

RANGER

Rangers are dedicated warriors who protect the good denizens of the wilderness from ravaging monsters and marauding armies. Gaining mystic powers from the forces of nature, they are more than just dedicated hunters and scouts. While they often fight on the side of Man and other civilized races, they might just as easily fight opposed to the men of cities and farms, if they try to clear-cut and strip-mine their beloved wilderness.

Prime Requisites: Skill and Wits. Rangers are double-classed (see below) and their highest and next highest attributes must be Skill and/or Wits.

Gender Restrictions: None.

Basic Hits: 12

Special abilities: Rangers are used to fight both natural Beasts and unnatural Monsters. When they do so, they add their Skill to damage done, whether with melee or ranged attacks.

Rangers are masters of their environment. At each level, including the first, a Ranger gains one more Mastered Milieu. If the rules for Native Milieus are used, the first Mastered one must be his Native Milieu. Within that, he gains a bonus on certain actions based on his level, calculated as this:

Ranger Level - Level he Mastered the Milieu +1.

Example: Miranda the Ranger starts out with Forest as her Mastered Milieu at level 1, Masters Mountain at level 2 and Marsh at level 3. At level 3, her bonuses are thus:

Forest (3-1+1)= +3

Mountain (3-2+1) = +2

Marsh (3-3+1) = +1

The bonus he gains depend on the Milieu in question, chosen from the following:

Arctic: The bonus applies to Danger Evasion rolls to avoid natural hazards (lavines, blizzards) and Physical Endurance rolls to avoid frostbite. If the MM allows, it can also be allowed on any roll to avoid an attack based on cold. Also, added to attempts to tame a Beast by Craft (Unveiled Addenda p. 11-12) if it is native to Arctic terrain.

Desert: The bonus applies to Physical Endurance rolls to avoid hunger, thirst and heatstroke. If the MM allows, it can also be allowed on any roll to avoid an attack based on heat or fire. Also, added to attempts to tame a Beast by Craft (Unveiled Addenda p. 11-12) if it is native to Desert terrain.

Forest: The bonus applies to Stealth and Detection rolls in a woodland environment. Also, added to attempts to tame a Beast by Craft (Unveiled Addenda p. 11-12) if it is native to Forest terrain.

Jungle: The bonus applies to Climbing and Swimming rolls, to get around both heavy vegetation and deep water. Also, added to attempts to tame a Beast by Craft (Unveiled Addenda p. 11-12) if it is native to Jungle terrain.

Marsh: The bonus applies to Swimming rolls and Danger Evasion rolls to avoid natural hazards in marshy terrain - bogholes, entangling roots, etc. - including when using small watercraft of the kind you use in marshes. Also, added to attempts to tame a Beast by Craft (Unveiled Addenda p. 11-12) if it is native to Marsh terrain.

Mountain: The bonus applies to Climbing rolls and Danger Evasion rolls to avoid natural hazards in the mountains (rockfalls, falling, etc.) Also, added to attempts to tame a Beast by Craft (Unveiled Addenda p. 11-12) if it is native to Mountain terrain.

Seacoast: The bonus applies to Swimming rolls and Danger Evasion rolls to represent seamanship. Also, added to attempts to tame a Beast by Craft (Unveiled Addenda p. 11-12) if it is native to Seacoast terrain.

Steppes: The bonus apply to all Danger Evasion rolls made when riding, including those of the mount. Also, added to attempts to tame a Beast by Craft (Unveiled Addenda p. 11-12) if it is native to Steppes terrain.

Underworld: The bonus apply to all Danger Evasion rolls made to avoid hazards underground, as well as all Perception rolls made underground. Also, added to attempts to tame a Beast by Craft (Unveiled Addenda p. 11-12) if it is native to Underworld terrain.

Rangers are masters of a practical magic called **Animism**. Its power is based on their Wits attribute and described below.

Rangers have a code of honor similar to Paladins. However, while the code of the Rangers require them to *not do* things that are against the code, there is nothing that they *have to do* things – Rangers are far more independent than Paladins.

These are the things he cannot do:

1. A Ranger may not be cruel. He cannot torture an enemy, for instance, not even for information; he is simply forbidden to cause pain or discomfort, even to evil beings, just for the sake of pain. He cannot harm innocents. "Harm" includes stealing from, bullying and deceiving. Note that marauding monsters, robbers, tyrants and the soldiers of invading armies aren't "innocents". However, to a Ranger, animals and plants that he doesn't need to kill for his survival (because he is hungry, needs firewood, they try to eat him, etc.) count as "innocents".
2. A Ranger may not be greedy. He may not own more than he and his horse can carry, and have to donate 90% of all the treasure he gets to a worthy cause (a temple, an orphanage, a poor widow, etc.) The other PCs are never a "worthy cause"... He may never enter a sortie or quest just because of a material reward.
3. A Ranger may not be false. He may not lie and must keep his word, although he may state that he cannot tell – he cannot omit the truth as a ruse, but must say straight out that he cannot tell the truth because it would harm people, so he will simply be silent. He is perfectly allowed to use stealth, trickery in combat or strategies of war – but he isn't allowed to lie socially. Lying in ambush is not being false; bearing a flag of truce when you intend to kill someone isn't.

