

Description:

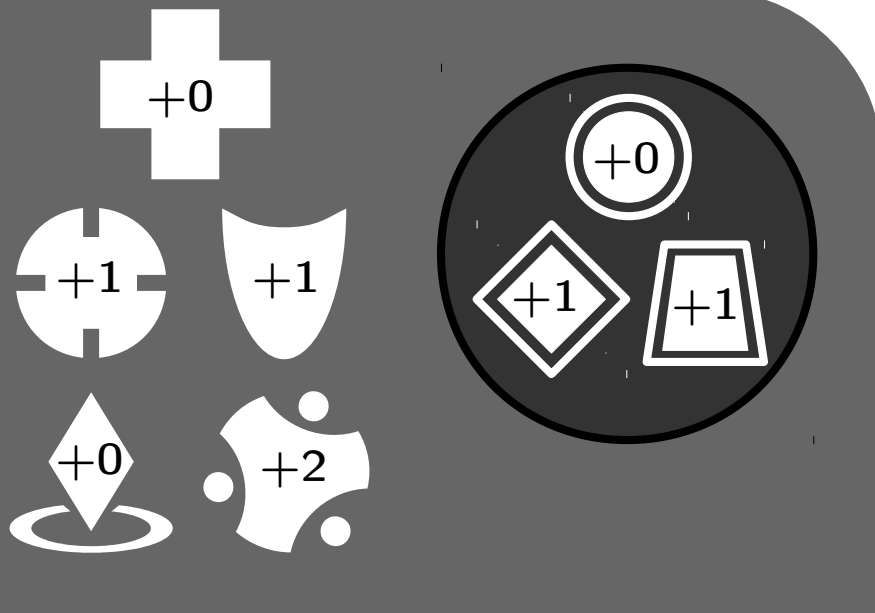
The problem with Terraforming is that its only half finished. New planets are harsh, and with the terraforming still in progress, there's too much energy in the system: volcanism, acidic dust, cliff collapse, and fresh new oceans tearing away at the land. Everything's out of equilibrium, changing from year to year. If you want to survive out there you've gotta know how to deal with the basics: a knife, a rope, and maybe fire if you're lucky.

Strategy:

The Ranger school of abilities offers a wide range of utility abilities... while providing some level of durability and combat capability. As such, you may choose to add it to a combat heavy character (giving you a decent few tricks out of combat), or to a utility character (providing a little more durability, with a reasonable number of skill ranks), or use it as a bridging class between these two extremes.

Starting Bonuses:

- ☐ +2 Agility, Endurance, Stealth, Knowledge(biotech), Knowledge(places), Soothe, Perception, Survival and Craft.
- ☐ +1 on attacks made with knives and rifles.
- ☐ **Equipment:** Tent, 10m rope, compass, matches, 2d4 hunting knife, water filter, sturdy shoes, bugspray, sunscreen.



Backstory:

Consider the following questions, answer any that take your interest. In cases where landmarks or regions are referenced, you are free to invent them - unless you GM vetos them, they are then considered cannon for the rest of the campaign. Add them to the world map.

What region of the world are you most familiar with? Name it, describe it, describe the terrain (especially native hazards): _____

What is the one region you have sworn you will never go back to. Why? _____

Pick a teammate and describe how you found them out in the wilderness. Ask them what they were doing there at the time. _____

List four places you have been, and give a one sentence summary of each. _____

What critical piece of equipment is your backpack currently lacking? How did it end up that way? _____

Tracker

Gain a +5 bonus on all skill checks made to track your quarry through natural terrain. Gain +5 on all skill checks made to pass through terrain without leaving a trail.

Knife Expert

You are exceedingly skilled at using knives.

- +1 critical hit range with knives.
- Drawing knives takes no time in combat.
- Knives deal automatic critical damage vs immobile objects and characters (doors, paralyzed enemies).
- Use any knife as a throwing weapon.
- Gain +3 on medical, crafting, climbing and lock picking related checks if you have a sharp knife you don't mind getting blunt.
- +5 Stealth to hide knives on your person.

Prepared for Anything

Whenever a situation calls for a specific generic item (rope, torch knife, water bottle, etc) you may roll a survival check to "just happen" to have the item on you, regardless of recorded inventory. DC depends on cost of the item (DC 10 for cheap items like matches, DC15 for proper equipment like a rain jacket or rope, DC20 for something specialized or expensive) . You can't use this ability if you have recently lost all possessions.

Crazy Prepared

Requires: Prepared for anything, +5 feats

Upon unlocking this feat, pick one:

- ☐ +10 on "Prepared for Anything" checks.
- ☐ You may use "Prepared for Anything" even after your luggage was lost/stolen.
- ☐ You may use "Prepared for Anything" on absurdly specific items that no sane person would carry (like "Lemur repellent").

Master of Knots

There are few situations that a good length of rope can't get you out of. "Always carry a rope" is an adventuring maxim for a reason, and you know *all* the reasons.

- +10 on skill checks made to climb, tie or escape from ropes.
- You can use a knotted rope as a 2d4 melee weapon with 2 meters reach..
- You can throw ropes to falling allies (DC 10 reflex save if they fall from above you, DC 15 if beside, DC 20 or higher if they start their fall below you.)
- +10 to checks to craft makeshift ropes.
- You can tie quick release knots that come loose with the right series of tugs.

Orienteering

You just don't get lost. Even when confused, unconscious, or in moving terrain, you always know exactly where you are, and gain +5 on all survival checks needed to navigate to where you're going.

Safe and Sound

Whenever you set up a campsite, select two of the following:

- +5 stealth of camp.
- Ignore foul weather conditions.
- Favourable combat terrain.
- +5 Entertain and Soothe checks made towards guests in your camp.
- Forage sufficient food for your party
- Camp houses up to 20 extra people.

Wilderness Guide

Gain a +5 bonus to spot environmental hazards (unstable rocks, large animal tracks, poisonous gases) before they become an issue.

Whenever you pass a skill check to overcome some natural hazard, you may provide guidance to your fellow party members, granting each a +3 bonus on their rolls.

Fire Marshal

Civilisation is the story of people becoming more and more adept at using fire. Sometimes however its good to get back to the basics:

- +2 damage resistance vs fire.
- If you start the turn on fire, the fire deals damage, then goes out. You need not roll to remove it.
- +1d6 damage when using fire as a weapon, and no crit fumble penalty.
- +10 on survival checks to start or maintain a campfire, or flaming torches.
- +5 on checks to endure smoke.
- +5 on checks made to put out fires.
- You can douse fires in such a way as to maximize the resulting steam and smoke, obscuring vision in the area.

Beastmaster

Gain a +5 bonus on all soothe, command and people reading checks made against animals. If you have a companion class (such as A390#, Pangolin or Swarm), your companion also gains the bonuses associated with this feat.

Resist the Elements

Gain a +5 bonus on fortitude and endure vs. foul weather, oppressive heat, or other environmental hazards. Gain +5 reflexes and agility to deal with and avoid environmental hazards, such as rock falls, slippery icy, etc.