FALCONER

(RANGER)

Livello da Ranger

Livello bonus +

NEMICI PRESCELTI

Livello	BONUS NEMICO PRESCELTO	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

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

AMBIENTI PRESCELTI

Livello	BONUS AMBIENTE PRESCELTO	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

○ 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
	1					□ □ □ □
	2					□ □ □ □
	3					□ □ □ □
	4					□ □ □ □

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 ×4 critical modifier, and the target is staggered for a round.

INCANTESIMI PREPARATI

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BACCHETTE

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