	Ranger	FIREARM STYLE					
TROPHY HUNTER (RANGER)	Level Bonus		1 Grit Points	You may gain up to <b>W</b> grit points each day	vis		
EA WOUDED ENEMI			Deadeye	Use touch AC beyond	first range incremer	nt Cost: 1 pt per range incremen	
FAVOURED ENEMY Level FAVOURED ENEMY BONUS		2	Gunslinger's Dodge	Move 5ft immediately Alternatively, drop pro		gering attack Custo:1p	
1			Quick Clear	Fix a broken firearm a	as standard action	Cost: (1 pt to fix as a move action	
5		6					
10		10					
15		14					
20		18					
FAVOURED TERRAINS			HUNTER'S AIM  Level Firearm attacks target the enemy's touch AC in the first two				
Level O FAVOURED TERRAIN BONUS +2 4 6 8		4	Theath attacks target the enemy o todon Ae in the mot two				
3		×		PREPARE	D SPELLS	,	
8							
13				1	1 000		
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	3 000		
Level Ranger - 3 =	Caster						
Spall Spalls Bas	Level				4		
Save DC per day Spell							
1							
2							
3	_						
4							
Spell Save DC = 10 + WIS + Spell Level							
Concentration = WIS	+ Caster Level						

OHANGES # 00000000000000000000000000000000000	SCROLLS	POTIONS
CHARGES # # 600 000 000 000 000 000 000 000 000		
# # COOOCOO		
# # CO O O O O O O O O O O O O O O O O O		
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