

WITCHGUARD

Livello
da Ranger

(RANGER)

Livello
Bonus

+

NEMICI PRESCELTI

Livello ☒ BONUS NEMICO PRESCELTO +2 4 6 8 10

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| 5 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 10 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 15 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 20 | <input type="checkbox"/> <input type="checkbox"/> |

AMBIENTI PRESCELTI

Livello ☐ BONUS AMBIENTE PRESCELTO +2 4 6 8

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| 8 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 13 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 18 | <input type="checkbox"/> <input type="checkbox"/> |

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 = (÷ 2) +

INCANTESIMI

Livello 4 Livello da Ranger - 3 = Livello Incant.

| CD TS Incantesimi | | Inc. al Giorno | = | Inc. Base | + | Inc. Bonus SAG |
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CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

Concentrazione = SAG + Livello Incant.

BACCHETTE

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STILE DI COMBATTIMENTO

Livello
da Ranger

2

6

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

DEFEND CHARGE

Livello

4

Once per day, this bond allows the witchguard to spend a move action to grant an adjacent spellcaster a +2 dodge bonus to AC and a +2 circumstance bonus to concentration checks.

5

Increase previous bonuses by +2 at 5th level and at every 5 levels after that.

7

May use Defend Charge an additional time per day at 7th level and every 3 levels after that.

INCANTESIMI PREPARATI

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INCANTESIMI del PATRONO

Patrono

Livello

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TALENTI BONUS

BODYGUARD
Livello 3 When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve only your ally's AC.

IN HARM'S WAY
Livello 7 While using the aid another action to improve an adjacent ally's AC, you can intercept a successful attack against that ally as an immediate action, taking full damage from that attack and any associated effects (bleed, poison, etc.). A creature cannot benefit from this feat more than once per attack.

PERGAMENE

POZIONI