

Waldläufer- stufe

ERZFEINDE

Stufe	■ BONUS GEGEN ERZFEIND	+2	4	6	8	10
1	■	□	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

SHIFTER'S BLESSING

FORMS	Stufe 3	<input type="checkbox"/>
	Stufe 8	<input type="checkbox"/>
	Stufe 13	<input type="checkbox"/>
	Stufe 18	<input type="checkbox"/>

TIEREMPATHIE

TIEREMPATHIE
BONUS

= **CH** + Waldläufer-
 stufe + Sonstiges

Wie Diplomatie, aber verbessert die Einstellung eines Tieres

SPUREN LESEN

$$\text{Spuren lesen} = \left(\frac{\text{Waldläuferstufe}}{2} \right) + \text{Überlebenskunst Bonus}$$

ZAUBER

Stufe 4	Waldläufer- stufe - 3 = Zauber- stufe	<div style="border: 2px solid black; width: 100px; height: 50px; margin: 0 auto;"></div>
RW gegen Zauber	Zauber pro Tag	Grund- zauber + Bonuszauber WE
<div style="border: 1px solid black; width: 50px; height: 40px;"></div>	1	<div style="border: 1px solid black; width: 50px; height: 40px;"></div> <div style="border-bottom: 1px solid black; width: 100px; height: 5px; margin-top: 5px;"></div>
<div style="border: 1px solid black; width: 50px; height: 40px;"></div>	2	<div style="border: 1px solid black; width: 50px; height: 40px;"></div> <div style="border-bottom: 1px solid black; width: 100px; height: 5px; margin-top: 5px;"></div>
<div style="border: 1px solid black; width: 50px; height: 40px;"></div>	3	<div style="border: 1px solid black; width: 50px; height: 40px;"></div> <div style="border-bottom: 1px solid black; width: 100px; height: 5px; margin-top: 5px;"></div>
<div style="border: 1px solid black; width: 50px; height: 40px;"></div>	4	<div style="border: 1px solid black; width: 50px; height: 40px;"></div> <div style="border-bottom: 1px solid black; width: 100px; height: 5px; margin-top: 5px;"></div>

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

Konzentration = WE + Zauber-
stufe

ZAUBERSTÄBE

[illegible]

KAMPESTIL

NATURAL WEAPON COMBAT

Valdläuferstufe 2	<ul style="list-style-type: none"> Aspect of the Beast <ul style="list-style-type: none"> Low Light Vision Dunkelsicht Claws: 1d4 damage (1d3 if small) Predator's Leap: Jump without a run-up Tierinstinkt: +2 Initiative und Überlebenskunst Rendering Claws If two claw attacks hit in a turn, the second does an extra 1d6 damage Improved Natural Weapon Increased damage dice 1d2 → 1d3 → 1d4 → 1d6 → 1d8 → 2W6 → 3d6 → 4d6 → 6d6 → 8d6 → 12W6 1d10 → 2W8 → 3d8 → 4d8 → 6d8 → 8d8 → 12W8 Weapon Focus +1 to attack with selected weapon
	<ul style="list-style-type: none"> Eldritch Claws Natural weapons considered both magical and silver Vital Strike Make a single attack for an extra set of damage dice
	<ul style="list-style-type: none"> Multiattack Second attack with natural weapons takes only -2 penalty rather than -5 Improved Vital Strike Make a single attack for two extra sets of damage dice
	<p>Kampfstilanten können ohne die normalen Voraussetzungen gewählt werden. Sie gelten nur, wenn er keine schwere Rüstung trägt.</p>

BUND DES JÄGERS

<p>Stufe 4 <input type="checkbox"/> TEILE ERZFEIND</p> <p>TEILE ERZFEIND</p> <p>DAUER _____ Sonstiges _____</p> <p>Runden WE + _____</p> <p style="text-align: right;">(WE minimum 1)</p> <p>Teile halben Erzfeindbonus gegen eine einzelne Kreatur mit allen Verbündeten innerhalb 9m (als Bewegungsaktion)</p>	<p><input type="checkbox"/> TIERGEFÄHRTE</p> <p>Name _____</p> <p>Kreaturenart _____</p> <p>_____</p> <p style="text-align: right;">Waldläuferstufe - 3 = Druidenstufe </p>
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VORBEREITETE ZAUBER

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SCHRIFTROLLEN

This image shows a blank sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

TRÄNKE

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