WARDEN

(RANGER)

Livello da Ranger

Livello Bonus +

MASTER OF TERRAIN

Livello	FAVOURED TERRAIN	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

Livello 2 — **LIVE IN COMFORT**
Take 10 on Survival checks in your favoured terrains
If not in immediate danger, take 20

Livello 4 — **TERRAIN BOND**
+2 Bonus to Perception, Survival and Stealth checks to allies in your favoured terrains
Allies leave no trail and cannot be tracked (unless you want them to be) in your favoured terrains

Livello 5 — **ABLE EXPLORER**
Take the higher of two rolls on Acrobatics, Climb, Fly, Ride or Swim checks in your favoured terrains

Livello 20 — **WILDERNESS WHISPERS**
Take 20 on Initiative checks in your favoured terrains

EMPATIA SELVAGGIA

BONUS EMPATIA SELVAGGIA = CAR + Livello da Ranger + Varie

Uso al posto di Diplomazia per migliorare l'atteggiamento di un animale

SEGUIRE TRACCE

Seguire tracce = (Livello da Ranger ÷ 2) + Bonus Sopravvivenza

INCANTESIMI

Livello 4 — Livello da Ranger - 3 = Livello incantatore

CD TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. Bonus SAG
	1					□□□□
	2					□□□□
	3					□□□□
	4					□□□□

CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

Concentrazione = SAG + Livello incantatore

BACCHETTE

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INCANTESIMI PREPARATI

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PERGAMENE

POZIONI