

TROPHY HUNTER
(WALDLÄUFER)

(WALDLÄUFER) Stufenbonus +

ERZFEINDE

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

- Bonus to attack, damage and selected skills against this enemy

Bevorzugtes Gelände

Stufe	BONUS FÜR BEVORZUGTES GELÄNDE	6	8
3		■	□ □ □ □
8		□	□ □ □ □ □
13		□	□ □ □
18		□	□

☐ Bonus to Initiative and selected skills when in this terrain

IMPROVED TRACK

Überlebenskunst
Bonus
$$\text{Spuren lesen} = (\quad \div 2) + \quad + 2$$

DC 15 Knowledge (nature) check to discern a creature's health, manoeuvrability and general behaviour from their tracks.

TIEREMPATHE

Wie Diplomatie, aber verbessert die Einstellung eines Tieres

ZAUBER

Stufe 4		Waldläufer- stufe - 3 = Zauber- stufe		
RW gegen Zauber		Zauber pro Tag	= Grund- zauber +	Bonuszauber WE
	1		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

$$\text{RW gegen Zauber (SG)} = 10 + \text{WE} + \text{Zaubergrad}$$

FIREARM STYLE

	1	Grit Points	You may gain up to WIS grit points each day	
Stufe				
2	Deadeye		Use touch AC beyond first range increment	Cost: 1 pt per range increment
	Gunslinger's Dodge		Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC	Kosten: 1 Pkt
	Quick Clear		Fix a broken firearm as standard action	Cost: (1 pt to fix as a move action)

HUNTER'S AIM

Stufe 4	Firearm attacks target the enemy's touch AC in the first two range increments. This stacks with similar effects.	Touch range increments	
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VORBEREITETE ZAUBER

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ZAUBERSTÄBE

The diagram illustrates the internal structure of a 3D printer, showing five horizontal tracks of the internal structure. Each track is labeled 'LADUNGEN' and contains a grid of squares representing the internal structure. The tracks are arranged vertically, showing the progression of the internal structure from top to bottom.

Track 1 (Top): LADUNGEN # [Grid of squares]

Track 2: LADUNGEN # [Grid of squares]

Track 3: LADUNGEN # [Grid of squares]

Track 4: LADUNGEN # [Grid of squares]

Track 5 (Bottom): LADUNGEN # [Grid of squares]

SCHRIFTROLLEN TRÄNKE

[illegible]

TRÄNKE