

RANGER

Hanging from the boughs of a tree, the ranger idly watched the guard patrolling the paths of the mansion's pristine gardens. The head gardener, concerned only with the appearance of their planting, was probably unaware that the nectar of the honeysuckle climbing through the tree's branches could be used as a sleeping draught if applied intravenously. Wiping an arrow through the blooms, he nocked, drew and loosed in one smooth action. As the guard slumped to the ground, the ranger dropped to the ground, opened the gate and ushered his companions in...

No other class can claim to come close to the ranger in terms of their skills with ranged weapons. When combining this prowess with an affinity for arcane magic and a penchant for poisons, the ranger is an adventurer equally suited for treasure hunting alone or planar exploration in the company of others.

Becoming a Ranger

The base classes from which a character can become a ranger are **rogue** and **mage**. When a character from either of these classes reaches a new level at any point between 4th and 10th, they can choose to give up their former life and become a ranger.

As per all prestige classes, when a character chooses to follow the path of the ranger, their currently known skill list is compared to the skill list of the ranger. Any known skills that do not appear on the ranger list or the general list are lost and the XP cost is reimbursed to the character; these XP can be immediately spent on new skills from the ranger skill list. From the point that a character becomes a ranger, they can only purchase skills from the list in this document or from the general list in the main player's manual.

Finally, any mage spells already known are compared to those on the ranger spell lists. Any known spells that do not appear on this list are lost and replaced with the same number of spells from the same circles of the ranger spell list. A ranger is not able to cast any spells above 4th circle, so any known spells above this circle will be permanently lost.

CLASS ABILITIES

Ambidextrous

All rangers are exceptionally adept at using their hands, be that when stringing a bow whilst hiding up a tree, or picking a locked chest whilst loitering in the shadows of a cursed temple. When a character becomes a ranger, they gain the general skill "ambidexterity use" for free; if they already have the skill, the XP cost of the skill is reimbursed.

Dodging in Armour

It is possible, yet difficult to dodge incoming blows whilst wearing armour. In order to attempt this, a ranger must be trained in the armour mastery skill, showing their experience in wearing armour. To signify the extra effort required to carry out such a feat, the cost (in defensive points) increases depending upon the armour worn.

- Cloth armour does not convey a penalty to the dodging of a blow.
- Leather armour conveys a 2 DP penalty to the dodging of a blow.

The increased points cost is the same whether the character is wearing only one piece of armour or a full suit. This signifies the additional weight and the destabilising effect of wearing armour.

There are skills that a character can take to lessen the penalty for dodging in armour. The precise details are given in the class skill lists.

Hated Enemy

As a ranger you will have the chance to select a hated enemy. Against these specific foes you will gain additional advantages.

- Your weapon will always damage your enemy, even if they would normally require a magical blow to hurt and you are not wielding a magical weapon. The pure hatred you have allows you to dig deeper and deal a wounding blow; when striking a favoured enemy you must call “favoured” before your normal call, i.e. favoured double.
- Any called blows from your enemy are ignored and treated as a single blow; you must call “resist” to any called blows (other than irresistible calls) to signify this effect.
- You will not fear your hated enemy; again, you must call “resist” to any fear effects (other than irresistible calls) from your hated enemy to signify this effect.
- Bane strike. Once you reach a level to take your second favoured enemy you may call a bane strike against your first favoured enemy. A bane strike causes four points of damage to the location struck.

When choosing a hated enemy, you must specify a race and, if necessary, the sub-race if commonly occurring. If choosing extra-planar entities (demons), you must specify the plane from which those demons originate.

Lightly Armoured

Moving swiftly and silently through woods and shadows are the greatest defences of a ranger but when this fails, it is always useful to have some level of physical protection to hand. A ranger can use cloth or leather armour only; metal armour is too restrictive to be of sufficient use. Similarly, shields are too bulky and cannot be used by rangers.

Poisoner

All rangers are adept in the preparation and use of poisons. When a character embarks on the path of the ranger, they receive for free the apprentice level of the “poison lore” skill from the general skill list and a level of ritualism (if they are not already trained in poisoning and ritualism) and given the recipes for two basic combat poisons. For more information, please refer to the Poisons system document.

