	Ranger	*	COMBAT STYLE
HORSE LORD	Level Level		MOUNTED COMBAT
(RANGER)	Bonus	Ranger	
FAVOURED ENEM	ies ,	Level	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
Level FAVOURED ENEMY BONUS			Trick Riding Ignore Ride checks of DC 15; no penalty for riding bareback; use Mounted Combat twice
1	-	6	Mounted Shield Add your shield bonus to mount's AC, and to Mounted Combat
5			Spirited Charge Double melee damage when charging (triple with a lance) 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	<u> </u>	14 18	Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.
20		7	MOUNTED BOND
FAVOURED TERRA	INS	Name	MOUNTED BOND
Level O FAVOURED TERRAIN BON	US +2 4 6 8		
3		Creature	e type
8			Ranger (- 3 until) = Effective
13		TEMB	Level (3 level 12 / Druid Level [
18		HIT PO	ORARY OINTS Ranger Level Misc
WILD EMPATHS Бонус Дикого сопереживания Ranger			hp = +
BONUS Level	Misc	``	PREPARED SPELLS
= CHA +	+		
Use in place of Diplomacy to improve the attitude of an animal			1 000
TRACK Ranger	Survival		
Level	Bonus		
Track = (÷ 2)	+		2 000
SPELLS			
Level Ranger Level - 3 =	Caster Level		
Spell Spells _ Bas		ІЯ 🗆 🗆	3
Save DC per day Spell			
2			
3			4
4			
Spell Save DC = 10 + WIS + Spell Level			
Concentration = WIS	+ Caster		
	Level		
WANDS	<i>x</i> (
CHARGES		*	SCROLLS POTIONS
CHARGES			