

# WARDEN

(RANGER)

Livello  
da Ranger

Livello  
Bonus

+

## MASTER OF TERRAIN

Livello ☐ FAVOURED TERRAIN

+2 4 6 8 10

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5

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10

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15

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20

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Livello **LIVE IN COMFORT**

2

Take 10 on Survival checks in your favoured terrains  
If not in immediate danger, take 20

### TERRAIN BOND

Livello

4

+2

Bonus to Perception, Survival and Stealth  
checks to allies in your favoured terrains

Allies leave no trail and cannot be tracked (unless you  
want them to be) in your favoured terrains

Livello **ABLE EXPLORER**

5

Take the higher of two rolls on Acrobatics, Climb, Fly,  
Ride or Swim checks in your favoured terrains

Livello **WILDERNESS WHISPERS**

20

Take 20 on Initiative checks in your favoured terrains

## EMPATIA SELVAGGIA

BONUS

EMPATIA SELVAGGIA

Livello

da Ranger

Altro

= CAR +

+

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

## TRACK

Livello  
da Ranger

Bonus  
Sopravvivenza

Seguire tracce = (  $\div 2$  ) +

## 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

Concentrazione = SAG + Livello Incantatore

## BACCHETTE

CARICHE

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## INCANTESIMI PREPARATI

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## PERGAMENE

## POZIONI