Single-Handed Weapon Specialist

With the significant exception of bows and crossbows, a ranger will only ever use single handed weapons. This allows them to make the most of their ambidexterity and the feats they can achieve when wielding two weapons.

Situational Spell Caster

Whilst the ranger can tap into the arcane energies that flow around them, they cannot do so whilst wearing any armour heavier than cloth. As such, the ranger needs to balance their need for protection and their desire to use elemental magics.

LEVEL PROGRESSION

Whilst a character that chooses to become a ranger may be up to a 10th level mage or rogue, they start their career as a ranger again at level 1. From that time onwards, future XP spent increase their ranger level, as detailed below. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	Starting points (minimum of 33)	Initiate ranger; chooses their 1 st elemental proficiency and two 1 st circle spells (if not already known)	Any skills that do not appear in the ranger or general skill lists are lost and the XP cost reimbursed
2	+ 9	Base hits increase to 2/1	If not already at 2/1
3	+ 18	May select first hated enemy	
4	+ 28	+2 offensive / defensive points	Player chooses
5	+ 39	May learn Master level skills	
6	+ 49	None	
7	+ 60	+2 magic points (MP)	
8	+ 72	Base hits increase to 2/2	
9	+ 83	May learn Grand Master skills Chooses a 2 nd elemental proficiency	
10	+ 95	None	
11	+ 107	May select second hated enemy	
12	+ 120	+2 offensive / defensive points	Player chooses
13	+ 133	+2 magic points (MP)	
14	+ 146	Base hits increase to 3/2	
15	+ 159	None	
16	+ 172	Chooses a 3 rd elemental proficiency	
17	+ 186	None	
18	+ 200	May select third hated enemy	
19	+ 214	+2 magic points (MP)	

CLASS SKILLS

The following table details the XP cost for each skill available to the ranger. Only skills from this list and from the general skill list in the player's manual can be taken by a ranger; any other skills must be unlearned and their XP cost be reimbursed. Skills highlighted in blue are from the rogue class manual and those highlighted in yellow are from the mage class manual; if a skill has an asterisk (*) next to it, the skill is slightly different to that from the original manual and so directly replaces the former skill.

Skill	Apprentice	Expert	Master	Grand Master
Ambidexterity	4	5	6	7
Arcane Power *	2	3	4	5
Armour Mastery	3	5	7	9
Camouflage	3	4	5	6
Defensive	3	4	5	6
Defensive Combat	3	5	7	9
Disable Device	3	4	5	6
Dodge	3	4	5	6
Experienced Poisoner	4	5	6	7
Hide in Shadows	3	4	5	-
Hide in Woodland	3	4	5	6
Lock Lore	3	4	5	6
Missile Weapon Mastery	4	5	6	7
Poison Strike	4	5	6	7

Ranger Lore	3	4	5	6
Read Scroll	3	4	5	6
Release Bonds	4	5	6	7
Short Weapon Mastery	3	4	5	6
Spell Study	2	3	4	5
Thrown Weapon Mastery	3	4	5	6

Ambidexterity

This allows the warrior to show their skill at fighting with two weapons.

Prerequisite is Ambidexterity Use.

<i>Apprentice</i>	Can use long as well as short weapons in off hand
<i>Expert</i>	May use same style in off hand by paying style cost twice
<i>Master</i>	Whilst wielding two weapons, can call "no effect" to an incoming ranged attack for the cost of 3 DP
<i>Grand Master</i>	Whilst wielding two weapons, can call "no effect" to a spell effect for the cost of 6 DP

Arcane Power

The basic necessity for the casting of any spells.

<i>Apprentice</i>	+3 magic points (MP)
<i>Expert</i>	+3 magic points (MP)
<i>Master</i>	+3 magic points (MP)
<i>Grand Master</i>	+3 magic points (MP)

Armour Mastery

Through extensive training, the ranger can make the most of the protection granted by their armour.

Prerequisites are Cloth Armour Use and Leather Armour Use.

