TROPHY HUNTER	Level		Corit	FIREAR				
(RANGER)	Level Bonus +		1 Grit Points	You may gain up to grit points each day		•		
FAVOURED ENEMI		Level	Deadeye	Use touch AC beyor	nd fir	st range increme	nt Cost: 1 pt per range	increment
Level FAVOURED ENEMY BONUS	+2 4 6 8 10	_	Gunslinger's Dodge	Move 5ft immediate Alternatively, drop p			gering attack	Cost: 1 pt
1			Quick Clear	Fix a broken firearm	as s	standard action	Cost: (1 pt to fix as a mo	ve action)
5	-	6						
15	-	10 14						
20		18						
■ Bonus to attack, damage and selected skills against this enemy		HUNTER'S A						
FAVOURED TERRAINS		Level	Theath attacks target the chemy o todon he in the mot two				Touch range increments	
Level O FAVOURED TERRAIN BON	US +2 4 6 8			PREPAR	ED	SPELLS		×
8	0-0-0				1			
13								
18								
O Bonus to Initiative and selected skills whe IMPROVED TRAC					2			
Ranger	Survival							
Level	Bonus				2			
Track = (÷ 2) + + 2					3			
DC 15 Knowledge (nature) check to discern a creature's health, manoeuvrability and general behaviour from their tracks.								
WILD EMPATHY					4			
Use in place of Diplomacy to improve the attitude of an animal								
Level Banger	Control							
4 Level - 3 =	Level							
Spell Spells = Basi Save DC per day = Spel								
1								
2								
3 4								
Spell Save DC = 10 + WIS + Spell Level								
WANDS	*							
CHARGES		×	SCROLLS	5		*	POTIONS	,
CHARGES								
CHANGES								
OHARGES #								