HORSE LORD  (RANGER)    Love    +	HODGELODE	Waldläufer- stufe	×	COMBAT STYLE
Mounted Archery to fings with emory after a change, up to double your move speed		Level .		
Stufe O BEVORZUGTES GELÂNDE BONUS 4 6 8 10  10		Bonus	stufe 🔲 <b>Mounted Archery</b> Half	the penalty for firing while moving: -2 and -4 rather than -4 and -8
5   Spirited Charge Pools are lead and your sheel acoust or mount's AC, and no Mounter Sunetal  10   Spirited Charge Pools and east get when charging (first with a lance)  15   Unseat Charge with a lance and bull vash to knock opponent down  16   Sturie O BEVORZUGTES GELÄNDE BONES   6 8 3	Stute			
Mounted Stimisher Move and make a full-round set of attacks   Under Charge with a lance and buil routh to knock opponent down			6	
Several type   Sonstiges			Mounted Skirmisher	
Bevorzugtes Gelände Stufe O BEVORZUGTES GELÄNDE BONUS 4 6 8 3			Unseat Charge with a	• • • • • • • • • • • • • • • • • • • •
Bevorzugtes Gelände  Stufe O BEVORZUGTES GELÄNDE BONUS 4 6 8 3	-		Ranger bonus feats can be	taken without the normal pre-requisites, aring heavy armour.
Stufe O BEVORZUGTES GELÄNDE BONWS 4 6 8 8			×	MOUNTED BOND
TIREMPATHIE BONUS  Survival Su	O DEMODRAÇÃO CEL S		Name	
TEMPORARY   TEREMPATHIE   Waldläufer   Survival   Sur			Creature type	
TEMPORARY HIT POINTS  TIEREMPATHIE TIEREMPATHIE Survival Use in place of Diplomacy to improve the attitude of an animal  TRACK Waldläufer- stufe Spuren fqlgen = ( ÷ 2 ) +  ZAUBER Stufe 4 Waldläufer- stufe 3 = Zauber Rettungs SG pro Tag  Zauber Rettungs SG = 10 + WE + Zauber yrad  Zauber Rettungs SG = 10 + WE + Zauber stufe  Zauber Rettungs SG = 10 + WE + Zauber stufe  Zauber Rettungs SG = 10 + WE + Zauber stufe  Zauber Rettungs SG = 10 + WE + Zauber stufe  Zauber Rettungs SG = 10 + WE + Zauber stufe	8			Waldläufor / until > Effective
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