<i>Apprentice</i>	+1 hit on all locations covered by armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	May use dodges whilst wearing armour
<i>Master</i>	The DP penalty for dodging in armour is reduced by 1 to a minimum of 1.
<i>Grand Master</i>	The DP penalty for dodging in armour is reduced by 1 (2 total) to a minimum of 1.

Camouflage

With the use of certain types of cloth, a stationary item can be hidden from view to all but the most trained of eyes.

<i>Apprentice</i>	The ranger is given a 50cm x 50cm square of red chequered cloth
<i>Expert</i>	The red chequered cloth increases in size to 100cm x 100cm
<i>Master</i>	The ranger is also given a 50cm x 50cm square of black chequered cloth; this is much harder for an observer to spot
<i>Grand Master</i>	The black chequered cloth increases in size to 100cm x 100cm

Defensive

The ability to increase your defensive combat styles points.

<i>Apprentice</i>	+5 defensive points (DP)
<i>Expert</i>	+5 defensive points (DP)
<i>Master</i>	+5 defensive points (DP)
<i>Grand Master</i>	+5 defensive points (DP)

Defensive Combat

The ability to use particular styles to defend and deflect incoming damage.

In order to resist or reflect a blow, the ranger must have seen the source of the blow. When a blow is resisted, 1 point of damage is taken instead of the effect of the blow. Ranged attacks can be resisted but cannot be reflected.

<i>Apprentice</i>	Resist common blow style; +2 defensive points (DP)
<i>Expert</i>	Resist rare blow style; +2 defensive points (DP)
<i>Master</i>	Reflect common blow style; +2 defensive points (DP)
<i>Grand Master</i>	Reflect rare blow style; +2 defensive points (DP)

Disable Device

Allows the recognition and disabling of any trap encountered.

Thieves' tools are required to attempt to disable a trap; referee intervention may also be necessary.

Prerequisites are Detect Secret and Lock Lore at apprentice level.

<i>Apprentice</i>	Trap marker list; may identify and attempt to disarm apprentice traps
<i>Expert</i>	Trap marker list; may identify and attempt to disarm expert traps
<i>Master</i>	May attempt to reset any simple mechanical trap
<i>Grand Master</i>	May attempt to disarm any magical trap

Dodge

Allows the avoidance of blows in combat. It is not possible to dodge wearing any armour unless another skill allows it.

<i>Apprentice</i>	Dodge common blow; +1 defensive point (DP)
<i>Expert</i>	Dodge rare blow; +1 defensive point (DP)
<i>Master</i>	Dodge ranged blow; +1 defensive point (DP)
<i>Grand Master</i>	Dodge magic effect or very rare blow (calling "master dodge"); +1 defensive point (DP)

Experienced Poisoner

Through the repeated handling of poisons, the ranger becomes more efficient when using poisons whilst also building up a level of resistance to their effects.

Prerequisite of Poison Lore to the same level of expertise; for more information please refer to the Poisons system document.

<i>Apprentice</i>	May use a poison 1 more time than quoted by the Poison Lore skill
<i>Expert</i>	Can create stable, long-lasting poisons; created poisons will last for 2 events instead of 1
<i>Master</i>	Becomes immune to poisons administered by the ingestion route
<i>Grand Master</i>	Becomes immune to poisons administered by the contact route

Hide in Shadows

Allows the user to hide (hand over head) in areas of deep shadow or darkness, such as may be found in unlit buildings or dungeons.

Reasonable role-playing of hiding is required. Each attempt at hiding costs 1 OP or 1 DP (player's choice).

<i>Apprentice</i>	Can hide if unarmoured or wearing cloth armour; cannot move whilst hidden
<i>Expert</i>	Can hide whilst wearing leather armour
<i>Master</i>	Can remain hidden whilst moving slowly within areas of continuous cover
<i>Grand Master</i>	Cannot be detected whilst hidden in shadows, even by spells or high level skills

Hide in Woodlands

Allows the user to hide (hand over head) in areas of natural cover, such as up trees or behind bushes.

Reasonable role-playing of hiding is required. Each attempt at hiding costs 1 OP or 1 DP (player's choice).

