	Ranger Level	FIREARM STYLE								
TROPHY HUNTER (RANGER)	Level +		1	Grit Points	You may gain up to grit points each da					
FAVOURED ENEMI			Deadeye	9	Use touch AC beyo	nd fi	st range increment	Cost: 1 pt per	range incremer	
Leve  ■ FAVOURED ENEMY BONUS		2	Gunslin	ger's Dodge	Move 5ft immediat			ring attack	Kost:1	
1			Quick Clear		Alternatively, drop prone for +4 AC  Fix a broken firearm as standard action			Cost: (1 pt to fix as a move action		
5										
10		6								
15		14								
20		18								
FAVOURED TERRAINS			HUNTER'S AIM  Level Firearm attacks target the enemy's touch AC in the first two							
Level O FAVOURED TERRAIN BONUS +2 4 6 8		Level Firearm attacks target the enemy's touch A range increments. This stacks with similar				C in the first two Touch range effects.				
3		``			PREPAR	ED	SPELLS		,	
8										
13						1				
18										
IMPROVED TRAC	K ,									
Ranger Level	Survival Bonus					2				
Track = ( ÷ 2)	+ + 2									
DC 15 Knowledge (nature) check to discern a creature's health, manoeuvrability and general behaviour from their tracks.					3					
SPELLS										
Level Ranger - 3 =	Caster									
	s Bonus Spreuken					4				
Save DC per day = Spreuk										
2 3 4 Spell Save DC = 10 + WIS + Spell Level  Concentration = WIS	+ Caster Level									

×	WANDS		
	CHARGE # 00000000000000000000000000000000000	SCROLLS	POTIONS
	CHANGE # 00000000000000000000000000000000000		
	HARBER # 000 000 000		
	0448668 # 000000000000000000000000000000000		
	# 000000000000000000000000000000000000		