	Ranger	COMBAT STYLE				
HORSE LORD	Level	MOUNTED COMBAT				
(RANGER)	Level Bonus	Ranger				
FAVOURED ENEM	MIES	Level Mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -8 2 Ride-By Attack Continue moving after a charge, up to double your move speed				
Level FAVOURED ENEMY BONU		☐ Trick Riding Ignore Ride checks of DC 15; no penalty for riding bareback; use Mounted Combat twic				
5		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				
		10 Unseat Charge with a lance and bull rush to knock opponent down				
15		Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armor.				
20		MOUNTED BOND				
FAVOURED TERR		Name				
Level O FAVOURED TERRAIN BO	ONUS +2 4 6 8	Creature type				
3		creature type				
		Ranger (- 3 until Level Level (- 3 level 12) = Effective Druid Level				
13		TEMPORARY				
18		HIT POINTS Ranger Level Misc				
WILD EMPATHY WILD EMPATHY Rand		hp = +				
BONUS Lev		PREPARED SPELLS				
= CHA +	+					
Use in place of Diplomacy to improve the a		1 000				
TRACK Ranger	Survival					
Level	Bonus					
Track = (÷ 2) +		2 000				
SPELLS	*					
Level Ranger Level - 3	= Caster Level					
Spell Spells _ B	Base _ Bonus Spells	3				
	pells WIS					
1						
2		4				
3 4						
Spell Save DC = 10 + WIS + Spell Level						

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= WIS + Caster Level

Concentration