<i>Apprentice</i>	Can hide if unarmoured or wearing cloth armour; cannot move whilst hidden
<i>Expert</i>	Can hide whilst wearing leather armour
<i>Master</i>	Can remain hidden whilst moving slowly within areas of continuous cover
<i>Grand Master</i>	Cannot be detected whilst hidden in woodlands, even by spells or high level skills

Lock Lore

This skill allows the ranger to break through locks, be they on doors or treasure chests.

Users of this skill are issued with the numerical codes for the appropriate levels of combination locks, so that they can attempt to break into them. Users must have thieves' tools available to attempt lock picking or setting, no matter what the actual phys rep of the lock is.

<i>Apprentice</i>	Issued with 2 digits of the apprentice lock codes
<i>Expert</i>	Issued with 2 digits of the expert lock codes
<i>Master</i>	Issued with 2 digits of the master lock codes
<i>Grand Master</i>	Issued with 2 digits of the grand master lock codes

Missile Weapon Mastery

Gives the ranger access to advanced missile weapon techniques.

<i>Apprentice</i>	Elemental blow style (equivalent to the elemental proficiency of the ranger for the cost of 1 MP); +2 offensive points (OP)
<i>Expert</i>	Double combat style; +2 offensive points (OP)
<i>Master</i>	Staggering blow style; +2 offensive points (OP)
<i>Grand Master</i>	Shattering blow style; +2 offensive points (OP)

Poison Strike

This skill allows the ranger to use naturally occurring materials to apply poisons to their ranged weapons; a poison trade card is not required to use the particular poison.

Once per day, the ranger can make poison calls as per their level of expertise during one combat encounter.

Requires master-crafted ammunition (arrows or bolts) or thrown weapons. The effects of the poison last for a maximum of 30 seconds.

Prerequisites are Poison Lore and Foraging to the same level.

<i>Apprentice</i>	May call "poison bleed"
<i>Expert</i>	May call "poison pain"
<i>Master</i>	May call "poison sleep"
<i>Grand Master</i>	May call "poison frenzy"

Ranger Lore

This grants the ranger access to the higher circles of magical spells.

Replaces any levels of Mage Lore.

<i>Apprentice</i>	May learn 1 st circle spells beyond their starting spells; may choose two additional 1 st circle spells
<i>Expert</i>	May learn 2 nd circle spells; may choose one 2 nd circle spell
<i>Master</i>	May learn 3 rd circle spells; may choose one 3 rd circle spell
<i>Grand Master</i>	May learn 4 th circle spells; may choose one 4 th circle spell

Read Scroll

This allows the ranger to read a scroll that they have found on their travels.

Any scroll can be read by a character with this skill; the only limitation is the circle of the spell, as dictated by the proficiency level in this skill.

Scrolls are cast by tearing them in half and calling "by the power of this scroll, spellcasting [spell name]"

<i>Apprentice</i>	1 st and 2 nd circle scrolls may be read
<i>Expert</i>	Up to 4 th circle scrolls may be read
<i>Master</i>	Up to 6 th circle scrolls may be read
<i>Grand Master</i>	All scrolls may be read

Release Bonds

Allows the ranger escape from any restraints, without the need of tools or magical intervention.

<i>Apprentice</i>	Can escape from rope bonds after 1 minute of role-play
<i>Expert</i>	Can escape from chains or other metal bonds after 1 minute of role-play
<i>Master</i>	The duration of hold, paralysis and entanglement effects are halved
<i>Grand Master</i>	Can escape from magical bonds after 1 minute of role-play

Short Weapon Mastery

This grants the ranger access to advanced techniques in the use of short weapons (blunt or sharp).

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Staggering blow style (blunt) and through blow style (sharp); +2 offensive points (OP)
<i>Master</i>	Stunning blow style (blunt) and disarming blow style (sharp); +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

Spell Study

This skill allows the ranger to learn additional spells beyond those initially learnt.

<i>Apprentice</i>	Can choose an additional 1 st circle spell from the list; +1 MP
<i>Expert</i>	Can choose an additional 2 nd circle spell from the list; +2 MP
<i>Master</i>	Can choose an additional 1 st circle and 3 rd circle spell from the list; +3 MP
<i>Grand Master</i>	Can choose an additional 2 nd circle and 4 th circle spell from the list; +4 MP

Thrown Weapon Mastery

This grants the ranger access to advanced techniques in the use of thrown weapons (knives, axes or other).

