TROPHY HUNTER

(EXPLORADOR)

Nivel de Explorador

Bon de 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

Rastrear [ ] = (Nivel de Explorador ÷ 2) + Bon de Supervivencia + 2

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

CONJUROS

Nivel 4 — Nivel de Explorador - 3 = Nivel de Lanzador [ ]

CD Salv de Conjuros		Conjuros al Día	= Conjuros Base	+ Conjuros Adicionales SAB
[ ]	1	[ ]		□□□□
[ ]	2	[ ]		□□□□
[ ]	3	[ ]		□□□□
[ ]	4	[ ]		□□□□

CD Salv de Conjuro = 10 + SAB + Nivel de Conjuro

Concentración [ ] = SAB + Nivel de Lanzador

FIREARM STYLE

[1] Grit Points — You may gain up to **SAB** grit points each day [ ]

Nivel			
2	Disparo de precisión	Usa ataque de toque mas allá del primer incremento de alcance	**Coste:** 1 pt per range increment
	Esquiva del pistolero	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC	**Coste:** 1 pt
	Desencasquillado rápido	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 4 — 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	□□□
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□□□	4	□□□
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VARITAS

CARGAS # □□□ □□□ □□□ □□□□□□□□□□□□□□□ □□□ □□□ □□□

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PERGAMINOS

POCIONES