

RANGER

Waldläufer-  
stufe

Level  
Bonus

+

Erzfeinde

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

Bevorzugtes Gelände

Stufe	BEVORZUGTES GELÄNDE BONUS	4	6	8
3				
8				
13				
18				

TIEREMPATHE

TIEREMPATHE  
BONUS

Waldläufer-  
stufe

Sonstiges

= CH + +

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

TRACK

Waldläufer-  
stufe

Survival  
Bonus

Spuren folgen

= ( ÷ 2 ) +

ZAUBER

Stufe

Waldläufer-  
stufe

- 3 = Zauber-  
stufe

Zauber  
Rettungs SG

Zauber  
pro Tag

= Grund-  
zauber + Bonus Zauber  
WIS

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration

= WE +

Zauber-  
stufe

ZAUBERSTÄBE

LADUNGEN

#

LADUNGEN

#

LADUNGEN

#

LADUNGEN

#

LADUNGEN

#

COMBAT STYLE

ARCHERY

Waldläufer-  
stufe

Far Shot

Attack penalty per range increment decreases from -2 to -1

Point Blank Shot

+1 to attack and damage within first range increment

Rapid Shot

When making a full-round attack, get one additional attack in return for a -2 penalty

Precise Shot

Attack into melee without the -4 penalty

Improved Precise Shot

Ignore the penalties for partial cover or partial concealment

Manysot

When making a full-round attack, your first attack has two arrows

Pinpoint Targeting

Make a single attack that bypasses shields, armour and natural armour

Shot on the Run

Attack at any point during your move

Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.

BUND DES JÄGERS

Stufe

SHARE FAVOURED ENEMY

TIERGEFÄHRTE

SHARE FAVOURED ENEMY  
DURATION

Sonstiges

Runden = WE + (WIS minimum 1)

As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft

Name

Creature type

Waldläufer-  
stufe

- 3 = Druiden-  
stufe

VORBEREITETE ZAUBER

1

2

3

4

SCHRIFTROLLEN

TRÄNKE