WITCHGUAR	Livello da Ranger		STILE DI	COMB	ATTI	MENTO	*
(RANGER)	Livello bonus +	Livello					
NEMICI PRESC		da Ranger					
Livello BONUS NEMICO PRESC	ELTO +2 4 6 8 10	2	<u></u>				
1		6					
5							
10		10					
15			I Talenti bonus del Ranger possono ess ma si applicano solo quando non indos				ti,
20	<u> </u>	_ 📉	· · · · · · · · · · · · · · · · · · ·	FEND (·		x
Bonus to attack, damage and selecte AMBIENTI PRES		1 CIVEIIO	Once per day, this bond allows the witchgu	ard to enon	d a movo	action to grant an adjacent englicactor a	12
Livello O BONUS AMBIENTE PR			lodge bonus to AC and a +2 circumstance				TZ
3		5 In	ncrease previous bonuses by +2 at 5th leve	el and at ev	ery 5 leve	Is after that.	
8						d 2 ll	
13		7 M	lay use Defend Charge an addional time pe	-			
18			INCANT	ESIMI	PREP		*
Bonus to Initiative and selected skills				_ 1			
Uso al posto di Diplomazia per migliorare							
INCANTESI							
Livello Livello	Livelle	7 000		2			
CD TS Inc.	Inc. Inc. Bonus	7					
Incantesimi al Giorno	Base + SAG						
1				3			
2							
3 4							
CD Salvezza Inc. = 10 + SAG + Liv. Inca				4			
			CANIMECINI del DAMDONI				
		Patrono	CANTESIMI del PATRON			TALENTI BONUS BODYGUARD	,
		Livello			Livello 3	When an adjacent ally is attacked, you m an attack of opportunity to attempt the a another action to improve only your ally's	iid
						IN HARM'S WAY	
		6				While using the aid another action to impadjacent ally's AC, you can intercept a su	
BACCHETT	E ,	8			7	attack against that ally as an immediate taking full damage from that attack and a associated effects (bleed, poison, etc.). A cannot benefit from this feat more than cattack.	action, any A creature
<u> </u>		X	PERGAMENE	,	×	POZIONI	×
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