




TROPHY HUNTER

(PATRULHEIRO)

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INIMIGO FAVORITO


Nível	■ BÔNUS DE INIMIGO FAVORITO	4	6	8	10
1	10%	15%	20%	25%	30%
2	15%	20%	25%	30%	35%
3	20%	25%	30%	35%	40%
4	25%	30%	35%	40%	45%
5	30%	35%	40%	45%	50%
6	35%	40%	45%	50%	55%
7	40%	45%	50%	55%	60%
8	45%	50%	55%	60%	65%
9	50%	55%	60%	65%	70%
10	55%	60%	65%	70%	75%

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

NIVEL	
3	
8	
13	
18	

○ Bonus to Initiative and selected skills when in this terrain

IMPROVED TRACK

Rastrear = (\div 2) + + 2

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

MAGIAS

Nível	Nível de	- 3	Conjurador	
4	Ranger		Nível	

$$\text{Teste de Resistência CD} \quad \text{Magias por dia} = \text{Base Magia} + \text{Magias Bônus SAB}$$

	1		_____	□ □ □ □
	2		_____	□ □ □ □
	3		_____	□ □ □ □
	4		_____	□ □ □ □

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
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2	Gunslinger's Dodge	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC	Custo: 1pt
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Quick Clear	Fix a broken firearm as standard action	Cost: (1 pt to fix as a move action)
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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

[illegible]

CARGAS # 

CARGAS #      

[illegible][illegible]

PERGAMINHOS

[illegible]

POCÕES

[illegible]