Waldläufer- stufe	COMBAT STYLE
FALCONER	
(RANGER) Level Bonus	Waldläufer- \square
Erzfeinde	stufe
Stufe ERZFEIND BONUS +2 4 6 8 10	2
1	
5	14
10	18
15	Ranger bonus feats can be taken without the normal pre-requisites,
20	but only apply when not wearing heavy armour.
Bevorzugtes Gelände	Stufe FEATHERED COMPANION Stufe FULL Waldläufer Druiden
Stufe O BEVORZUGTES GELÄNDE BONUS 4 6 8	1 With half hit points 4 Full hit points stufe - 3 = stufe
3	Name
8	Bird of prey type
13	
18	Roam DC 15 The bird roams and forages on its own, and returns at a set time.
TRACK	Distract DC 20 The bird flutters distractingly around an enemy. On a successful attack, the enemy is shaken.
Waldläufer- Survival stufe Bonus	Stufe Swooping Charge DC 20
Spuren folgen = (÷ 2) +	The bird flies to a high vantage point, then next round makes a charge attack. If successful, this deals 2d4 damage from a bite, with a ×4 critical modifier, and the target is staggered for a round.
ZAUBER	VORBEREITETE ZAUBER
Stufe Waldläufer 2 = Zauber-	
4	1 000
Zauber Zauber = Grund- + Bonus Zauber pro Tag = Grund- + WIS	
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2 0000	2 •••
3	
4	
Zauber Rettungs SG = 10 + WE + Zaubergrad	3 000
Konzentration = WE + Zauber-stufe	
	4
ZAUBERSTÄBE	
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