SHAPES (RAN	HIFTER ^{Wa}	stufe !	COMBAT STYLE NATURAL WEAPON COMBAT	
(RAN	Erzfeinde		☐ Aspect of the Beast	
Stufe ERZFEINI		+2 4 6 8 10	Usion Dark Vision Claws: 1W%d4W% damage (1W%d3W% i Predator's Leap: Jump without a run-up Wild Instinct: +2 to Initiative and Surviva	
			stufe Rending Claws If two claw attacks hit in a turn, the second does an extra 1W%d6W% damage	
5		_	1W%d2W% 1W%d4W% 1W%d6W% 1W%d8W% 2W%d6W% 3W%d6W% 4	4W%d6
10		-	1W%d10W% 2W%d8W% 3W%d8W% 4W%d8W% 6W%d8W% 8W%d8W% 12W%d8 Weapon Focus +1 to attack with selected weapon	
or riding bareback			Fldritch Claws Natural weapons considered both magical and silver	
20	TERMS DI ROCT		6 Vital Strike Make a single attack for an extra set of damage dice	
	TER'S BLESSI		10 I with tack Second attack with natural weapons takes only -2 penalty rather than -3	
Stufe			14 Ranger bonus feats can be taken without the normal pre-requisites,	
			but only apply when not wearing heavy armour.	
Stufe 8			Stufe	*
Strite Strite			4 SHARE FAVOURED ENEMY TIERGEFÄHRTE	_
			SHARE FAVOURED ENEMY DURATION Sonstiges Name	
13			Runden WE + Creature type	
Stufe				
18			As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft Waldläufer- stufe - 3 Druiden- stufe	
TI	IEREMPATHIE		VORBEREITETE ZAUBER	
TIEREMPATHIE BONUS	Waldläufe stufe	er- Sonstiges	000	
=	CH +	+	1 000	
Use in place of Diploma	cy to improve the atti	tude of an animal		
K	TRACK		7	
	Waldläufer- stufe	Survival Bonus	2	
Spuren folgen =	(÷2)	+		
X	ZAUBER	,		
Stufe 4	Waldläufer- stufe - 3 =	Zauber- stufe	3	
Zauber	Zauber _ Grun	nd- + Bonus Zauber per WIS	er O O O O	
Rettungs SG	pro Tag zaub			
2			4 000	
3				_
4				
Zauber Rettungs SG =	10 + WE + Zaubergra	d		
Konzentration	= WE	+ Zauber stufe		
Z	AUBERSTÄBE	,		
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