

Talenti

[Feats]

Un talento rappresenta una dote o un'area di specializzazione che fornisce al personaggio delle capacità speciali. Rappresenta addestramento, esperienza e capacità al di fuori di quelle fornite dalla classe.

A certi livelli, la tua classe ti fornisce il privilegio Incremento di Punteggio di Caratteristica. Utilizzando la regola opzionale dei talenti, puoi scegliere di rinunciare a quel privilegio per prendere invece un talento a tua scelta. Ogni talento può essere acquisita solo una volta, a meno che la sua descrizione non dica altrimenti.

Per acquisire un talento devi soddisfare tutti i prerequisiti specificati nella sua descrizione. Se mai dovessi perdere il prerequisito per un talento, non potrai più usare quel talento fino a quando non avrai recuperato il prerequisito. Per esempio, il talento Lottatore richiede che tu abbia punteggio di Forza 13 o superiore. Se la tua Forza viene ridotta in qualche modo sotto il 13 (magari a causa di una maledizione avvizzente) non potrai più beneficiare del talento Lottatore fino a quando la tua Forza non verrà ripristinata.

Lottatore

[Grappler]

Prerequisito: Forza 13 o più.

- Hai vantaggio sui tiri per colpire contro una creatura con la quale stai lottando.
- Puoi cercare di usare la tua azione per immobilizzare una creatura con la quale stai lottando. Per farlo effettua un'altra prova di lotta. Se la superi, tu e la creatura siete entrambi intralciati fino al termine della lotta.

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