TROPHY HUNTER
(RANGER)

Ranger Level

Level Bonus +

FAVORED ENEMIES

Level	■ FAVORED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

■ Bonus to attack, damage and selected skills against this enemy

FAVORED TERRAINS

Level	○ FAVORED TERRAIN BONUS	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

○ Bonus to Initiative and selected skills when in this terrain

IMPROVED TRACK

Ranger Level   Survival Bonus

Track ☐ = (____ ÷ 2) + ____ + 2

DC 15 Knowledge (nature) check to discern a creature's health, maneuverability, and general behavior from their tracks.

WILD EMPATHY

Use in place of Diplomacy to improve the attitude of an animal

SPELLS

Level
4

Ranger Level − 3 = Caster Level

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
	1					□□□□
	2					□□□□
	3					□□□□
	4					□□□□

Spell Save DC = 10 + WIS + Spell Level

FIREARM STYLE

1	Grit Points	You may gain up to **WIS** grit points each day.	

Level 2	Deadeye	Use touch AC beyond first range increment	**Cost:**1 pt per range increment
	Gunslinger's Dodge	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC	**Cost:**1 pt
	Quick Clear	Fix a broken firearm as standard action	**Cost:**(1 pt to fix as a move action)

6	____
10	____
14	____
18	____

HUNTER'S AIM

Level 4   Firearm attacks target the enemy's touch **AC** in the first two range increments. This stacks with similar effects.

Touch range increments ☐

PREPARED SPELLS

□□□			□□□
□□□	**1**		□□□
□□□			□□□
□□□			□□□
□□□	**2**		□□□
□□□			□□□
□□□			□□□
□□□	**3**		□□□
□□□			□□□
□□□			□□□
□□□	**4**		□□□
□□□			□□□

WANDS

	CHARGES #	□□□ □□□ □□□ / □□ □□□□□□□□ □□□
	CHARGES #	□□□ □□□ □□□ / □□□ □□□□□□ □□□
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	CHARGES #	□□□ □□□ □□□ / □□□ □□□ □□□

SCROLLS

POTIONS