Level Advancement: At each level after the first, the Ranger gains Missile +1, Danger Evasion +1, Hits +2, Mystic Fortitude +1 and Physical Endurance +2 (if used). At 2nd, 4th and 6th levels, he also gains +1 Melee. A Ranger is *double-classed*. He is both a Warrior and a Magician, and need to gain the suitable amount of both Glory and Wisdom to increase one level. For instance, to become a 2nd level Ranger, a character need to accumulate 1000 Glory and 1000 Wisdom. If a deed (such as slaying a monster) gives both Glory and Wisdom, the Ranger gains both.

Equipment: Leather jack, shield, spear or axe, dagger, bow and eight arrows or sling and ten stones or three javelins.

Starting Wealth: 3d6 silver pieces.

ANIMISM

A Ranger's nature magic has power based on his Wits. Each use of one of his Powers costs 1d6 Power Points, as per the usual rules. He has 4 points less Power than a normal Magician of his level, and so starts out with 5 + his Wits mod Power Points. A Ranger regains 1d6 Power Points each night if he sleeps out in the wilderness; he gains just a single point of Power if he sleeps somewhere else.

Level 1: Plant Empathy

The ranger moves with, not against, the vegetation around him. He leaves no tracks, can ignore *difficult ground* and gains a bonus equal to his level on all Stealth rolls and Climb rolls to move in trees, as the living nature around him actively tries to hide his passage or help him up. The power lasts for the Ranger's Wits mod hours, and can affect up to one person per level, which must include the Ranger himself. If anyone of them actively harms a plant – breaks off a branch, tears up a root, etc – the power immediately stops working.

Level 2: Animal Empathy

The power allows the Ranger to communicate on an empathic level with Beasts. Among other things, this will add his Wits bonus to all First Reaction rolls from Beasts, allows him to Influence Beasts as if they were humans (see Unveiled Addenda p. 9-10) and to "speak" with beasts. The ability lasts for his level hours. Any Ranger who has reached 2nd level can use it to help him tame animals by Craft in days instead of weeks and to train them in weeks instead of months (see Unveiled Addenda p. 11-12) – this assumes he uses it at least 4 hours per day.

Level 3: Baneshot

The Ranger uses this power on a missile for a missile weapon and on a living target that must be within 120 feet. The power doesn't work against Animates or Spirits, nor on inanimate objects. The missile will then automatically hit when used to attack the target – it will even fly around obstacles – unless the target makes a Mystic Fortitude roll – and will cause the Ranger's Wits bonus extra points of damage. It cannot cause a critical hit this way. The power affects one missile per level of the Ranger. It remains active until used or until a day passes.

Level 4: Psychic Pursuit

The Ranger can gain a mystic "lock" to any natural being (human, Folk, Beast or Monster, but not Spirits or Animates). The power has a range of 100 feet per level of the Ranger when activated, but range is unlimited after that. It lasts the Ranger's Wits hours (his total Wits, not Wits mod) and as long as it is active, the Ranger can always find his target unerringly, as subtle emanations from the surrounding wildlife tells him where it went. All Stealth rolls and all magic to hide it fails automatically. The being in question can make a Mystic Fortitude roll to avoid the effects. It can be used on more than one target at once, up to the Ranger's level number of target.

Level 5: Plant Ambush

The Ranger casts this spell over an area no more than his level x 100 feet in diameter. He can then, for the next Wits hours (whole Wits, not Wits mod) make vegetation and small animals in the area obey one of the following orders per point of Wits mod:

- Watch – every time a living being (not Spirits or Animate) passes through or into the area, the Ranger gets a psychich glimpse of from where and what it is.
- Hinder – the whole area turns into *difficult ground*, and if it already was difficult ground it becomes even more difficult – moving through it, each round a Danger Evasion roll must be made or the creature gets nowhere, stumbling over roots and branches and slipping on moss and leaves.
- Trap – the first living being (can be chosen more than once for more than one trap) must make a Danger Evasion roll or be trapped. He cannot move, and is -2 to attack, -4 to EDC, and automatically fails all Danger Evasion rolls. The wines have 8 hits and EDC 12; he can cut himself free, or make a Feat of Strength. A Large or bigger being is only hindered for one round, then it is free.

Level 6: Gift of Sentience

This power can be used upon any Beast. It gives the Beast human-level sentience and the ability to speak the Ranger's native tongue. Such a Beast immediately makes a First Reaction roll towards the Ranger. If it gets a Friendly result, it automatically becomes the Ranger's Follower, if he has room for one more. Other results must be interpreted after the circumstances. A Hostile Beast is frightened by what has happened and angry towards the Ranger, for instance.

A Sentient Beast has the same abilities as before, but its Mystique goes up one level and its Ferocity goes down one level (not beyond its usual maximums, though). The Ranger who used the power loses 1 point of Wits, Luck and Faith permanently, giving up part of his own soul to give the animal one.