	Ranger Level	``		FIREARM	STYLE	,
TROPHY HUNTER (RANGER)	Level Bonus		1 Grit Points	You may gain up to <b>WI</b> grit points each day	s	
FAVOURED ENEM		2	Deadeye	Use touch AC beyond fi	rst range increment	Cost: 1 pt per range increment
Level FAVOURED ENEMY BONUS			Gunslinger's Dodge	Move 5ft immediately; Alternatively, drop pron		ering attack Cost: 1 pt
1			Quick Clear	Fix a broken firearm as		Cost: (1 pt to fix as a move action)
5			<u> </u>			
10		6				
15		14				
20		18				
FAVOURED TERRAINS		L evel	HUNTER'S AIM  Level Firearm attacks target the enemy's touch AC in the first two  Touch range			
Level O FAVOURED TERRAIN BON		4	range increments. This st	tacks with similar effects	e ilist two	increments
3		``		PREPARED	SPELLS	, , , , , , , , , , , , , , , , , , ,
8						
13				1		
18	<u> </u>					
IMPROVED TRAC						
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.				3		
SPELLS	7					
Level Ranger - 3 =	Caster Level					
	se Бонусные закляти			4		
Save DC per day Spe						
2						
3						
4						
Spell Save DC = 10 + WIS + Spell Level						
Concentration = WIS	+ Caster Level					

) k	WANDS		
	CHANGES # 00000000000000000000000000000000000	SCROLLS	POTIONS
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