WARDEN
(WALDLÄUFER)

Waldläufer-stufe

Stufen-bonus +

MASTER OF TERRAIN

Stufe		+2	4	6	8	10
1	○ **BEVORZUGTES GELÄNDE**	■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

○ Bonus to Initiative and selected skills when in this terrain

Stufe 2 **LIVE IN COMFORT**
Take 10 on Survival checks in your favoured terrains
If not in immediate danger, take 20

Stufe 4 **TERRAIN BOND**
+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

Stufe 5 **ABLE EXPLORER**
Take the higher of two rolls on Acrobatics, Climb, Fly, Ride or Swim checks in your favoured terrains

Stufe 20 **WILDERNESS WHISPERS**
Take 20 on Initiative checks in your favoured terrains

TIEREMPATHIE

Wie Diplomatie, aber verbessert die Einstellung eines Tieres

ZAUBER

Stufe 4 — Waldläufer-stufe − 3 = Zauber-stufe

	RW gegen Zauber	Zauber pro Tag	= Grund-zauber	+ Bonuszauber WE
1				□□□□
2				□□□□
3				□□□□
4				□□□□

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

VORBEREITETE ZAUBER

1	□□□ □□□ □□□	□□□ □□□ □□□
2	□□□ □□□ □□□	□□□ □□□ □□□
3	□□□ □□□ □□□	□□□ □□□ □□□
4	□□□ □□□ □□□	□□□ □□□ □□□

ZAUBERSTÄBE

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SCHRIFTROLLEN

TRÄNKE