TROPHY HUNTER
(RANGER)

Ranger Level ⬚

Level Bonus ➕

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 _____

FAVOURED ENEMIES

Level	■ FAVOURED ENEMY BONUS	+2	4	6	8	10
1		■	☐	☐	☐	☐
5		☐	☐	☐	☐	☐
10		☐	☐	☐	☐	
15		☐	☐	☐		
20		☐	☐			

FAVOURED TERRAINS

Level	○ FAVOURED TERRAIN BONUS	+2	4	6	8
3		■	☐	☐	☐
8		☐	☐	☐	☐
13		☐	☐	☐	
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 ⬚ |

IMPROVED TRACK

Track ⬚ = (Ranger Level _____ ÷ 2) + Survival Bonus _____ + 2

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

PREPARED SPELLS

☐☐☐ _____ ☐☐☐ _____
☐☐☐ _____ **1** ☐☐☐ _____
☐☐☐ _____ ☐☐☐ _____

☐☐☐ _____ ☐☐☐ _____
☐☐☐ _____ **2** ☐☐☐ _____
☐☐☐ _____ ☐☐☐ _____

☐☐☐ _____ ☐☐☐ _____
☐☐☐ _____ **3** ☐☐☐ _____
☐☐☐ _____ ☐☐☐ _____

☐☐☐ _____ ☐☐☐ _____
☐☐☐ _____ **4** ☐☐☐ _____
☐☐☐ _____ ☐☐☐ _____

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

Concentration ⬚ = **WIS** + _____ Caster Level

WANDS

	CHARGES #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
	CHARGES #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
	CHARGES #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
	CHARGES #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
	CHARGES #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

SCROLLS

_____
_____
_____
_____
_____
_____

POTIONS

_____
_____
_____
_____
_____
_____