

FALCONER

(RANGER)

Livello
da Ranger

Livello
bonus

+

NEMICI PRESCELTI

Livello ☒ BONUS NEMICO PRESCELTO +2 4 6 8 10

1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
15	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
20	<input type="checkbox"/> <input type="checkbox"/>

☒ Bonus to attack, damage and selected skills against this enemy

AMBIENTI PRESCELTI

Livello ☐ BONUS AMBIENTE PRESCELTO +2 4 6 8

3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
13	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
18	<input type="checkbox"/> <input type="checkbox"/>

☐ Bonus to Initiative and selected skills when in this terrain

INCANTESIMI

Livello 4 Livello da Ranger - 3 = Livello Incantatore

CD TS Incantesimi	Inc. al Giorno	=	Inc. Base	+	Inc. Bonus SAG
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2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

STILE DI COMBATTIMENTO

Livello
da Ranger

2

10

14

18

I Talenti bonus del Ranger possono essere acquisiti anche senza soddisfare i normali pre-requisiti, ma si applicano solo quando non indossa Armature pesanti

Legame del cacciatore

Livello 1

FEATHERED COMPANION

With half hit points

Livello 4

Full hit points

Livello da Ranger - 3

= Livello da Druido

Nome

Bird of prey type

☐

Roam DC 15

The bird roams and forages on its own, and returns at a set time.

☐

Distract DC 20

The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.

Livello 6

Swooping Charge DC 20

The bird flies to a high vantage point, then next round makes a charge attack. If successful, this deals 2d4 damage from a bite, with a x4 critical modifier, and the target is staggered for a round.

INCANTESIMI PREPARATI

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BACCHETTE

CARICHE #

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PERGAMENE

POZIONI