TD O DI IVI I I I I I I I I I I I I I I I I	Ranger	FIREARM STYLE					
TROPHY HUNTER (RANGER)	Level Level Bonus		1 Grit Points	You may gain up to W grit points each day	VIS		
FAVOURED ENEM			Deadeye	Use touch AC beyond	l first range increme	nt Cost: 1 pt per range incremen	
Level FAVOURED ENEMY BONU		2	Gunslinger's Dodge	Move 5ft immediately Alternatively, drop pro		gering attack Kost:1	
1	_		Quick Clear	Fix a broken firearm a	as standard action	Cost: (1 pt to fix as a move action	
5	_	6					
10		10					
15		14					
20	0-0	18					
FAVOURED TERRAINS			HUNTER'S AIM Level Firearm attacks target the enemy's touch AC in the first two				
Level O FAVOURED TERRAIN BONUS +2 4 6 8		4	Theath attacks target the chemy o todon 220 in the mot two				
3	II -0-0-0	×		PREPARE	D SPELLS	,	
8							
13				1	1 000		
18							
IMPROVED TRAC	CK -						
Ranger Level	Survival Bonus			2	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 _ 2	_ Caster						
4 Level 2	Level				4		
Spell Spells = Ba Save DC per day = Spre	sis Bonus Spreuken uken WIJS						
1		~					
2							
3							
4							
Spell Save DC = 10 + WIS + Spell Level							
Concentration = WIS	+ Caster Level						

OHANGES # 00000000000000000000000000000000000	SCROLLS	POTIONS
CHARGES # # 600 000 000 000 000 000 000 000 000		
# # COOOCOO		
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