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Through blow style; +2 offensive points (OP)
<i>Master</i>	Staggering blow style; +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

COMBAT SUMMARY

The following table summarises the full range of offensive and defensive calls that can be made by a ranger, along with the relevant points cost.

Offensive		Defensive	
Call	Cost (OP)	Call	Cost (DP)
Critical (blow or thrown)	6	Dodge common blow	1
Disarm (blow)	3	Dodge ranged blow	1
Double (blow or ranged)	1	Dodge rare blow	3
Double (combat or ranged)	5	Dodge very rare blow	6
Shatter (ranged)	6	Ignore magic	6
Stagger (blow or ranged)	3	Ignore missiles	3
Stun (blow)	3	Reflect common blow	3
Through (blow or thrown)	1	Reflect rare blow	6
		Resist common blow	1
		Resist rare blow	3

SPELL List

The following table and list details the spells available to each ranger.

Spells prefixed by a single * require one elemental proficiency in order to be cast.

Spells suffixed by * produce effects that correspond to the elemental proficiency used to cast the spell. For example, casting the "wall" spell using the fire elemental proficiency will produce the "wall of fire" spell.

1 st circle	2 nd circle	3 rd circle	4 th circle
Create focus	Feather fall	Detect secret	Merge with stone
Detect magic	Release bonds	Hold breath	Merge with wood
Drop	Warp	Repair armour	Shatter
Entangle	Water walk	* Wall of *	
Glue	* Weapon		
Stagger			

Create focus	Changes an existing mundane object into the focus of the caster's power. This is the only spell that can be cast without a focus; a focus is required for casting all other spells. A character can only have one focus at a time.
Detect magic	Can detect whether an item has any magical properties, or is affected by a curse. No details of the magic or curse can be determined, only their presence or absence.
Detect secret	Caster can discover all secret doors or hidden objects within a 10' radius.
Drop	Target must release whatever is held in the hands; the held object must hit the floor before being picked up. Works on objects held in two hands.
Entangle	Target's feet and legs become stuck in vegetation, preventing forward movement for 30 seconds. Requires vegetation to be present underfoot.
Feather fall	Caster is immune to the effects of falling damage for 1 minute.

Glue	Target is stuck to any surfaces it is in contact with for 10 seconds.
Hold breath	Caster does not need to breathe for 5 minutes, allowing them to swim underwater or ignore gas effects for the duration of the spell. Additional spells may be cast during this period.
Merge with stone	Caster may merge with any stone object (e.g. boulder) large enough to contain their body, placing hand above head. They may remain within the object for up to 5 minutes. At the end of the spell (or when it is chosen to be ended), the caster must leave the object from the same point by which they entered.
Merge with wood	Caster may merge with any wooden object (e.g. tree) large enough to contain their body, placing hand above head. They may remain within the object for up to 5 minutes. At the end of the spell (or when it is chosen to be ended), the caster must leave the object from the same point by which they entered.
Release bonds	Touched target is released from any restraints.
Repair armour	Can repair a single piece of cloth, leather or metal armour, as per the repair armour skill.
Shatter	Target object is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded, blessed or magical, the bearer must call "no effect". Armour damaged in this way must be repaired before it can be used again.
Stagger	Target stumbles and must fall or touch the ground with one hand before continuing forwards.
Wall of *	Creates a wall of the chosen element, up to 5' in length. Remains in place for 5 minutes. Prevents physical movement through the barrier (including physical attacks) and magic of the same element. Phys rep required to show location of barrier.
Warp	Target wooden object (shield, staff, bow, quiver of arrows) is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be warped. If an item is warded or is magical, the bearer must call "no effect".
Water walk	Caster can walk freely across the surface of a body of water for 5 minutes.
* Weapon	Imbues a touched weapon with the chosen element, allowing damage calls of that element to be made for one combat or encounter (at the discretion of the attending referee).