

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.

Bonus to attack, damage and selected skills against this enemy

FAVORED TERRAINS

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

Bonus to Initiative and selected skills when in this terrain

IMPROVED TRACK

Track = (Ranger Level / 2) + Survival Bonus

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

SPELLS

Table for spell calculation: Level, Ranger Level, Caster Level, Spell Save DC, Spells per day, Base Spells, Bonus Spells WIS.

Spell Save DC = 10 + WIS + Spell Level

FIREARM STYLE

Form for Firearm Style: Level 1 Grit Points, Deadeye, Gunslinger's Dodge, Quick Clear.

Form for Hunter's Aim: Level 6, 10, 14, 18.

HUNTER'S AIM

Form for Hunter's Aim: Level 4, Firearm attacks target the enemy's touch AC in the first two range increments.

PREPARED SPELLS

Form for Prepared Spells: 1, 2, 3, 4.

WANDS

Form for Wands: CHARGES #, grid of charges.

SCROLLS

Form for Scrolls: grid of charges.

POTIONS

Form for Potions: grid of charges.