

TROPHY HUNTER

(PATRULHEIRO)

Nível do Patrulheiro

Nível Bônus +

INIMIGO FAVORITO

Nível	■ BÔNUS DE INIMIGO FAVORITO	4	6	8	10
1	■	□	□	□	□
5	□	□	□	□	□
10	□	□	□	□	
15	□	□	□		
20	□	□			

- Bonus to attack, damage and selected skills against this enemy

TERRENO FAVORITO

Nível	○ BÔNUS DE TERRENO FAVORECIDO	4	6	8
3		■	□	□
8		□	□	□
13		□	□	□
18		□	□	

○ Bonus to Initiative and selected skills when in this terrain

IMPROVED TRACK

	Nível do Patrulheiro	Sobrevivência Bônus
Rastrear <input type="text"/>	$(\quad \div 2) +$	$+ 2$

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

EMPATIA COM A NATUREZA

Use in place of Diplomacy to improve the attitude of an animal

MAGIAS

Nível 4 Nível do Patrulheiro - 3 = Conjurador Nível

Teste de Resistência CD		Magias por dia	Magias Base	Magias Bônus SAB
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Teste de Resistência $CD = 10 + SAB + \text{Nível da Magia}$

FIREARM STYLE

1	Grit Points	You may gain up to SAB grit points each day	
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Nível	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	Custo: 1pt
	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

Nível 4	Firearm attacks target the enemy's touch AC in the first two range increments. This stacks with similar effects.	Touch range increments	
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MAGIAS PREPARADAS

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VARINHAS

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PERGAMINHOS

[illegible]

POÇÕES

[illegible]