

# HORSE LORD

(RANGER)

Nível de Ranger

Nível Bônus

+

## INIMIGO FAVORITO

Nível **BÔNUS DE INIMIGO FAVORITO** 4 6 8 10

1 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

5 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

10 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

15 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

20 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## TERRENO FAVORITO

Nível **FAVOURED TERRAIN BONUS** +2 4 6 8

3 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

8 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

13 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

18 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## EMPATIA COM A NATUREZA

**EMPATIA COM A NATUREZA BÔNUS** Nível de Ranger Outros

☐ = **CAR** + ☐ + ☐

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

## TRACK

Nível de Ranger Sobrevivência Bônus

Rastrear ☐ = ( ☐ ÷ 2 ) + ☐

## MAGIAS

Nível 4 Nível de Ranger - 3 = Conjurador Nível ☐

Teste de Resistência CD Magias por dia = Base Magia + Magias Bônus WIS

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<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Teste de Resistência CD = 10 + SAB + Nível da Magia

Concentração ☐ = **SAB** + ☐ Conjurador Nível

## VARINHAS

CARGAS # ☐

CARGAS # ☐

CARGAS # ☐

CARGAS # ☐

CARGAS # ☐

## ESTILO DE COMBATE

### MOUNTED COMBAT

Nível de Ranger ☐ **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 O talento bônus de ranger pode ser adquirido sem os pre-requisitos, mas são aplicados apenas quando não estiver vestindo armadura pesada.  
 18

## MOUNTED BOND

Nome

Creature type

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

## TEMPORARY HIT POINTS

Ranger Level Outros

☐ hp = ☐ + ☐

## MAGIAS PREPARADAS

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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## PERGAMINHOS

## POÇÕES