

# GNOME RANGER 1

---

**CN Vivacious Gnome**    **Background:** Street Urchin

---

**Perception** +6; Low-Light Vision

**Languages** English

**Skills** Acrobatics +4, Athletics +4, Lore: Bay Area +3, Pilot +7, Nature +4, Society +3, Stealth +7, Survival +4, Thievery +7

**Str** +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

**Items** Studded Leather

**AC** 18, **Fort** +7, **Ref** +9, **Will** +4

**HP** 20; **Resistances** negative 1

**Speed** 25 feet

---

**Melee** Dagger +7 (Agile, Finesse, Thrown 10 ft., Versatile S), **Damage** 1d4+1 (P)

**Ranged** Medium rifle +7 (Fatal d12), **Damage** 1d10 (S)

---

**Hunted Shot** (Flourish) **Frequency** once per round **Requirements** 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.

**Hunt Prey** 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 the prey you're hunting. You can have only 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.

---

**Innate Cantrip** Illusory Identity

[Two Actions] [Primal][Gnome]

**Duration:** 1 hour; sustained up to 16 hours

This spell functions like Illusory Disguise, but with the following restrictions. You only have one disguise, every time you cast this spell it is the same disguise. This spell does not drastically alter your appearance, instead, it softens some of your Gnome features to be more human. You might appear a little bit taller, or less pronounced ears, or your hair and eyes might look more human. You decide which elements the disguise changes the first time you cast this spell, but after that, they are always the same.

**Additional Feats** [Pickpocket](#), [Vivacious Gnome](#), [Illusory Identity](#)

**Additional Specials** [Hunter's Edge \(Precision\)](#)