	Ranger Level	*		FIREAR	M STYLE	,			
TROPHY HUNTER (RANGER)	Level +		1 Grit Points	You may gain up to grit points each day					
EAVOIDED ENEM			Deadeye	Use touch AC beyon	nd first range incre	ement Cost: 1 pt per range increme			
FAVOURED ENEMY Level FAVOURED ENEMY BONUS	+2 4 6 8 10	2	Gunslinger's Dodge	Move 5ft immediate Alternatively, drop p		triggering attack Cost: 1			
1			Quick Clear	Fix a broken firearm	as standard action	on Cost: (1 pt to fix as a move action			
5		6							
10		10							
15		14							
20		18							
FAVOURED TERRAINS			Level Firearm attacks target the enemy's touch AC in the first two Touch range						
Level O FAVOURED TERRAIN BONUS +2 4 6 8		4	range increments. This s			increments			
3		*		PREPARI	ED SPELLS	,			
8									
13					1 000				
18									
IMPROVED TRAC	K -								
Ranger Level	Survival Bonus				2				
Track = (÷ 2)	+ + 2								
DC 15 Knowledge (nature) check to discern a creature's health, manoeuvrability and general behaviour from their tracks. SPELLS									
					3 🗆 🗆 🗆				
Level Ranger - 3	Level Ranger _ 2 _ Caster								
Zi Level	Level				4				
Spell Spells = Bas Save DC per day = Spel									
1									
2	_								
3									
4									
Spell Save DC = 10 + WIS + Spell Level									
Concentration = WIS	+ Caster Level								

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	CHARGES # 00000000000000000000000000000000000					
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