

TROPHY HUNTER

(WALDLÄUFER)

Waldläufer-  
stufe

Stufen  
Bonus

+

ERZFEINDE

Stufe

BONUS GEGEN ERZFEIND

+2 4 6 8 10

1

5

10

15

20

Bevorzugtes Gelände

Stufe

BONUS FÜR BEVORZUGTES GELÄNDE

6 8

3

8

13

18

IMPROVED TRACK

Waldläufer-  
stufe

Überlebenskunst  
Bonus

Spuren suchen = ( 

÷ 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

RW gegen  
Zauber

Zauber  
pro Tag

= Grund-  
zauber + Bonuszauber  
WIS

1

2

3

4

Zauberrettungs SG = 10 + WE + Zaubergrad

Konzentration

= WE + Zauber-  
stufe

ZAUBERSTÄBE

LADUNGEN

#

LADUNGEN

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LADUNGEN

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LADUNGEN

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LADUNGEN

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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

1

2

3

4

SCHRIFTROLLEN

TRÄNKE