

(RODEUR)

Niveau
Bonus

Niveau **1** ■ **BONUS CONTRE LES ENNEMIS JURÉS** 8 10

5 □ □ □ □ □

10

15	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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20 □—□

Niveau ☐ BONUS SUR LES ENVIRONNEMENTS DE PR

Niveau ☐ BONUS SUR LES ENVIRONNEMENTS DE PR

3

8 □ □ □ □

13 □—□—□

18 □—□

Rôdeur	Survie
Niveau	Bonus

Traquer = (\div 2) +

Niveau	Rôdeur - 3	Niveau de	
4	Niveau Lanceur de Sort		

Niveau	Rôdeur - 3	Niveau de	
4	Niveau Lanceur de Sort		

Sort DD sauvegarde	Sorts par jour	=	Base Sorts	Sorts supplément WIS
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	1		_____	□ □ □ □
	2		_____	□ □ □ □
	3		_____	□ □ □ □
	4		_____	□ □ □ □

$$\text{DD de jet de sauvegarde d'un sort} = 10 + \text{SAG} + \text{niveau du sort}$$

Concentration = **SAG** + Niveau Lance

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Niveau	<input type="checkbox"/>	
2	<input type="checkbox"/>	
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10	<input type="checkbox"/>	
	<input type="checkbox"/>	
14	<input type="checkbox"/>	
18	<input type="checkbox"/>	

Niveau 1	FEATHERED COMPANION With half hit points	Niveau 4	Full hit points	Rôdeur Niveau - 3 =	Druide Niveau	
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Nom

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.

Niveau 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 x4 critical modifier, and the target is staggered for a round.

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