TO.		ldläufer- stufe	x	COMBAT STYLE
В	BATTLE SCOUT	Level _		
	(RANGER)	Bonus	Waldläufer stufe	⁻
*	Erzfeinde	* (2	<u></u>
Stufe	■ ERZFEIND BONUS	+2 4		
1			6	
20				
*	Bevorzugtes Gelän		10	
Stufe 3	O BEVORZUGTES GELÄNDE	BON#8 4 6 8	14 18	Ranger bonus feats can be taken without the normal pre-requisites,
8				but only apply when not wearing heavy armour.
			Stufe	BUND DES JÄGERS SHARE FAVOURED ENEMY
13			4	DURATION Sonstiges
18				Runden WE + (wis minimum 1)
Stufe 3	Round Allies gain +2 bonus to Initia	tive in the area	As a mo	ve action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft
ADVANTAGEOUS TERRAIN	Round Allies gain +2 bonus Perception, Stealth and 2 Survival checks in the area		``	VORBEREITETE ZAUBER
	Round Not hampered by difficult ter Take 10 on Climb and Swim,			1 000
	7	even in a nurry		
	DURATION Waldläufer- stufe	Bonus applies in a 60 ft radius area centred on yourself		
	mins =			2
	Stufe PERFECT ADVANTAGE			
	20 Gain the above bonuses in ju	st one round		
Stufe INFILTRATION 10 Once a day, pick an extra favoured terrain for one hour. TIEREMPATHIE TIEREMPATHIE BONUS Suffer Sonstiges CH + + Use in place of Diplomacy to improve the attitude of an animal TRACK				3
				4 000
			•	SUPERIOR TACTICS
Waldläufer- Survival stufe Bonus		Stufe	Once per day, rearrange your party's initiatives after they've been rolled Initiative bonus for yourself and allies within	
Spuren folgen = (÷ 2) +			15	an area you've already scouted out
Stufe Waldläufer- 4 Waldläufer- stufe - 3 = Zauber- stufe				
	auber Zauber = Grun ungs SG pro Tag = zaub	er + Bonus Zauber WIS		
	1			
	2			
	3			
	4			SCHRIFTROLLEN TRÄNKE
Zaub	per Rettungs SG = 10 + WE + Zaubergra	d		SCHRIFTROLLEN TRÄNKE
Konze	entration = WE	★ Zauber-stufe		
~				
*	ZAUBERSTÄBE	,		
Abunger				
	A DDC			
	~ -			
WWW.				
	<u> </u>			
	ã UUL			
CADO OOO ## 000 OOO OOO				