

TROPHY HUNTER

(RODEUR)

Rôdeur
Niveau

Niveau
Bonus

+

ENNEMIS JURÉS

Niveau **BONUS CONTRE LES ENNEMIS JURÉS** 8 10

1	■ □ □ □ □ □
5	□ □ □ □ □ □
10	□ □ □ □ □
15	□ □ □ □
20	□ □ □

ENVIRONNEMENTS DE PRÉDILECTION

Niveau **BONUS SUR LES ENVIRONNEMENTS DE PRÉDILECTION**

3	■ □ □ □ □
8	□ □ □ □ □
13	□ □ □ □
18	□ □ □

IMPROVED TRACK

Rôdeur
Niveau

Survie
Bonus

Traquer = (÷ 2) + + 2

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

SORTS

Niveau **Rôdeur - 3 = Niveau de Lanceur de Sort**

Sort	DD sauvegarde	Sorts par jour	Base Sorts	Bonus Spells SAG
	1			□ □ □ □ □
	2			□ □ □ □ □
	3			□ □ □ □ □
	4			□ □ □ □ □

DD de jet de sauvegarde d'un sort = 10 + SAG + niveau du sort

Concentration = SAG + Niveau de Lanceur de Sort

FIREARM STYLE

1

Grit
Points

You may gain up to **WIS**
grit points each day

Niveau **Deadeye**

Use touch AC beyond first range increment

Cost: 1 pt per range increment

Niveau **2 Gunslinger's Dodge**

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

Coût: 1 pt

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

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

Touch range
increments

SORTS PREPARES

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

BAGUETTES

CHARGES #	□ □ □ □ □ □ □ □ □ □
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PARCHEMINS

POTIONS