Ranger COMBAT STYLE **HORSE LORD** Level MOUNTED COMBAT Level (RANGER) ☐ Mounted Combat Once a round, make a Ride check to negate a hit against your mount Bonus Ranger Mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -8 Level **FAVOURED ENEMIES** Ride-By Attack Continue moving after a charge, up to double your move speed 2. **■ FAVOURED ENEMY BONUS** +2 4 6 8 10 Trick Riding Ignore Ride checks of DC 15; no penalty for riding bareback; use Mounted Combat twice Level 1 Mounted Shield Add your shield bonus to mount's AC, and to Mounted Combat 6 Spirited Charge Double melee damage when charging (triple with a lance) 5 Mounted Skirmisher Move and make a full-round set of attacks 10 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, 18 but only apply when not wearing heavy armour. 20 MOUNTED BOND **FAVOURED TERRAINS** Name O FAVOURED TERRAIN BONUS +2 4 6 8 Level 3 Creature type 8 - 3 until level 12 Ranger Effective Ξ Druid Level 13 Level **TEMPORARY** 18 HIT POINTS Ranger Level Misc WILD EMPATHY hp EMPATIA COM A NATUREZA Ranger Misc **BÔNUS** PREPARED SPELLS = CHA + Use in place of Diplomacy to improve the attitude of an animal 1 TRACK Survival Ranger Level Bonus ÷ 2) Track 2 ---**SPELLS** Level Ranger Caster - 3 = 4 Level Level 3 Spell Spells Magias Bônus Base Save DC Spells per day 2 3

×	WANDS		
	CHANGES	SCROLLS	POTIONS
	CHARGE CH		
	# 000 000 000 88 88 88 88 88 88 88 88 88		
	GHARGE ST. C.		
	CHARGE CHARGES		

Caster

Level

= WIS +

Spell Save DC = 10 + WIS + Spell Level

Concentration