

TROPHY HUNTER
(RANGER)

Ranger Level
Level Bonus

FAVORED ENEMIES

Table with 2 columns: Level, FAVORED ENEMY BONUS. Rows for levels 1, 5, 10, 15, 20.

FAVORED TERRAINS

Table with 2 columns: Level, FAVORED TERRAIN BONUS. Rows for levels 3, 8, 13, 18.

IMPROVED TRACK

Track [] = ([] ÷ 2) + [] + 2

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

SPELLS

Level 4, Ranger Level - 3 = Caster Level []
Table with 4 columns: Spell Save DC, Spells per day, Base Spells, Bonus Spells WIS.

Concentration [] = WIS + [] Caster Level

WANDS

Table with 2 columns: CHARGES, #. Rows for wand charges.

FIREARM STYLE

1 Grit Points You may gain up to WIS grit points each day. []
Level 2 Deadeye Use touch AC beyond first range increment Cost: 1 pt per range increment
Gunslinger's Dodge Move 5ft immediately; +2 AC against triggering attack Cost: 1 pt
Alternatively, drop prone for +4 AC
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

Level 4 Firearm attacks target the enemy's touch AC in the first two range increments. This stacks with similar effects. Touch range increments []

PREPARED SPELLS

Table with 2 columns: Spells, Level. Rows for levels 1, 2, 3, 4.

SCROLLS

Table with 2 columns: CHARGES, #. Rows for scroll charges.

POTIONS

Table with 2 columns: CHARGES, #. Rows for potion charges.