

TROPHY HUNTER

(EXPLORADOR)

Nivel de Explorador

Bon Nivel

ENEMIGOS PREDILECTOS

Nivel

BON DE ENEMIGO PREDILECTO

2 4 6 8 10

1

5

10

15

20

TERRENOS PREDILECTOS

Nivel

BON DE TERRENO PREDILECTO

2 4 6 8

3

8

13

18

IMPROVED TRACK

Nivel de Explorador

Bon de Supervivencia

Rastrear = (÷ 2) + + 2

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

CONJUROS

Nivel

Nivel de Explorador

- 3 = Nivel de Lanzador

CD Salv de Conjur

Conjur al Día

=

Conjur Base

Conjur Adicionales SAB

1

2

3

4

CD Salv de Conjuro = 10 + SAB + Nivel Conjuro

Concentración = SAB + Nivel de Lanzador

FIREARM STYLE

1

Grit Points

You may gain up to SAB grit points each day

Nivel

Deadeye

Use touch AC beyond first range increment

Coste: 1 pt per range increment

2

Gunslinger's Dodge

Move 5ft immediately; +2 AC against triggering attack
Alternatively, drop prone for +4 AC

Coste: 1 pt

Quick Clear

Repara un arma de fuego rota como acción estándar (Coste: 1 pt to fix as a move action)

6

10

14

18

HUNTER'S AIM

Nivel

Firearm attacks target the enemy's touch CA in the first two range increments. This stacks with similar effects.

Touch range increments

CONJUROS PREPARADOS

1

2

3

4

VARITAS

CARGAS

#

CARGAS

#

CARGAS

#

CARGAS

#

CARGAS

#

PERGAMINOS

POCIONES