






(RANGER)

Livello Bonus




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

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

<b>1</b>	
<b>5</b>	
<b>10</b>	
<b>15</b>	
<b>20</b>	

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

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

3	
8	
13	
18	

<b>BONUS</b> <b>EMPATIA SELVAGGIA</b>	Livello da Ranger	Altro
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<b>BONUS</b> <b>EMPATIA SELVAGGIA</b>	Livello da Ranger	Altro
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$$\boxed{\phantom{0000}} = \text{CAR} + \phantom{0000} + \phantom{0000}$$

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

Livello da Ranger Bonus Sopravvivenza

Livello da Ranger Bonus Sopravvivenza

Seguire tracce  $\boxed{\phantom{0000}} = ( \phantom{0000} \div 2 ) +$

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

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CD TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. Bonus SAG
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

Concentrazione  = **SAG** + Livello Incantatore

## MOUNTED COMBAT

Livello da Ranger	<input type="checkbox"/>	<b>Mounted Combat</b>	Once a round, make a Ride check to negate a hit against your mount	
	<input type="checkbox"/>	<b>Mounted Archery</b>	Half the penalty for firing while moving: -2 and -4 rather than -4 and -8	
	<b>2</b>	<input type="checkbox"/>	<b>Ride-By Attack</b>	Continue moving after a charge, up to double your move speed
	<input type="checkbox"/>	<b>Trick Riding</b>	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

Livello da Ranger ( - 3 until level 12 ) = Effective Druid Level

**TEMPORARY**

HIT POINTS Livello da Ranger Altro

$$\boxed{\text{pf}} = \quad +$$

$\xi$	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>3</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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□ □ □	<b>4</b>	□ □ □
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## CARICHE

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## POZIONI

[illegible]