Nivel de	`~		FIREARM	I STYLE	*
TROPHY HUNTER Splorador  (EXPLORADOR)  Bon de Nivel		1 Grit Points	You may gain up to SA grit points each day	В	
ENEMIGOS PREDILECTOS	Nivel 2	Deadeye	Use touch AC beyond fi	irst range increment	Coste: 1 pt per range increment
Nivel BON DE ENEMIGO PREDILECTION 4 6 8 10		Gunslinger's Dodge	Move 5ft immediately; Alternatively, drop pron		ing attack Coste: 1 pt
1		Quick Clear			esteridar pt to fix as a move action)
5					
10	6 10				
15	14 18				
20	18		HUNTER	) C ATRE	
TERRENOS PREDILECTOS	Nivel	Firearm attacks target the			Touch range
Nivel O BON DE TERRENO PREDILECTO 2 4 6 8	4	range increments. This st	acks with similar effects	S.	increments
8	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	_	CONJUROS PR		*
13			1		
18					
IMPROVED TRACK					
Nivel de Bon de			2		
Explorador Supervivencia  Rastrear = ( ÷ 2 ) + + 2					
DC 15 Knowledge (nature) check to discern a creature's health, manoeuvrability and general behaviour from their tracks.			3		
CONJUROS					
Nivel Nivel de Explorador - 3 Tanzador					
CD Salv Conjuros _ ConjurosÇonjuros Adicionale			4		
de Conjuros al Dia Base SAB					
2					
3					
4					
CD Salv de Conjuro = 10 + SAB + Nivel de Conjuro					
Concentración = SAB + Nivel de Lanzado	r				

×	VARITAS		
	CARGAS	PERGAMINOS	POCIONES
	# 000000000000000000000000000000000000		
	ARGAS # 000 000 000		
	% # 00000000000000000000000000000000000		
	CARGA # 00000000000000000000000000000000000		