


**TROPHY HUNTER**  
(RANGER)

Waldläufer- stufe	
Level Bonus	+

## Erzfeinde

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

### Bevorzugtes Gelände

Stufe	BEVORZUGTES GELÄNDE BONUS	4	6	8
3				
8				
13				
18				

## IMPROVED TRACK

	Waldläufer- stufe	Survival Bonus
Spuren folgen	$\left( \frac{\quad}{2} \right) +$	$\quad + 2$

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

## ZAUBER

Stufe <b>4</b>		Waldläufer- stufe - 3 = Zauber- stufe		
Zauber Rettungs SG		Zauber pro Tag	= Grund- zauber +	Bonus Zauber WIS
	<b>1</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>2</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>3</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>4</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

$$\text{Zauber Rettungs SG} = 10 + \text{WE} + \text{Zaubergrad}$$

Konzentration  = WE + Zauber-  
stufe

## FIREARM STYLE

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

## 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"/>	<b>1</b>	<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"/>	<b>2</b>	<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"/>	<b>3</b>	<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"/>	<b>4</b>	<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

The diagram illustrates a 4x4 grid of squares, with each square containing a small black dot. The grid is divided into four horizontal sections, each labeled 'LADUNGEN' on the left and a '#' symbol on the right. The sections are arranged in a 4x4 pattern, with the first row being the top row and the fourth row being the bottom row. The grids are arranged in a 4x4 pattern, with the first row being the top row and the fourth row being the bottom row.

## SCHRIFTROLLEN

[illegible]

## TRÄNKE

[illegible]