TD ODING HILLINGE	Ranger	*		FIREARI	M STYLE	,	
TROPHY HUNTEI (RANGER)	Level Level Bonus		1 Grit Points	You may gain up to <b>W</b> grit points each day.	7IS		
FAVORED ENEM			Deadeye	Use touch AC beyond	first range increment	Cost:1 pt per range increme	
Level FAVORED ENEMY BONUS	<b>S</b> +2 4 6 8 10	2	Gunslinger's Dodge	Move 5ft immediately Alternatively, drop pro		ering attack Cost:1	
1			Quick Clear	Fix a broken firearm a	s standard action	Cost:(1 pt to fix as a move actio	
5		6					
10		10					
15		14					
20		18					
FAVORED TERRAINS			HUNTER'S AIM  Level Firearm attacks target the enemy's touch ACin the first two Touch range				
Level O FAVORED TERRAIN BONUS +2 4 6 8		4	Theath attacks target the enemy o touch Mon the mot two				
3	3		PREPARED SPELLS				
8							
13				1			
18							
IMPROVED TRA	ACK .						
Ranger Level	Survival Bonus			2	2		
Track = ( ÷ 2							
-(2)			000				
DC 15 Knowledge (nature) check to discern a creature's health, maneuverability, and general behavior from their tracks.				3	3 000		
SPELLS							
Level Ranger _ 2 = Caster							
Spall Spalls	Level						
	pells + Bonus Spells WIS						
1							
2							
3							
4							
Spell Save DC = 10 + WIS + Spell Level							
Concentration = WIS	Caster Level						

CHARGES	SCROLLS	POTIONS
00 00 00 00 00 00 00 00 00 00 00 00 00		
OH # 00 00 00 00 00 00 00 00 00 00 00 00 0		
GAARGES # COO OOO OOO OOO OOO OOO OOO OOO OOO O		
CHARGE S # 000 000 000 000 000 000 000 000 000		

WANDS