	Rôdeur	FIREARM STYLE				
TROPHY HUNTER (RODEUR)	Niveau Honus		1 Grit Points	You may gain up to grit points each day		
			Deadeye	Use touch AC beyor	nd first range inci	rement Cost: 1 pt per range increment
Niveau BONUS CONTRE LES ENNER		2	Gunslinger's Dodge	Move 5ft immediate Alternatively, drop p		t triggering attack Coût :1 pt
1	-		Quick Clear	Fix a broken firearm	n as standard act	ion Cost: (1 pt to fix as a move action)
5		6				
10	<u> </u>	10				
15		14 18				
20		10				
ENVIRONNEMENTS DE PRÉ	DILECTION	Niveau	Firearm attacks target th		ER'S AIM	Touch range
Niveau O BONUS SUR LES ENVIRON		DILECT	IOM nge increments. This s	tacks with similar effe	ects.	increments
3		`*		SORTS I	PREPARES	*
8						
13]		1	
18						
IMPROVED TRAC	K					
Rôdeur Niveau	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 Rôdeur - 3 Niveau de						
					4	
	Sort Sorts Base Sorts supplémentaire Sorts Par jour]			
1	1					
2	2					
3	_					
4						
DD de jet de sauvegarde d'un sort = 10 + SA	G + niveau du sort					
Concentration = SAG	Niveau d					
BAGUETTES	*					
CHANGES ##		× -	PARCHEMI	INS -		POTIONS

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