		aldläufer-	×	VORBEREITE'	TE ZAUBER	*
	WARDEN	stufe				
	(WALDLÄUFER)	Stufen- bonus +		1		
``	MASTER OF TERR	AIN				
Stufe 1	O BEVORZUGTES GELÄNDE	+2 4 6 8 10				
				2		
5		_				
10						
15				3		
20						
O Bonus to Initiative and selected skills when in this terrain						
Stufe	LIVE IN COMFORT Take 10 on Survival checks in your favoured terrains If not in immediate danger, take 20			4		
2						
	TERRAIN BOND					
Stufe 4	+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 WIIISI ERS					
×	TIEREMPATHIE					
Wie Di	olomatie, aber verbessert die Einstellu	ng eines Tieres				
ZAUBER						

Stufe 4		Waldläufer- stufe - 3 = Zauber- stufe				
RW gegen Zauber		Zauber pro Tag	= Grund- zauber +	Bonuszauber WE		
	1			7777		
	2					
	3					
	4					
RW gegen Z	auber (SG) =	10 + WE	+ Zaubergrad			

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