

TROPHY HUNTER

(RANGER)

Waldläufer-
stufe

Stufen
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

Überlebenskunst
Bonus

Spuren folgen

= (

÷ 2

) +

+ 2

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

ZAUBER

Stufe	Waldläufer- stufe	- 3 =	Zauber- stufe
4			
Zauber Rettungs SG	Zauber pro Tag	= Grund- zauber +	Bonus Zauber WIS
	1		□ □ □ □
	2		□ □ □ □
	3		□ □ □ □
	4		□ □ □ □

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration

= WE +

Zauber-
stufe

FIREARM STYLE

1	Grit Points	You may gain up to WIS grit points each day	
Stufe	Deadeye	Use touch AC beyond first range increment	Cost: 1 pt per range increment
2	Gunslinger's Dodge	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC	Kosten1 Punkt
	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	Firearm attacks target the enemy's touch AC in the first two range increments. This stacks with similar effects.	Touch range increments
4		

VORBEREITETE ZAUBER

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□ □ □	3	□ □ □
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□ □ □	4	□ □ □
□ □ □		□ □ □

ZAUBERSTÄBE

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SCHRIFTROLLEN

TRÄNKE
