

Waldläufer-
stufe

(WALDLÄUFER)

Stufe	■ BONUS GEGEN ERZFEIND	+2	4	6	8	10
1	■	□	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

SHIFTER'S BLESSING

FORMS	Stufe 3	<input type="checkbox"/>
	Stufe 8	<input type="checkbox"/>
	Stufe 13	<input type="checkbox"/>
	Stufe 18	<input type="checkbox"/>

TIEREMPATHE

TIEREMPATHE BONUS	Waldläufer- stufe	Sonst. Mod.
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Nutze anstatt Diplomatie, um die Einstellung des Tieres dir ggü. zu ve

TRACK

Spuren suchen = $\left(\frac{\text{Waldläuferstufe}}{\text{Überlebenskunst Bonus}} \right) +$

ZAUBER

Stufe	Waldläufer-	- 3 =	Zauber-	
4	stufe		stufe	

RW gegen Zauber		Zauber pro Tag	=	Grund- zauber	+	Bonuszauber WIS
	1					□ □ □ □
	2					□ □ □ □
	3					□ □ □ □
	4					□ □ □ □

Zauberrettungs SG = 10 + WE + Zaubergrad

Konzentration = WE + Zauber-
stufe

ZAUBERSTÄBE

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KAMPESTIL

NATURAL WEAPON COMBAT

Waldläuferstufe 2	<input type="checkbox"/> Aspect of the Beast	<input type="checkbox"/> Low Light Vision <input type="checkbox"/> Dark Vision <input type="checkbox"/> Claws: 1d4 damage (1d3 if small) <input type="checkbox"/> Predator's Leap: Jump without a run-up <input type="checkbox"/> Tierinstinkt: +2 Initiative und Überlebenskunst
	<input type="checkbox"/> Rending Claws	If two claw attacks hit in a turn, the second does an extra 1d6 damage
	<input type="checkbox"/> Improved Natural Weapon	Increased damage dice 1d2 → 1d3 → 1d4 → 1d6 → 1d8 → 2W6 → 3d6 → 4d6 → 6d6 → 8d6 → 12W6 1d10 → 2W8 → 3d8 → 4d8 → 6d8 → 8d8 → 12W8
	<input type="checkbox"/> Weapon Focus	+1 to attack with selected weapon
	6	<input type="checkbox"/> Eldritch Claws Natural weapons considered both magical and silver <input type="checkbox"/> Vital Strike Make a single attack for an extra set of damage dice
10	<input type="checkbox"/> Multiattack Second attack with natural weapons takes only -2 penalty rather than -5 <input type="checkbox"/> Improved Vital Strike Make a single attack for two extra sets of damage dice	
14		
18		Kampfstilantale können ohne die normalen Voraussetzungen gewährt werden. Sie gelten nur, wenn er keine schwere Rüstung trägt.

BUND DES JÄGERS

<p>Stufe 4 <input type="checkbox"/> TEILE ERZFEIND</p> <p>SHARE FAVOURED ENEMY</p> <p>DAUER _____ Sonst. Mod. _____</p> <p>Runden WE + _____</p> <p style="text-align: right;">(WE Minimum 1)</p> <p>Teile halben Erzfeindbonus gegen eine einzelne Kreatur mit allen Verbündeten innerhalb 9m (als Bewegungsaktion)</p>	<p><input type="checkbox"/> TIERGEFÄHRTE</p> <p>Name _____</p> <p>Creature type _____</p> <p>Waldläuferstufe - 3 = Druidenstufe </p>
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VORBEREITETE ZAUBER

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SCHRIFTROLLEN

[illegible]

TRÄNKE

[illegible]