HORSE LORD (RANGER) Livello bonus H Livello da Ranger Mounted Combat Livello da Ranger Mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -4	8
(RANGER) bonus Livello Diving Mounted Combat Once a round, make a Ride check to negate a hit against your mount da Ranger Mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 rather than -4 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving: -2 and -4 mounted Archery Half the penalty for firing while moving while moving	8
NEMICI DECCELTI	8
NEMICI PRESCELTI Ride-By Attack Continue moving after a charge, up to double your move speed	
Livello BONUS NEMICO PRESCELTO+2 4 6 8 10 Trick Riding Ignore Ride checks of DC 15; no penalty for riding bareback; use Mounted Co	mbat twice
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)	
10 Mounted Skirmisher Move and make a full-round set of attacks Unseat Charge with a lance and bull rush to knock opponent down	
15 I Talenti bonus del Ranger possono essere acquisiti anche senza soddisfare i normali pre-req	ıisiti,
ma si applicano solo quando non indossa Armature pesanti MOUNTED BOND	-1
AMBIENTI PRESCELTI Nome	# (
Livello O BONUS AMBIENTE PRESCELTO+2 4 6 8	
Livello (- 2 until) = Effective	
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18 IEMPORARY HIT POINTS Livello da Ranger Varie	
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Uso al posto di Diplomazia per migliorare l'atteggiamento di un anima TRACK	
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