1	DEEP WALKER	Waldläufer-	COMBA	T STYLE
	(RANGER)	Level		
		Bonus	Naldläufer- 🗆stufe 🔲	
0: (Erzfeinde ■ Erzfeind BONUS	+2 4 6 8 10	2	
Stufe 1	= ERZFEIND BONUS	I		
5			6	
10			10	
15			Ranger bonus feats can be taken without the no	armal pro-requisites
	20		but only apply when not wearing heavy armour.	milar pre requisites,
	DEEP KNOWLEDGE		Stufe BUND DES JÄGERS	
Stufe		702	4 SHARE FAVOURED ENEMY	☐ TIERGEFÄHRTE
3	+2 Bonus to Initiative, Knov		SHARE FAVOURED ENEMY DURATION Sonstiges	Name
8	Perception, Stealth and while underground	Survival checks		Creature type
13	+8		Runden WE + (wis minimum 1)	Creature type
18	+11		As a move action, share half your Favoured Enemy	Waldläufer- stufe - 3 = stufe
			bonus against a single target with all allies within 30 ft VORBEREITETE ZAUBER	
BONU	EMPATHIE Waldla JS stu			
	= CH +	+		1 000
Use in	place of Diplomacy to improve the a	attitude of an animal		
*	TRACK Waldläufer-	Curring		000
	stufe	Survival Bonus		2
Spure	en folgen = (÷ 2) +		
*	ZAUBER	*		
Stufe 4	Waldläufer 3 stufe = 3	3 = Zauber- stufe		3
Z	auber Zauber = G	rund- + Bonus Zauber		
Rett		auber WIS		
	2			4
	3			
	4			
Zauber Rettungs SG = 10 + WE + Zaubergrad				
Konze	entration = WI	Zauber- stufe		
``	ROCK HOPPE			
Stufe	Bonus to Acroba	atics and Climb checks		
7	Ignore difficult terrain while under			
`~	DEEP WALKER CAMO			
Stufe 12	Use Stealth to hide underground, environment doesn't provide cove		SCHRIFTROLLEN	TRÄNKE
ONE WITH THE STONE				
Stufe				
17	being observed			
~	ZAUBERSTÄI	BE 💌		
	- E □			
	□ H PIONNOEN			
	Transition Transition			
	Z. D			
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