Range		<b>*</b>			FIREA	RM	STYLE			*
TROPHY HUNTER Leve	0		1	Grit Points	You may gain up to		S			
(RANGER) Bonu	+	Level	Deadeye	<u> </u>	Use touch AC beyo	nd fi	rst range increm	ent Cos	t: 1 pt per ra	ange increment
FAVOURED ENEMIES  Level FAVOURED ENEMY BONUS +2 4 6 8 10		2							Kost:1 pt	
_			Quick Cl	ear	Fix a broken firear	m as	standard action	Cost: (	pt to fix as	a move action)
		6								
		10								
15		14 18								
■ Bonus to attack, damage and selected skills again					HUNT	ER'	S AIM			*
FAVOURED TERRAINS	nst this elienty	Level			ne enemy's touch <b>AC</b> stacks with similar ef				Touch ran	
Level O FAVOURED TERRAIN BONUS +2 4 6 8		× -			PREPAR					*
						1				
13	D-0-0									
18										
O Bonus to Initiative and selected skills when in thi	s terrain					2				
IMPROVED TRACK Ranger Survival										
3	onus									
Track = ( ÷ 2 ) +	+ 2					3				
DC 15 Knowledge (nature) check to discern a creature's health,										
manoeuvrability and general behaviour from their tracks.  WILD EMPATHY						,				
Use in place of Diplomacy to improve the attitude of an animal						4				
SPELLS .						_				
Level Ranger - 3 = Caste Level - 3 = Caste										
Spell Spells Basis Bo	onus Spreuken									
Save DC per day Spreuken Spreuken	WIJS									
2										
3										
4										
Spell Save DC = 10 + WIS + Spell Level										
WANDS	<b>x</b>									
H 00000 # 000000		×		SCROLL	S		Ĭ.	POTI	ONS	,
CHARGES # CHARGES										
OHANGES # 000000										
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