

Ranger

You are a ranger, a hunter of monsters and men; scout of the borderlands and sentinel of civilization. You might be a faultless tracker, a brave woodsmen, a grizzled beastmaster or a veteran explorer.

Bold and self reliant, your skill with the bow is rightly feared and your herbalist lore respected. Many consider you a lone wolf, but your party allies and beast friend provide all the fellowship you need. Beholden to none, you alone decide your fate; free as a bird and boundless as the sky.

Key Attribute: Perception

Hit Points: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level.

Armour and Shields: Light, Medium armour.

Weapons: One handed weapons, any ranged weapons except heavy crossbow

Skills: Animal Lore, Wilderness Lore, Stealth, plus 3 of: Acrobatics, Athletics, Apothecary Arcane Lore, Deception, Detection, Divine Lore, General Lore, Insight, Persuasion, Sailing, Traps & Locks.

RANGER ATTACK BONUS						
Level	1	2	3	4	5	6
Bonus	1	1	2	2	3	4
Level	7	8	9	10	11	12
Bonus	5	5	6	7	8	9



Beast Companion (1st Level)

During downtime between adventures, you may gain a beast companion. Your companion is an especially smart, brave and loyal animal of small to moderate size (three examples are provided below). The two of you share a special bond and communicate using sounds, touch, hand gestures, body language and the like.

Your beast companion gains the following benefits:

- Maximum hit points, plus 2 hp per ranger level.
- To hit bonus, and critical hit damage, based on the ranger's level (per the Advancement Table).
- One skill that is reasonably applicable to an animal (Stealth, Athletics, etc).

- *Luck* attribute equal to the ranger's current *Luck*. The ranger's *Luck* is not reduced on a successful *Luck* save by the companion.
- Treated as a PC for the purposes of (i) morale, (ii) death, (iii) injuries, and (iv) healing.
- Shares the ranger's *Reroll Pool*.

Beast companions are the epitome of their species. Their natural aptitude, combined with the ranger's guidance, produces an animal uniquely suited to the rigours of adventuring.

Wolf, AC 11 + ranger's Perc modifier, HD 1+2, Bite 1d6+1, 19: target is knocked prone or grabbed, S15 D13 C16 I5 P14 W13 Ch7, L special, Mv 60 ft. The wolf gains advantage when tracking and on attack rolls when flanking an opponent.

Viper, AC 12 + ranger's Perc modifier, HD 1, Bite 1d3 + poison, 19: extra strong venom dose causing 2d6 damage, S10 D17 C14 I5 P13 W14 Ch6, L special, Mv 30 ft.

The viper is approximately 6 - 8 ft long, able to climb trees and squeeze into locations other beast companions cannot. It also detects body heat up to 10 ft distant (ignores visibility penalties against living targets). The viper's poison causes 1d6 damage (*Luck* (Con) save negates).

Owl, AC 12 + ranger's Perc modifier, HD 1d6 hp, Rake 1d4+1, 19: eyes bloodied; target blind until end of their next turn, S7 D16 C12 I5 P16 W15 Ch8, L special, Mv 90 ft. The owl can fly, and sees as well in darkness as in light (provided there is some light to amplify, for example moonlight). It gains the usual aerial combatant advantages (p.78).

Rangercraft (1st level)

Travelling the outlands is dangerous for large, well armed caravans, let alone solitary hunters, requiring rangers to hone a variety of survival talents. At 1st level, the ranger knows a number of talents equal to his Perc modifier. Each level thereafter the ranger learns one additional talent, and if desired, may substitute one known talent for another.

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81). Each time you use this ability, choose one of your known talents to apply. You may use this ability as part of your normal action. If a talent requires a Perc check, you may use your *Reroll Pool*.

- *Animal Ken*: The ranger and his beast companion may briefly exchange detailed information, including matters which might not normally be imparted by an animal (GM discretion). The GM might require a Perc check for especially complex information.
- *Anti-toxin Draught*: One target within reach may apply the effects of Anti-toxin (p.54). In addition, 1d4 attribute points lost due to poison are restored over 1d6 hours.
- *Instinctive Rescue*: The beast companion may perform a Rescue that targets the ranger (LFG p.75). If the GM agrees a Rescue is possible, the companion must make a Dex check and the ranger a Perc check. If successful the Rescue occurs. No *Luck* check is required. This ability is not available if the beast companion is incapacitated.
- *Nature's Venom*: After you hit with a weapon attack, you may impose a 75% chance that the target's next turn occurs

last in the initiative order. This is a poison effect.

- *Off Hand Adept*: If two weapon fighting (p.76), before rolling to hit with an extra attack this turn, you may choose to negate the usual disadvantage penalty for that attack roll.
- *Cover Fire*: If the ranger or an ally is hit by a ranged attack, you may force the attacker to reroll that attack and use the lowest result. The ranger must be armed with a ranged or throwing weapon and be within range of the attacker to activate this ability.
- *Ranger's Ointment*: For 1d6+6 hours, one target within reach gains advantage on rolls to resist adverse effects inflicted by cold, heat/fire and lightning (magical or otherwise).
- *Seasoned Explorer*: The ranger gains advantage on all checks related to Wilderness Lore. Once known, this talent is always active, and does not require expending a rancraft use.
- *Sharpshooter*: Before rolling for damage with a ranged attack, the ranger may make a Perc check. If successful, the attack causes critical hit damage. This ability may not be used more than once per round.
- *Veteran Scout*: For 1d6 x 10 minutes, the ranger and beast companion leave no tracks, ignore armour penalties and move stealthily without slowing their normal move rate (if the GM normally requires such).
- *Slip Away*: The ranger gains the Rogue's *Skirmisher* ability until the end of her next turn.

Steady Shot (2nd level)

From 2nd level, when making ranged attacks, targets lose up to 2 points of AC bonus due to cover. Additionally, if you miss your target, you never reroll the attack against an ally in the same melee (LFG p.73).

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Master Hunter (5th level)

At 5th level, your ranged attacks cause critical hits on a natural 1d20 roll of 19-20.

In addition, your beast companion gains the following benefits:

- Hit points increase by 3 hp per ranger level (instead of 2),
- Gains the Rogue *Skirmisher* ability (using ranger level). If your companion already has the *Skirmisher* ability, it gains +1 AC instead.

Second Attack (7th level)

At 7th level, you may spend a *Reroll* die to make a second attack that turn (if two weapon fighting, you do not gain a second extra attack).

Outpost (10th level)

At 10th level, a ranger may secure an outpost as a base of operations in the wilds. Your outpost is patrolled and maintained by a rotating band of independent trackers, hunters and allied beasts. As High Ranger, you guide your band's activities, and develop an intimate knowledge of the area (including enemy settlements, threats, secret trails, etc).