| | Waldläufer- | 7 | COMBAT S | STYLE |
|---|--|---------------------|--|--------------------|
| В | ATTLE SCOUT | -i 7 | | |
| | (RANGER) | Waldläufer stufe | | |
| * | Erzfeinde | 2 | | |
| Stufe | ■ ERZFEIND BONUS +2 4 | | | |
| 1 | | 6 | <u></u> | |
| 20 | |] | | |
| * | 20.0124000000000000000000000000000000000 | 10 | | |
| Stufe 3 | O BEVORZUGTES GELÄNDE BON₩\$ 4 6 8 | -4 | Ranger bonus feats can be taken without the norma | ıl pre-requisites, |
| 8 | 0-0-0 | | but only apply when not wearing heavy armour. BUND DES JÄGERS | |
| | 0-0-0 | Stufe | | |
| 13 | | 4 | DURATION Sonstiges | |
| 18 | | | Runden WE + | (WIS minimum 1) |
| Stufe 3 | Allies gain +2 bonus to Initiative in the area | As a mo | ve action, share half your Favoured Enemy bonus aga | |
| ADVANTAGEOUS TERRAIN | Round Allies gain +2 bonus Perception, Stealth and | | VORBEREITET | |
| | 2 Survival checks in the area | | | |
| | Round Not hampered by difficult terrain; Take 10 on Climb and Swim, even in a hurry | | | |
| | BONUS Waldläufer- | | | |
| | DURATION stufe Bonus applies in a | a | | |
| | mins = 60 ft radius area centred on yourse | lf | 2 | |
| | Stufe PERFECT ADVANTAGE | | | |
| | 20 Gain the above bonuses in just one round | | | |
| Stufe 10 | INFILTRATION Once a day, pick an extra favoured terrain for one hour. | | 3 | |
| TIEREMPATHIE TIEREMPATHIE BONUS Waldläufer- stufe Sonstiges | | 7 000 | | |
| | | | | |
| | = CH + + | | 4 | |
| Use in | place of Diplomacy to improve the attitude of an animal | | | |
| TRACK | | | | ACTICS |
| Waldläufer- Survival Stufe Once per day, rearrange your party's initiatives after they've been rolled stufe and allies within an area you've already scouted out. | | | | - |
| Spuren folgen = (÷ 2) + | | | | |
| ZAUBER | | | | |
| | | | | |
| Stufe Waldläufer- stufe - 3 = Zauber- stufe | | | | |
| Zauber Zauber = Grund- Rettungs SG pro Tag = zauber WIS | | | | |
| 1 | | | | |
| | 2 0000 | | | |
| | 3 | | | |
| | 4 | 1 | SCHRIFTROLLEN | TRÄNKE |
| Zaub | er Rettungs SG = 10 + WE + Zaubergrad | | SCHRIFTROLLEN | TRAINE ? |
| Konze | entration = WE + Zaube stufe | r- | | |
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| ZAUBERSTÄBE | | | | |
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