

HUNT PREY ♦

RANGER

CONCENTRATE

You designate a single creature as your prey and focus your attacks against that creature. You must be able to see or hear the prey, or you must be tracking the prey during exploration.

You gain a +2 circumstance bonus to Perception checks when you Seek your prey and a +2 circumstance bonus to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within your second range increment against prey you're hunting.

You can only have one creature designated as your prey at a time. If you use Hunt Prey against a creature when you already have a creature designated, the prior creature loses the designation and the new prey gains the designation. Your designation lasts until your next daily preparations.

HUNTED SHOT ♦

RANGER

FLOURISH

Frequency: Once per round.

Requirement: You are wielding a ranged weapon with Reload 0.

You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each strike normally.

TWIN TAKEDOWN ♦

RANGER

FLOURISH

Frequency: Once per round.

Requirement: You are wielding two melee weapons, each in a different hand. You swiftly attack your hunted prey with both weapons. Make two Strikes against your hunted prey, one with each of the required weapons. If both hit the same hunted prey, combine their damage for the purpose of its resistance and weaknesses. Apply your multiple attack penalty to each Strike normally.

HUNTER'S AIM ♦♦

RANGER

CONCENTRATE

When you focus on aiming, your attack becomes particularly accurate. Make a ranged weapon Strike against your hunted prey. On this Strike, you gain a +2 circumstance bonus to the attack roll and ignore your prey's concealed condition.

QUICK DRAW ♦

RANGER

You draw your weapon and attack in the same motion. You Interact to draw a weapon, then Strike with that weapon.

DISRUPT PREY ♦

RANGER

Trigger: Your hunted prey is within your reach, and it uses a manipulate action, uses a move action, or leaves a square during a move action.

Make a melee Strike against your prey. If the attack is a critical hit, you disrupt the triggering action.

RUNNING RELOAD ♦

RANGER

You can reload your weapon on the move. You Stride, Step or Sneak, then Interact to reload.

SCOUT'S WARNING ♦

RANGER

Trigger: You are about to roll a Perception or Survival check for initiative.

You visually or audibly warn your allies of danger, granting each of them a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the Visual or Auditory traits, respectively.

TWIN PARRY ♦

RANGER

Requirements: You are wielding two melee weapons, one in each hand.

You can use two weapons to deflect attacks. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the Parry trait. You lose this circumstance bonus if you no longer meet this feat's requirements.

SKIRMISH STRIKE

RANGER

FLOURISH

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

DEADLY AIM

RANGER

Prerequisites: Weapon specialization

You aim for your prey's weak spots, making your shot more challenging but dealing more damage if you hit. Make a ranged Strike against your hunted prey at a -2 penalty. You gain a +4 circumstance bonus to damage on that Strike. This bonus increases to +6 at 11th level and +8 at 15th level.

WARDEN'S BOON

RANGER

OPEN

By pointing out vulnerabilities, you grant the benefits listed in Hunt Prey and your hunter's edge benefit to an ally until the end of their next turn. Depending on whether you call out or use gestures, this action gains either the Auditory or Visual trait.

PENETRATING SHOT

RANGER

OPEN

Requirements: You are wielding a ranged weapon.

You shoot clear through an intervening creature to hit your prey. Choose a target that is giving lesser cover to your hunted prey. Make a single ranged Strike with the required weapon against the chosen target and your hunted prey. This attack ignores any lesser cover the chosen target provides your hunted prey. Roll damage only once, and apply it to each creature you hit. A Penetrating Shot counts as two attacks for your multiple attack penalty.

TWIN RIPOSTE

RANGER

Trigger: A creature within your reach critically fails a Strike against you.

Requirements: You are benefitting from Twin Parry.

A clever parry with one weapon leaves your opponent open to an attack with the other weapon. Make a melee Strike or use the Disarm action against the triggering opponent.

SECOND STING

RANGER

PRESS

Requirements: You are wielding two melee weapons, each in a different hand.

You read your prey's movement and transform them into openings, so failures with one weapon set up glancing blows with the other. Make a melee Strike with one of the required weapon against your hunted prey. The Strike gains the following failure effect.

Failure: You deal damage the other required weapon would have dealt on a hit, excluding all damage dice. (This removes dice from weapon runes, spells, and special abilities, not just weapon damage dice.)

SENSE THE UNSEEN

RANGER

Trigger: You fail a check to Seek.

When you look for foes, you can catch even the slightest cues, such as minute movements or the shifting of air currents on your skin. Even though you have failed at the triggering check, you automatically sense any Undetected creatures in the area where you're Seeking, making them merely Hidden to you.

TARGETING SHOT

RANGER

PRESS

CONCENTRATE

Prerequisites: Hunter's Aim

You carefully track your prey's position and defenses, allowing you to follow up around obstacles that block your shot. Make a ranged weapon Strike against your hunted prey. You ignore the target's Concealed condition and all cover.

IMPOSSIBLE FLURRY

RANGER

FLOURISH

OPEN

Requirements: You are wielding two melee weapons, each in a different hand.

You forgo precision to attack at an impossible speed. Make three melee Strikes with each of the required weapons. All of these Strikes take the maximum multiple attack penalty, as if you had already made two or more attacks this turn.

IMPOSSIBLE VOLLEY ♦♦

RANGER

Requirements: You are wielding a ranged weapon with the Volley trait and Reload 0.

You fire a volley at all foes in an area. Make one Strike with a –2 penalty against each enemy within a 10-foot-radius burst centered at or beyond your weapon’s volley range. Roll the damage only once for all targets.

Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

PERFECT SHOT ♦♦

RANGER

Requirements: You are wielding a loaded ranged weapon with Reload 1 or more, and you have not reloaded your weapon since your last turn.

After watching the motions of combat with incredible intensity and precision, you fire at your prey at the perfect moment ot deliver maximum pain. Make a ranged Strike with the required weapon against your hunted prey. If you hit, the Strike deals maximum damage. After the Strike, your turn ends.