New Mechanics

(Will be added to main book)

Root- Target may not move from her location. She may offensively attack, cast spells, activate items, and activate abilities except for **Speed**, **Climb Wall**, and **Leap** while being rooted, but she cannot move both of her feet. She can pivot to face another direction, but one foot must remain in the same space. (think basketball's pivot rule).

Knockback- Target must move the listed distance back directly from the source of the knockback and take a 0-second knockdown upon traveling that distance. Care should be taken to safely move this distance. Recommend that target and anyone fighting or interacting with the target go into a brief safety time stop to allow the target to move the distance and then resume interaction/combat.

Damage									
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage		Thrown Damage				
1	2	3	5		2				
2	3	4	6		3				
3	4	5	7		4				
4	5	6	8		5				
5	6	7	9		6				
			Hunter & Skirmisher	Marksman	Hunter & Marksman	Skirmisher			
6	6	7	9	10	6	8			
7	7	8	10	11	7	9			
8	7	8	10	11	7	9			
9	8	9	11	12	8	10			
10	8	10	12	13	8	10			

At 6th level, each Ranger chooses to specialize in one of the following fields: Hunter, Marksman, or Skirmisher; once chosen, this specialization may never be changed.

Hunter

A ranger who specializes as a Hunter has devoted her fieldcraft in tracking and relentless pursuit of a chosen prey using both the bow and the blade to bring her quarry down. A Hunter works well with a pack or team maximizing the chances of a successful chase through her knowledge of herbs, potions, and tracking. The following abilities are gained by Rangers who specialize in the hunting and pursuit of dangerous creatures (Hunters). These abilities are in addition to the standard Ranger abilities described above.

Level 6

<u>Improved Enhance Senses</u>

Range: Touch Area: Self Duration: Instantaneous

Stacking: NA Misc.: NA Cost: 0

A Hunter's senses are unparalleled even by other rangers' standards. The range of *Enhanced Senses* (Ranger 5) is doubled to 60' for a Hunter. This skill is a base of the character class and may not be placed in a magic item.

<u>Improved Potion I</u>

Range: Touch Area: 1 Potion Duration: Instantaneous

Stacking: NA Misc.: NA Cost: 0

A Hunter may prepare her healing potions as if she were two levels higher. She must still spend the additional Ranger Points to achieve this effect. This skill is a base of the character class and may not be placed in a magic item.

Prey of Choice I

Range: Self Area: Special Duration: Instantaneous

Stacking: NA Misc.: NA Cost: 0

The Hunter has had more experience in hunting one specific type or race of creature. Choose from the following: Elf/Fae, Orc/Goblinoid, Human, Giant, Dragon, Undead, Lycanthrope/Shapeshifter, Infernal, Celestial, Dwarf, Natural Creatures, and Monstrous Humanoid. This choice is permanent and should be recorded on your character sheet. The Hunter will recognize a non-disguised creature of that type (per GM's discretion) and will be at considered +1 LI (outgoing only) when targeting a target of chosen type. This skill is a base of the character class and may not be placed in a magic item.

Quarry I

Range: Self Area: 1 Target Duration: Game Day or until used

Stacking: NA Misc.: NA Uses: ½ level

A Hunter marks her chosen prey for the hunt giving her bonuses to following and dispatching the target. The Hunter may only have one quarry marked at any one time, and the Hunter must be able to see the target of the *Quarry*. A Hunter can mark a target as her *Quarry* if she sees the target via magical or supernatural ways such as a *Melange* (Ranger 7) dream or by game design. Once marked, the Hunter may not move or recast the mark to another target until the Hunter has captured the target (GM's discretion on when that is fulfilled) or until the end of Game Day whichever comes first. The Hunter can cast *Quarry* a number of times equal to ½ her level per day and expends no Ranger points. At level 6, the Hunter is at +1 LI vs Conceal or +2 if the target of *Quarry* is a type selected by the Hunter's *Prey of Choice* (Ranger 6) and gets *Nature Lore* (if available) on the target of *Quarry*.

Level 7

Improved Track Lore

Range: 30 feet Area: 1 set of tracks Duration: Instantaneous

Stacking: NA Misc.: NA Cost: 0

The Hunter can glean more information from a trail than an average ranger. The Hunter gets one additional property when casting *Track Lore*. This skill is a base of the character class and may not be placed in a magic item. This skill is a base of the character class and may not be placed in a magic item.

Plant Seek

Range: Special Area: Special Duration: Var. Stacking: Var. Misc.: NA Cost: 7

This spell allows the Ranger to find one of the plants listed below. These plants can be found in any season in both outdoor and indoor environments, but do not occur naturally. The Ranger must specify which type of plant she is looking for, and will only find enough of that plant to affect 1 creature one time. Once found, the plant will maintain its potency for the rest of the game day or until used, whichever comes first; the plant, once obtained by the Ranger, can be used by any creature.

