

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 lesen

=

(

÷ 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

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

Konzentration

=

WE

+

Zauber-
stufe

ZAUBERSTÄBE

LADUNGEN

#

LADUNGEN

#

LADUNGEN

#

LADUNGEN

#

LADUNGEN

#

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

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

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