

TROPHY HUNTER
(RANGER)

Ranger Level
Level Bonus

FAVOURED ENEMIES

Table with 2 columns: Level, FAVOURED ENEMY BONUS (+2, 4, 6, 8, 10)

Bonus to attack, damage and selected skills against this enemy

FAVOURED TERRAINS

Table with 2 columns: Level, FAVOURED TERRAIN BONUS (+2, 4, 6, 8)

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, manoeuvrability and general behaviour from their tracks.

SPELLS

Table with 5 columns: Level, Spell Save DC, Spells per day, Base Spells, Bonus Spells WIS

Spell Save DC = 10 + WIS + Spell Level

FIREARM STYLE

Table with 3 columns: Level, Action, Cost

6
10
14
18

HUNTER'S AIM

Table with 2 columns: Level, Touch range increments

PREPARED SPELLS

Table with 2 columns: Level, Spells

WANDS

Table with 2 columns: CHARGES, #

SCROLLS

Table with 2 columns: CHARGES, #

POTIONS

Table with 2 columns: CHARGES, #