TRADIU IIINTER	Ranger Level	•		FIREARM	I STYLE	,	
TROPHY HUNTER (RANGER)	Level Honus		1 Grit Points	You may gain up to Wagrit points each day	IS		
FAVOURED ENEMI			Deadeye	Use touch AC beyond f	first range increment	Cost: 1 pt per range increme	
Level FAVOURED ENEMY BONUS		2	Gunslinger's Dodge	Move 5ft immediately; Alternatively, drop pro		ering attack Cost: 1 p	
1			Quick Clear	Fix a broken firearm as		Cost: (1 pt to fix as a move action	
5							
10		10					
15		14					
20		18					
FAVOURED TERRAINS			HUNTER'S AIM				
Level O FAVOURED TERRAIN BONUS +2 4 6 8		Level	Level Firearm attacks target the enemy's touch AC in the range increments. This stacks with similar effects.			Touch range increments	
3	<b></b>	<b>X</b>		PREPAREI	O SPELLS		
8							
13				1			
18							
IMPROVED TRAC	K						
Ranger Level	Survival Bonus			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 - 3 =	Caster						
Spell Spells Bas	Level e _ Bonus Spells			4			
Save DC per day Spel							
1							
2							
3							
Spell Save DC = 10 + WIS + Spell Level							
	■ Caster						
Concentration = WIS	+ Level						

×	WANDS		
	CHANGES CHANGES	SCROLLS	POTIONS
	CHANGES # 00000000000000000000000000000000000		
	CHARGES # 00000000000000000000000000000000000		
	000 000 000 000 000 000 000 000 000 00		
	# 900 000 000 000 000 000 000 000 000 00		