

TROPHY HUNTER

(WALDLÄUFER)












Stufen-
bonus

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

	Waldläufer- stufe	Überlebenskunst Bonus
1. Stufe	1000	1000
2. Stufe	2000	2000
3. Stufe	3000	3000
4. Stufe	4000	4000
5. Stufe	5000	5000
6. Stufe	6000	6000
7. Stufe	7000	7000
8. Stufe	8000	8000
9. Stufe	9000	9000
10. Stufe	10000	10000

Spuren lesen = (÷ 2) + + 2

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

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"/>

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

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)

6 _____

10 _____

14 _____

18 _____

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	
------------	--	------------------------	--

VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ZAUBERSTÄBE

LADUNGEN	#
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

LADUNGEN #         

[illegible][illegible]

LADUNGEN #       

SCHRIFTROLLEN

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it's resting on a surface.

TRÄNKE

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it's resting on a surface.