

HORSE LORD
(WALDLÄUFER)

Waldläufer-
stufe
Stufen-
bonus

ERZFEINDE

Table with 2 columns: Stufe, BONUS GEGEN ERZFEIND. Rows for levels 1, 5, 10, 15, 20.

Bevorzugtes Gelände

Table with 2 columns: Stufe, BONUS FÜR BEVORZUGTES GELÄNDE. Rows for levels 3, 8, 13, 18.

TIEREMPATHIE

TIEREMPATHIE BONUS
Wie Diplomatie, aber verbessert die Einstellung eines Tieres

SPUREN LESEN

Spuren lesen = (Waldläuferstufe / 2) + Überlebenskunst Bonus

ZAUBER

Stufe 4
RW gegen Zauber
Zauber pro Tag
Grundzauber
Bonuszauber WE

Konzentration = WE + Zauberstufe

ZAUBERSTÄBE

Table with 2 columns: LADUNGEN, #. Rows for staffs 1-4.

KAMPFSTIL

MOUNTED COMBAT

- Mounted Combat: Once a round, make a Ride check to negate a hit against your mount
- Mounted Archery: Half the penalty for firing while moving: -2 and -4 rather than -4 and -8
- Ride-By Attack: Continue moving after a charge, up to double your move speed
- Trick Riding: Ignore Ride checks of DC 15; no penalty for riding bareback; use Mounted Combat twice
- Mounted Shield: Add your shield bonus to mount's AC, and to Mounted Combat
- Spirited Charge: Double melee damage when charging (triple with a lance)
- Mounted Skirmisher: Move and make a full-round set of attacks
- Unseat: Charge with a lance and bull rush to knock opponent down

MOUNTED BOND

Name
Kreaturenart
Waldläuferstufe (- 3 until level 12) = Effektive Druidenstufe

TEMPORARY TREFFERPUNKT
Waldläuferstufe
Sonstiges

VORBEREITETE ZAUBER

Table with 2 columns: Stufe, Anzahl. Rows for levels 1, 2, 3, 4.

SCHRIFTROLLEN

Table for scrolls with 2 columns.

TRÄNKE

Table for potions with 2 columns.