

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
4			

RW gegen Zauber		Zauber pro Tag	= Grund- zauber +	Bonuszauber WE
	1			
	2			
	3			
	4			

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

Konzentration

= WE +

Zauber-
stufe

ZAUBERSTÄBE

LADUNGEN	#	
LADUNGEN	#	
LADUNGEN	#	
LADUNGEN	#	
LADUNGEN	#	
LADUNGEN	#	

FIREARM STYLE

1	Grit Points	You may gain up to WIS grit points each day	
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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
