45 Ranger (Ver 2.1)

Rangers are trained to survive, and perhaps thrive, in wilderness. They can feed themselves, shelter from the elements, choose the best way to travel and identify natural dangers. Rangers' general training is useful in any outdoors environment but they benefit further from learning the specifics of particular environments.

45.1 Benefits

Primary Environment

A ranger knows far more about the environment with which they are most familiar. While in this primary environment the ranger's base chances and formulas should be calculated as if they were 2 Ranks higher. A ranger's initial primary environment is that in which they learnt the skill. A ranger may later chose to change their primary environment during ranking.

The ranger must train in the new environment, the ranking time is increased by 1 week and the EP cost for this rank is increased by 50% (to maximum of +3000 EP). To return to a previously learnt primary environment the ranger must spend 500 EP and 2 weeks in the environment. After rank 10 a ranger may learn a new environment by training for 4 weeks in the new environment and spending 3000 EP.

Stealth bonus

While using any of the abilities in this skill a ranger gains a bonus to stealth of + 3 / Rank. No other skill bonuses to stealth may be applied at the same time as this bonus.

Finding Food

Foraging A ranger knows how to find water, edible plants, and animals suitable for the pot. Foraging includes finding plants, setting snares, hunting small animals, fishing etc. Snares should be left overnight (or even days) to be successful. A ranger does not need to make an attack roll but may automatically kill small animals that were caught during foraging.

In an average area in one hour a ranger can find enough food to feed one person for a day (+ 30 minutes per extra person). The volume of food available is dependant on fertility and season so the GM should adjust the time to suit the environment. If a ranger wants to hunt larger animals they should use the Tracking ability to locate game and then use an appropriate hunting weapon to kill it (i.e. ranged weapons, spear). If they make a successful attack then their quarry is immediately killed. If they miss the animal will flee. If a ranger is hunting predators, extremely large animals or sentients they must use the combat rules to kill their quarry. A ranger and mechanician may combine their abilities to build and conceal large traps, pit falls, etc at the GM's discretion.

Identify and Find Plants and Animals A ranger can recognise common plants and animals. They have a (Perception + 10 / Rank)% chance of resolving whether a strange plant or animal is suitable for food. If they roll 10% or less than their success chance they may also notice other properties of the item (e.g. poisonous, valuable etc).

A ranger can identify the types of entities living in an area from the traces they leave behind (tracks, game paths, grazing signs, prey remains etc). This takes about 15 minutes and gives them an idea of the variety of animals in the area (e.g. the primary carnivore is a wolf pack; there is a large herd of red deer, and a flock of pigeons).

A ranger may search for a specific plant or animal (including herbs required in the First Aid ability), provided it is native to the region. The base chance is 2 $\times$ PC + 5 / Rank (- 0 if common, - 25 if uncommon and -75 if rare). This roll should be made once per hour of searching.

Tracking A ranger can follow the tracks left by entities moving on the ground. In calm weather, tracks normally last around 10 days but the clarity and duration of tracks will be enhanced by the number of entities, or soft ground, and reduced by hard ground, rough weather, or if the entity is trying to hide their tracks. The base chance of following tracks is Perception (+ 5 / Rank) (+2 / entity in group) (- 4 / Rank of quarry's ability to hide tracks). If a ranger is following a fresh track they will be aware when they are close enough to be detected. They may then use stealth to sneak up on their quarry and they will be able to get 25% closer than a non-ranger before there is a possibility of being detected.

Camping

Preparing Food A ranger knows how to get a fire going, gut and skin animals, and cook simple meals over an open fire.

Campsites A ranger knows where to set up camp so that they are sheltered from the elements, close to water, or other by criteria they may choose (e.g. hidden or defensible).

A ranger can easily erect tents, they can add extra comfort to a campsite by setting up tarps to protect from wind or water, and they can take advantage of nearby resources to build a crude shelter.

Travelling

Orientation A ranger has a sensitivity towards north. They are able to pinpoint true north to within (10 - Rank) degrees and from this they can work out the other compass directions.

