
























**TROPHY HUNTER**<sup>da Ranger</sup>  
(RANGER)

Livello  
Ranger

Livello  
bonus

## NEMICI PRESCELTI

Livello	BONUS NEMICO PRESCELTO	+2	4	6	8	10
1						
5						
10						
15						
20						

- Bonus to attack, damage and selected skills against this enemy

## AMBIENTI PRESCELTI

Livello		BONUS AMBIENTE PRESCELTO			
		2	4	6	8
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8		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
18		<input type="checkbox"/>	<input type="checkbox"/>		

○ Bonus to Initiative and selected skills when in this terrain

## IMPROVED TRACK

$$\text{Seguire tracce} = \left( \frac{\text{Livello da Ranger}}{2} \right) + \text{Bonus Sopravvivenza} + 2$$

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

## INCANTESIMI

Livello <div style="font-size: 2em; font-weight: bold;">4</div>	Livello da Ranger	$-$	<div style="font-size: 2em; font-weight: bold;">3</div>	$=$ Livello Incantatore	<div style="border: 1px solid black; width: 100px; height: 50px; margin: 0 auto;"></div>
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CD TS	Incantesimi	Inc. al Giorno	=	Inc. Base	+	Inc. Bonus <b>SAG</b>
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CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

## FIREARM STYLE

## Grit Points

You may gain up to **WIS** grit points each day

Livello 2		Costo: 1 punto per ogni incremento di gittata	
<b>Occhio Letale</b>	Usa CA a contatto oltre il primo incremento di gittata		
<b>Schivata del Pistolero</b>	Muoversi di 1.5m come azione immediata; +2 a CA contro l'attacco In alternativa, farsi cadere prono per avere +4 a CA		<b>Costo:</b> 1 p.
<b>Riparazione Rapida</b>	Ripara un'arma rotta come azione di movimento	<b>Costo:</b> 1 punto per riparare come azione di movimento)	

6	
10	
14	
18	

## HUNTER'S AIM

Touch range  
increments

## INCANTESIMI PREPARATI

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## BACCHETTE

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## PERGAMENE

[illegible]

## POZIONI

[illegible]