

TROPHY HUNTER
(RANGER)

Ranger Level
Level Bonus

FAVOURED ENEMIES

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

FAVOURED TERRAINS

Table with 2 columns: Level, FAVOURED 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, manoeuvrability and general behaviour from their tracks.

SPELLS

Table with 5 columns: Level, Spell Save DC, Spells per day, Basis Spreuken, Bonus Spreuken WIS. Rows for levels 1, 2, 3, 4.

Concentration [] = WIS + []

WANDS

Table with 2 columns: CHARGES, #. Rows for wand levels 1, 2, 3, 4.

FIREARM STYLE

Table with 3 columns: Level, Name, Description. Rows for Deadeye, Gunslinger's Dodge, Quick Clear.

6
10
14
18

HUNTER'S AIM

Table with 2 columns: Level, Description. Row for level 4.

PREPARED SPELLS

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

SCROLLS

Empty rows for scroll entries.

POTIONS

Empty rows for potion entries.