TRODHV HIINTED stufe	) <del>x</del>	FIREARM STYLE	<b>*</b> (
level .	1 Grit Points	You may gain up to <b>WIS</b> grit points each day	
(RANGER) Bonus	Stufe Deadeye	Use touch AC beyond first range increm	ent Cost: 1 pt per range increment
Erzfeinde	Gunslinger's Dodge	Move 5ft immediately; +2 AC against tr	
Stufe ■ <b>ERZFEIND BONUS</b> +2 4 6 8 10 <b>1</b>	Quick Clear	Alternatively, drop prone for +4 AC  Fix a broken firearm as standard action	Cost: (1 pt to fix as a move action)
5		Fix a proken illearin as standard action	Cost. (1 pt to lix as a move action)
10	6		
alty for riding bareback	14		
20	18	HIINTEDIC AIM	
Bevorzugtes Gelände		HUNTER'S AIM e enemy's touch AC in the first two	Touch range
Stufe O BEVORZUGTES GELÄNDE BON #8 4 6 8	4 range increments. This st		increments
8		VORBEREITETE ZAUBEI	R 💌
13		1 000	
18			
IMPROVED TRACK			
Waldläufer- Survival stufe Bonus		2 🗆 🗆	
Spuren folgen = $(\div 2) + \div 2$			
	- 000		
DC 15 Knowledge (nature) check to discern a creature's health, manoeuvrability and general behaviour from their tracks.		3	
ZAUBER			
Stufe Waldläufer- 4 Stufe - 3 = Zauber- stufe	<u> </u>		
Zauber Zauber Grund- Bonus Zauber		4	
Rettungs SG pro Tag zauber WIS			
2			
3			
4			
Zauber Rettungs SG = 10 + WE + Zaubergrad	_		
Konzentration = WE + Zauber-stufe	-		
ZAUBERSTÄBE	1		
ZAUDERSTABE			
# 000000000000000000000000000000000000	SCHRIFTROL	LEN	TRÄNKE
# # 000 000 000 000 000 000 000 000 000	1		
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