HORSE LORD

(RANGER)

Ranger Level

Level Bonus +

FAVOURED ENEMIES

Level	FAVOURED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

FAVOURED TERRAINS

Level	FAVOURED TERRAIN BONUS	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

WILD EMPATHY

WILD EMPATHY BONUS = CHA + Ranger Level + Misc

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

TRACK

Track = (Ranger Level ÷ 2) + Survival Bonus

SPELLS

Level 4 — Ranger Level - 3 = Caster Level

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (WIS)
	1			□□□□
	2			□□□□
	3			□□□□
	4			□□□□

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

COMBAT STYLE

MOUNTED COMBAT

Ranger Level		
2	□ **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
6	□ **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)
10	□ **Mounted Skirmisher**	Move and make a full-round set of attacks
	□ **Unseat**	Charge with a lance and bull rush to knock opponent down
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

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

TEMPORARY HIT POINTS = Ranger Level + Misc

hp

PREPARED SPELLS

□□□	1	□□□
□□□		□□□
□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
□□□		□□□
□□□		□□□
□□□	4	□□□
□□□		□□□
□□□		□□□

WANDS

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□□□□□

SCROLLS

POTIONS