 = Zauber-
stufe

Zauber Rettungs SG		Zauber pro Tag	= Grund- zauber +	Bonus Zauber WIS
	1			
	2			
	3			
	4			

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration = WE + Zauber-
stufe

ZAUBERSTÄBE

LADUNGEN #

LADUNGEN #

LADUNGEN #

LADUNGEN #

LADUNGEN #

COMBAT STYLE

MOUNTED COMBAT

- Waldläufer-
stufe
- ☐ Mounted Combat Once a round, make a Ride check to negate a hit against your mount
 - ☐ Mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -8
 - ☐ 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 twice
- 2
- ☐ Mounted Shield Add your shield bonus to mount's AC, and to Mounted Combat
 - ☐ Spirited Charge Double melee damage when charging (triple with a lance)
- 6
- ☐ Mounted Skirmisher Move and make a full-round set of attacks
 - ☐ Unseat Charge with a lance and bull rush to knock opponent down
- 10
- 14
- 18
- Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.

MOUNTED BOND

Name

Creature type

Waldläufer-
stufe (- 3 until
level 12) = Effective
Druid Level

TEMPORARY
HIT POINTS

Ranger Level Sonstiges

TP = +

VORBEREITETE ZAUBER

	1	
	2	
	3	
	4	

SCHRIFTROLLEN

TRÄNKE