

HORSE LORD

(RANGER)

Waldläufer-
stufe

Stufen
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		□	□	

TIEREMPATHIE

TIEREMPATHIE BONUS Waldläufer-
stufe Sonstiges

CH + +

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

TRACK

Waldläufer-
stufe Überlebenskunst
Bonus

Spuren folgen = (÷ 2) +

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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KAMPFSTIL

MOUNTED COMBAT

Waldläufer- stufe	<input type="checkbox"/> Mounted Combat	Once a round, make a Ride check to negate a hit against your mount
	<input type="checkbox"/> Mounted Archery	Half the penalty for firing while moving: -2 and -4 rather than -4 and -8
2	<input type="checkbox"/> Ride-By Attack	Continue moving after a charge, up to double your move speed
	<input type="checkbox"/> Trick Riding	Ignore Ride checks of DC 15; no penalty for riding bareback; use Mounted Combat twice
6	<input type="checkbox"/> Mounted Shield	Add your shield bonus to mount's AC, and to Mounted Combat
	<input type="checkbox"/> Spirited Charge	Double melee damage when charging (triple with a lance)
10	<input type="checkbox"/> Mounted Skirmisher	Move and make a full-round set of attacks
14	<input type="checkbox"/> Unseat	Charge with a lance and bull rush to knock opponent down
18	Waldläufer Bonus Talente können gewählt werden ohne die normalen Voraussetzungen, aber sie gelten nur wenn er/sie keine schwere Rüstung trägt.	

MOUNTED BOND

Name	
Creature type	
Waldläufer- stufe (- 3 until level 12) = Effective Druid Level	

TEMPORARY HIT POINTS Ranger Level Sonstiges

TP = +

VORBEREITETE ZAUBER

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□ □ □	4 □ □ □
□ □ □	□ □ □

SCHRIFTROLLEN

TRÄNKE