

Waldläufer-
stufe

(WALDLÄUFER)

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

SHIFTER'S BLESSING

FORMS	Stufe 3	<input type="checkbox"/>
	Stufe 8	<input type="checkbox"/>
	Stufe 13	<input type="checkbox"/>
	Stufe 18	<input type="checkbox"/>

TIEREMPATHE

TIEREMPATHIE BONUS

= **CH** + + +

Wie Diplomatie, aber verbessert die Einstellung eines Tieres

SPUREN LESEN

Spuren lesen = ($\div 2$) +

ZAUBER

Stufe 4	Waldläufer- stufe	- 3 =	Zauber- stufe	<div style="border: 1px solid black; width: 60px; height: 40px; margin: 0 auto;"></div>	
RW gegen Zauber	Zauber pro Tag	=	Grund- zauber	+	Bonuszauber WE
<div style="border: 1px solid black; width: 60px; height: 40px;"></div>	1	<div style="border: 1px solid black; width: 60px; height: 40px;"></div>	<div style="border-bottom: 1px solid black; width: 60px;"></div>	<div style="border-bottom: 1px solid black; width: 60px;"></div>	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
<div style="border: 1px solid black; width: 60px; height: 40px;"></div>	2	<div style="border: 1px solid black; width: 60px; height: 40px;"></div>	<div style="border-bottom: 1px solid black; width: 60px;"></div>	<div style="border-bottom: 1px solid black; width: 60px;"></div>	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
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<div style="border: 1px solid black; width: 60px; height: 40px;"></div>	4	<div style="border: 1px solid black; width: 60px; height: 40px;"></div>	<div style="border-bottom: 1px solid black; width: 60px;"></div>	<div style="border-bottom: 1px solid black; width: 60px;"></div>	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

Konzentration = WE + Zauber-
stufe

ZAUBERSTÄBE

[illegible]

KAMPESTIL

NATURAL WEAPON COMBAT

Waldläuferstufe 2	<input type="checkbox"/> Aspect of the Beast	<input type="checkbox"/> Low Light Vision <input type="checkbox"/> Dunkelsicht <input type="checkbox"/> Claws: 1d4 damage (1d3 if small)
	<input type="checkbox"/> Predator's Leap: Jump without a run-up	<input type="checkbox"/> Tierinstinkt: +2 Initiative und Überlebenskunst
	<input type="checkbox"/> Rending Claws If two claw attacks hit in a turn, the second does an extra 1d6 damage	
	<input type="checkbox"/> Improved Natural Weapon Increased damage dice 1d2 → 1d3 → 1d4 → 1d6 → 1d8 → 2W6 → 3d6 → 4d6 → 6d6 → 8d6 → 12W6 1d10 → 2W8 → 3d8 → 4d8 → 6d8 → 8d8 → 12W8	
	<input type="checkbox"/> Weapon Focus +1 to attack with selected weapon	
6	<input type="checkbox"/> Eldritch Claws Natural weapons considered both magical and silver	
	<input type="checkbox"/> Vital Strike Make a single attack for an extra set of damage dice	
10	<input type="checkbox"/> Multiattack Second attack with natural weapons takes only -2 penalty rather than -5	
	<input type="checkbox"/> Improved Vital Strike Make a single attack for two extra sets of damage dice	
14		
18	Kampfstiltalente können ohne die normalen Voraussetzungen gewählt werden. Sie gelten nur, wenn er keine schwere Rüstung trägt.	

BUND DES JÄGERS

<p>Stufe 4 <input type="checkbox"/> TEILE ERZFEIND</p> <p>TEILE ERZFEIND DAUER _____ Sonstiges _____</p> <p><input type="text"/> Runden WE + _____ (WE minimum 1)</p> <p>Teile halben Erzfeindbonus gegen eine einzelne Kreatur mit allen Verbündeten innerhalb 9m (als Bewegungsaktion)</p>	<p><input type="checkbox"/> TIERGEFÄHRTE</p> <p>Name _____</p> <p>Kreaturenart _____</p> <p>Waldläuferstufe - 3 = Druidenstufe <input type="text"/></p>
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VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SCHRIFTROLLEN

[illegible]

TRÄNKE

[illegible]