TDODIN IIIN	Niveau Niveau	``		FIREARM	STYLE	*
TROPHY HUN'	Niveau Bonus +		1 Grit Points	You may gain up to W grit points each day	IS	
ENNEMIC			Deadeye	Use touch AC beyond f	irst range incremen	t Cost: 1 pt per range increment
ENNEMIS JURÉS Niveau BONUS CONTRE LES ENNEMES JURÉS 8 10		2	Gunslinger's Dodge	Move 5ft immediately; Alternatively, drop pror	+2 AC against trigg ne for +4 AC	gering attack Coût :1 pt
1	■ -0-0-0-0		Quick Clear	Fix a broken firearm as	standard action	Cost: (1 pt to fix as a move action)
5		6				
10	0-0-0	10				
15	<u> </u>	14				
20		18				
ENVIRONNEMENTS I	DE PRÉDILECTION .	Nivoau	-	HUNTER		*
	NVIRONNEM ENTS DE PRÉ	DILECT	Firearm attacks target th IOM ige increments. This s	e enemy's touch AC in th tacks with similar effects	ne first two 3.	Touch range increments
3		× -		SORTS PR	EPARES	*
8	0-0-0					
13	0-0-0			1		
18						
IMPROVED	TRACK]			
Niveau de Rôdeu	Survie]	2		
]			
Traquer = (÷ 2) + + 2]			
DC 15 Knowledge (nature) check to discern a creature's health, manoeuvrability and general behaviour from their tracks. SORTS]	3		
Niveau Niveau 4 Niveau de de Rôdeur Lanceur de Sort						
				4		
Sort Sorts DD sauvegarde par jour	= Base Sorts supplémentaire Sorts SAG	es 🗆 🗆				
1	P P P P	~				
2						
3						
4						
DD de jet de sauvegarde d'un sort	= 10 + SAG + niveau du sort					
Concentration =	SAG + Niveau d					
	Lanocar	uc 0011				
BAGUET	TTES					
		7	PARCHEMI	MC	7	POTIONS

CHANGES	PARCHEMINS	POTIONS
CHARGES		
CHARGES 44 CO.		
CHARGES ## COLORON COL		
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