






(RANGER)

Livello
bonus




Livello ■ **BONUS NEMICO PRESCELTO+2** 4 6 8 10

Livello ■ **BONUS NEMICO PRESCELTO+2** 4 6 8 10

1	
5	
10	
15	
20	

Livello ☐ **BONUS AMBIENTE PRESCELTO+2** 4 6 8

Livello ☐ **BONUS AMBIENTE PRESCELTO+2** 4 6 8

3	
8	
13	
18	

BONUS	Livello	
BONUS	da Ranger	Altro

BONUS	Livello	
BONUS	da Ranger	Altro

$$\boxed{} = \text{CAR} + + $$

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

Livello
da Ranger

Livello
da Ranger

Seguire tracce = (÷ 2) +

Livello 4 Livello da Ranger $- 3 =$ Livello Incantatore

Livello 4 Livello da Ranger $- 3 =$ Livello Incantatore

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Incantesimi Bonus SAG
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	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

$$CD\ TS\ Incantesimo = 10 + SAG + Liv.\ Incantesimo$$

Concentrazione = **SAG** + Livello incantatore

MOUNTED COMBAT

Livello da Ranger 2	<input type="checkbox"/>	Mounted Combat	Once a round, make a Ride check to negate a hit against your mount
	<input type="checkbox"/>	Mounted Archery	Half the penalty for firing while moving: -2 and -4 rather than -4 and -8
	<input type="checkbox"/>	Ride-By Attack	Continue moving after a charge, up to double your move speed
	<input type="checkbox"/>	Trick Riding	Ignore Ride checks of DC 15; no penalty for riding bareback; use Mounted Combat twice

6 ☐ **Mounted Shield** Add your shield bonus to mount's AC, and to Mounted Combat

☐ **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

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

Nome

Creature type

$$\text{Livello da Ranger} (- 3 \text{ until level } 12) = \text{Effective Druid Level}$$

Ranger Level	Altro
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$$\boxed{\text{pf}} = \quad + \quad$$

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CARICHE



ARICHE



L. RICHE

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POZIONI

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