	Ranger Level	``		FIREAR	M STYLI	€		*
TROPHY HUNTER (RANGER)	Level +		1 Grit Points	You may gain up to grit points each day	WIS			
FAVOURED ENEM			Deadeye	Use touch AC beyon	d first range i	ncrement	Cost: 1 pt per rang	e increment
Level FAVOURED ENEMY BONUS	+2 4 6 8 10	2	Gunslinger's Dodge	Move 5ft immediate Alternatively, drop p			attack	Cost: 1 pt
1			Quick Clear	Fix a broken firearm	as standard a	action Co	st: (1 pt to fix as a m	nove action)
5		6						
10		10						
15		14 18						
20			_	шиле	D'C AIM			#
■ Bonus to attack, damage and selected skills against this enemy		Level	HUNTER'S AIM Level Firearm attacks target the enemy's touch AC in the first two Touch range					
FAVOURED TERRAINS		4	range increments. This stacks with similar effects.					
Level O FAVOURED TERRAIN BONUS +2 4 6 8		*		PREPARI				×
8								
13					1 000			
18								
O Bonus to Initiative and selected skills when in this terrain					2 000			
IMPROVED TRACK								
Ranger Survival Level Bonus Track = (÷ 2) + + 2								
					3 000			
- (- Z) + + Z								
DC 15 Knowledge (nature) check to discern a creature's health, manoeuvrability and general behaviour from their tracks.								
SPELLS	x (4 000			
Level Ranger - 3	= Caster Level							
Spell Spells = Bas Save DC per day Spe	se + Bonus Spells	~						
1								
2								
3								
4								
Spell Save DC = 10 + WIS + Spell Level								
WANDS	*							
# 000 000 000		``	SCROLLS			PO	OTIONS	×

CHARGES #

CHARGES #