Waldläufer- stufe	▼ VORBEREI	TETE ZAUBER	<b>J</b>
WARDEN			
(RANGER) Level Bonus		1	
MASTER OF TERRAIN			
Stufe O FAVOURED TERRAIN +2 4 6 8 10			
		2	
5			
for riding bareback		3	
20			
Stufe 2 Take 10 on Survival checks in your favoured terrains			
If not in immediate danger, take 20 TERRAIN BOND		4	
Stufe 4 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 WILDERNESS WHISPERS  Take 20 on Initiative checks in your favoured terrains  TIEREMPATHIE			
TIEREMPATHIE Waldläufer-	1		
BONUS stufe Sonstiges			
Use in place of Diplomacy to improve the attitude of an animal			
TRACK			
Waldläufer- Survival stufe Bonus	•		
Spuren folgen = ( ÷2)+			
ZAUBER			
Stufe Waldläufer 2 = Zauber-			
Zauber Zauber = Grund + Bonus Zauber -	A		
Rettungs SG pro Tag = zauber + WIS			
1			
2			
3 4			
Zauber Rettungs SG = 10 + WE + Zaubergrad			
Konzontration Zauber-	-		
ZAUBERSTÄBE stufe			
P	SCHRIFTROLLEN	TRÄNKE	,
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