WARDEN

(RANGER)

Waldläufer-stufe

Level Bonus +

MASTER OF TERRAIN

Stufe		+2	4	6	8	10
1	○ FAVOURED TERRAIN	■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

Stufe 2 — LIVE IN COMFORT
Take 10 on Survival checks in your favoured terrains
If not in immediate danger, take 20

Stufe 4 — TERRAIN BOND
+2 Bonus to Perception, Survival and Stealth checks to allies in your favoured terrains
Allies leave no trail and cannot be tracked (unless you want them to be) in your favoured terrains

Stufe 5 — ABLE EXPLORER
Take the higher of two rolls on Acrobatics, Climb, Fly, Ride or Swim checks in your favoured terrains

Stufe 20 — WILDERNESS WHISPERS
Take 20 on Initiative checks in your favoured terrains

TIEREMPATHIE

TIEREMPATHIE BONUS = CH + Waldläufer-stufe + Sonstiges

Use in place of Diplomacy to improve the attitude of an animal

TRACK

Spuren folgen = (Waldläufer-stufe ÷ 2) + Survival Bonus

ZAUBER

Stufe 4 — Waldläufer-stufe - 3 = Zauber-stufe

	Zauber Rettungs SG	Zauber pro Tag	= Grund-zauber	+ Bonus Zauber WIS
1				□□□□
2				□□□□
3				□□□□
4				□□□□

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration = WE + Zauber-stufe

ZAUBERSTÄBE

LADUNGEN # □□□ □□□ □□□ □□□□□□□□□□□□□□□

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VORBEREITETE ZAUBER

1	□□□	□□□
	□□□	□□□
	□□□	□□□
2	□□□	□□□
	□□□	□□□
	□□□	□□□
3	□□□	□□□
	□□□	□□□
	□□□	□□□
4	□□□	□□□
	□□□	□□□
	□□□	□□□

SCHRIFTROLLEN

TRÄNKE