TDODLIN	HUNTER	Niveau e Rôdeur	*		FIREARN	I STYLE	*
		Bonus de Niveau		1 Grit Points	You may gain up to W grit points each day	IS	
7	ENNEMIS JURÉS			Deadeye	Use touch AC beyond	first range incremer	t Cost: 1 pt per range increment
- DOMING	•		2	Gunslinger's Dodge	Move 5ft immediately;		gering attack Coût :1 pt
Niveau BONUS  1	BONUS CONTRE LES ENNEMES JURÉS 8 10			Quick Clear	Alternatively, drop pro Fix a broken firearm as		Cost: (1 pt to fix as a move action)
5							
10			6				
15			14				
20			18				
ENVIRONNEMENTS DE PRÉDILECTION			HUNTER'S AIM  Niveau Firearm attacks target the enemy's touch AC in the first two  Touch range				
			ÉDIIÆC'	Firearm attacks target th <b>FIGN</b> ge increments. This s	e enemy's touch AC in the tacks with similar effect	ne first two s.	Touch range increments
3					SORTS PR	REPARES	,
8							
13					1		
18							
II.	MPROVED TRAC	K .		]			
	Niveau de Rôdeur	Survie Bonus			2		
Traquer	= ( ÷ 2 )	+ + 2					
DC 15 Knowledge (nature) check to discern a creature's health, manoeuvrability and general behaviour from their tracks.					3		
SORTS							
Niveau	Niveau Niveau de de Rôdeur Landeur de Sort						
DD de sauvegarde					4	, 000	
du sort	par jour = de ba	ise WIS					
1							
2							
3							
4							
DD de jet de sauve	garde d'un sort = 10 + SA						
Concentration	= SAG	+ Niveau d					
×	BAGUETTES	x (					
	CHARGES CHARGES		×	PARCHEMI	NS .	×	POTIONS
	¥ □□□						
	<u> </u>						
	CHARGES						