Map Reading A ranger can read a simple map if they can relate their physical surroundings to the symbols on that map. There are no standard symbols or keys so interpreting a new map is a challenge of the Ranger's wits and experience. A ranger may place themselves on a map if they can determine the direction of two marked landmarks.

Route Finding A ranger is rarely lost and can normally back track to a known point. They learn to recognise landmarks from unfamiliar directions and estimate the time and effort required to travel through various terrain. A ranger can pick a route through unknown terrain based on ease of travel, speed, stealth, or safety etc. The base chance of the ranger picking the best route for their purpose is 2 $\times$ Perception (+5 / rank)%. The roll should be made by the GM and if the ranger fails then the route travelled should be hard or longer or dangerous as appropriate. This roll should only be made once per day.

After a ranger has travelled through an area several times they do not need to use known routes but can freely take shortcuts or choose better routes.

Distance Estimates A ranger can estimate distance travelled overland to within (90 + Rank)% accuracy.

Safety

Detect Hidden In a natural setting a ranger may notice hidden entities, or recognise an ambush or trap before they walk into it. The base chance is 3 $\times$ Perception (+ 5 / Rank) (-5 / Rank of person who did the hiding or set the ambush or trap).

Hide Tracks A ranger can obscure the tracks of 1 (+ 1 / Rank) entities moving in the same direction. It takes 30 (- 1 / Rank) minutes to obscure 100 yards of track. This time may be reduced if the ground is rocky or naturally hard.

Hide Entities A ranger can attempt to hide 1 (+ 1 / Rank) entities in natural cover. The ease of hiding someone is dependent on the available terrain. The GM should advise a modifier based on the terrain of 1 (e.g. flat open ground) to 10 (e.g. thick bushes or jungle). The base chance of hiding is (modifier $\times$ Rank) - 5. (NB this ability does not imply that the ranger can set up ambushes).

First aid A ranger knows simple first aid to prevent minor accidents in the wilderness becoming severe. The know how to:

- Stop external bleeding
- Splint broken bones
- Treat minor burns
- Recognise the effects of common natural poisons

They also know how to brew tisanes (herbal teas) which help reduce the effects of headaches, nausea, fevers and food poisoning. To make tisanes the ranger requires fresh common herbs (which have been picked within 24 hours of use).

The First Aid abilities cannot be used in combat.

45.2 Environments

The environments a ranger may chose as their primary environment are dominated by similarities of climate, terrain and fertility. These environments cover lightly populated areas eg. open farmland, moors, but do not include towns, cities, etc. Some environments overlap.

Arctic Includes tundra, steppes, permafrost and ice caps and other infertile lowlands in cold climates. Fertility: Infertile, Seasons: standard, note that winter has no daylight & summer has no night time.

Caverns Includes all caves, tunnels, natural caverns, and other substantial underground areas. Fertility: Infertile, Seasons: always low season.

Coastal Includes land adjacent to saltwater, estuaries, coastal marshes etc. Fertility: Average or poor, Seasons: standard.

Highlands Includes hills and mountains, moors, high plateaus. Also includes evergreen forests on steep ground. These areas are fertile in summer but snow or ice covered and hostile in winter. Fertility: Poor, Seasons: standard.

Jungle Includes hot climate forests of any sort. They are particularly characterised by heavy undergrowth and high rainfall. Fertility: Rich, Seasons: wet/dry.

Plains Includes grasslands, plains, pampas, savannah, prairie, veldt, and other more or less open and flat or rolling terrain. May include low hills where the land is open and not wooded. Fertility: Poor, Seasons: standard.

Rural Generally mild climate cultivated terrain, lightly inhabited. Includes cultivated fields, grazing lands, vineyards, heaths, etc. Fertility: Average, Seasons: standard.

Waste Includes all deserts, wastelands, salt flats, and other infertile lowlands in mild to hot climates. Fertility: Infertile, Seasons: Reversed in hot regions as the most fertile period is autumn and the least fertile summer.

Wetlands (freshwater) Includes marshes & swamps, and land adjacent to freshwater rivers, lakes & ponds, etc. Fertility: Rich, Seasons: standard.

Woods Includes mild climate deciduous and evergreen forests or large wooded areas with few sentient inhabitants, in mild to cold climates. Fertility: Average, Seasons: standard.