FALCONER (RANGER) Erzfeinde Stufe ERZFEIND BONUS 1 5 10	Valdläufer- stufe 2
Erzfeinde Stufe ■ ERZFEIND BONUS +2 4 6 8 10 1	stufe 2
Stufe	
5	
10	10
	14 18
for riding bareback	Ranger bonus feats can be taken without the normal pre-requisites,
20	but only apply when not wearing heavy armour. BUND DES JÄGERS
Bevorzugtes Gelände	Stufe FEATHERED COMPANION 1 With half hit points A Full hit points Waldläufer- stufe - 3 — stufe - 3 — stufe
Stufe O BEVORZUGTES GELÄNDE BONUS 4 6 8	1 With half hit points 4 Stufe 3 = stufe Name
3	
	Bird of prey type
13	Roam DC 15
18 □-□ TRACK	The bird roams and forages on its own, and returns at a set time. Distract DC 20
Waldläufer- Survival	The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.
stufe Bonus	Stufe Swooping Charge DC 20 The bird flies to a high vantage point, then next round makes a charge attack. If s
Spuren foligen = (÷ 2) +	
Stufe Waldläufer 3 = Zauber-	VORBEREITETE ZAUBER
stule stule	
Zauber Zauber = Grund- + Bonus Zauber Settungs SG pro Tag = Grund- + WIS	
1	
2	2
3	
Zouhor	3
Konzentration = WE + Zauber- stufe	
	4