

WARDEN  
(WALDLÄUFER)

Waldläufer-  
stufe

Stufen-  
bonus

+

MASTER OF TERRAIN

Stufe ☐ BEVORZUGTES GELÄNDE +2 4 6 8 10

1 ■ □ □ □ □ □

5 □ □ □ □ □ □

10 □ □ □ □ □

15 □ □ □ □

20 □ □ □ □

Stufe **LIVE IN COMFORT**  
2 Take 10 on Survival checks in your favoured terrains  
If not in immediate danger, take 20

Stufe **TERRAIN BOND**  
4 +2 Bonus to Perception, Survival and Stealth  
checks to allies in your favoured terrains  
Allies leave no trail and cannot be tracked (unless you  
want them to be) in your favoured terrains

Stufe **ABLE EXPLORER**  
5 Take the higher of two rolls on Acrobatics, Climb, Fly,  
Ride or Swim checks in your favoured terrains

Stufe **WILDERNESS WHISPERS**  
20 Take 20 on Initiative checks in your favoured terrains

TIEREMPATHIE

**TIEREMPATHIE**  
BONUS Waldläufer-  
stufe Sonst.

□ = CH + □

Nutze anstatt Diplomatie, um die Einstellung des Tieres dir ggü. zu verbessern

TRACK

Waldläufer-  
stufe Überlebenskunst  
Bonus

Spuren lesen □ = ( □ ÷ 2 ) + □

ZAUBER

Stufe Waldläufer-  
stufe - 3 = Zauber-  
stufe □

RW gegen Zauber		Zauber pro Tag	= Grund- zauber +	Bonuszauber WIS
□	1	□	□	□ □ □ □
□	2	□	□	□ □ □ □
□	3	□	□	□ □ □ □
□	4	□	□	□ □ □ □

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

Konzentration □ = WE + □ Zauber-  
stufe

ZAUBERSTÄBE

LADUNGEN #	□ □ □ □ □ □ □ □ □ □
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VORBEREITETE ZAUBER

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□ □ □	4 □ □ □
□ □ □	□ □ □

SCHRIFTROLLEN

TRÄNKE