

Batidor

Scout
Level

SKIRMISH

Damage bonus to all attacks made on your turn, provided you move at least 10ft during your turn.

Does not apply to undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits.

Applies to ranged attacks within 30ft.

Nivel 3 AC bonus provided you moved at least 10ft this turn.

DOTES ADICIONALES

- ☐ Acrobatic
- ☐ Agile
- ☐ Alertness
- ☐ Lucha a Ciegas
- ☐ Brachiation
- ☐ Combat expertise
- ☐ Danger sense
- ☐ Esquiva
- ☐ Aguante
- ☐ Far shot
- ☐ Gran fortitud
- ☐ Hear the unseen
- ☐ Iniciativa Mejorada
- ☐ Improved swimming
- ☐ Iron will
- ☐ Lightning reflexes
- ☐ Movilidad
- ☐ Point blank shot
- ☐ Disparo Preciso
- ☐ Quick draw
- ☐ Quick reconnoiter
- ☐ Rapid reload
- ☐ Shot on the run
- ☐ Skill focus
- ☐ Spring attack
- ☐ Rastrear

FORTITUD DE BATALLA

Nivel 2 Bonificador a salvaciones de Fortaleza y tiradas de iniciativa.

FLAWLESS STRIDE

Nivel 6 Puede moverse sin penalizaciones o sin recibir daño a travez de cualquier terreno que no requiera un chequeo de trepar o nadar

FREE MOVEMENT

Nivel 18 Slip out of bonds, grapples and confining spells easily.

Batidor

Nivel	Skirmish Damage	Skirmish AC Bonus	Battle Fortitude	Fast Movement	
1	1d6				Encontrar Trampas
2			+1		Uncanny dodge
3		+1		+10ft	Trackless step
4					NOTE ADICIONAL
5	2d6				Evasión
6					Flawless stride
7		+2			
8					Camouflage, Bonus feat
9	3d6				
10					Blindsense 30ft
11		+3	+2	+20ft	
12					NOTE ADICIONAL
13	4d6				
14					Escondese en plena vista
15		+4			
16					NOTE ADICIONAL
17	5d6				
18					Free movement
19		+5			
20			+3		Blindsight 30ft, Bonus feat
Lose access to Skirmish, Battle Fortitude, Fast Movement, Flawless Stride, Camouflage, Hide in Plain Sight, and Free Movement abilities when wearing medium or heavy armour, or carrying a medium or heavy load.					