- **Duck Back**: When the leaves of this plant are rubbed on a creature's body, all liquids will roll off the creature for 1 hour (including water, acid, and oil) and will cause no damage to the creature.
- Battle Weed: Eating this weed will increase a creature's damage per weapon strike by 2 and will provide her with an additional 2 points of armor. The effects will last for the next combat or one game day, whichever comes first. Stacking Group: Damage.
- **Motherwort**: Eating this plant will allow a creature to see clearly in reduced light such as that found in a dark room, at night, or underground. This ability will last for 30 minutes.
- Resin: This plant exudes a resin that, when rubbed on the hands, will provide a creature with some protection against *Dropsy* (Magic User 3) and *Disarm* (Fighter 6). The creature must rub the resin on her hands and then firmly grasp an object or objects; the affixed objects will be unaffected by the first *Dropsy* or *Disarm* used against the creature. Because each hand is protected separately, when a *Disarm* is used against one hand the other will remain protected; *Dropsy*, however, will remove the protection from both hands. If the user is wearing gloves when the resin is applied, the effect still works with respect to the next held objects, but if the gloves are removed the effect will end immediately. The affected objects will remain affixed to the creature's hands until the protection has been removed by a *Dropsy* or *Disarm*, the creature releases the affixed objects voluntarily, or the end of the game day, whichever comes first.
- Sponge: When this plant is eaten, it will allow a creature to breathe in areas with little or no
 oxygen, including areas that are underwater or full of noxious or poison gases. This ability will
 last for 30 minutes.
- **Vervain**: Eating this plant will protect a creature from **Enthrall** (Magic User 1, Druid 2) and all **Enthrall** -related spells or abilities for a duration of 1 hour.

Quarry II

Range: Self Area: 1 Target Duration: Instantaneous

Stacking: Damage Misc.: KD5 Cost: 0

In addition to benefits listed on earlier levels, any critical arrow shot by the Hunter will cause the marked target to be **rooted** for 5 secs instead of a 0-sec knockdown. This skill is a base of the character class and may not be placed in a magic item.

Level 8

Improved Potion II - Athelas

Range: Touch Area: 1 Potion Duration: Instantaneous

Stacking: NA Misc.: NA Cost: 0

In addition to the normal effects of the potion, an *Athelas* potion created by a Hunter will remove one disease from the consumer. This potion does not restore lost life points, but does prevent further loss or disability from the neutralized disease. If the consumer is infected by multiple diseases, then *Athelas* will remove the lowest level disease per GM's discretion. This skill is a base of the character class and may not be placed in a magic item.

Quarry III

Range: Self Area: 1 Target Duration: Instantaneous

Stacking: Damage Misc.: KD5 Cost: 0

In addition to benefits listed on earlier levels, the Hunter is considered at -2 levels of encumbrance against a target marked with *Quarry* when the Pursuit Rule is invoked. This skill is a base of the character class and may not be placed in a magic item.

Rangers Herb - Knockout Poison

Range: Touch Area: 1 Potion Duration: Game Day or until used

Stacking: Damage Misc.: NA Cost: 8

A hunter can refine various herbs into an oil that can coat 1 arrow or 2 thrown weapons. This concoction is delivered via contact by a successful weapon attack. The hunter must call "Knockout Poison" along with normal damage. 15 secs after being damaged, the target will feel groggy and tired. 45 secs after being damaged, the target will fall into a coma that will last for 4 hours. This poison can be neutralized with a *Freeze* Poison (Cleric 2), *Neutralize Poison* (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), Stasis (Cleric 6), *Purify* (Cleric 9), *Cleanse* (Cleric 7), *Earth Healing* (Druid 10) and *Flower of Avalon - Black* (Druid 8). The coma can also be dispelled using a *Flower of Avalon -White* (Druid 8).

Level 9

Brew Venom Poison

Range: Touch Area: 1 Weapon Duration: Next successful weapon strike

Stacking: Damage Misc.: NA Uses: ½ level

With this skill, the Ranger can brew a venom poison and use it to coat one of her hand-held melee weapons. The Ranger's next successful strike with the target weapon will inflict venom poison on the target, in addition to causing the weapon's melee damage; the Ranger must call out "Venom Poison" and the amount of melee damage after the first successful strike. Only the Ranger who brewed the poison may use it, and the Ranger can only have one venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow**

(Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Prey of Choice II

Range: Self Area: Special Duration: Instantaneous

Stacking: NA Misc.: NA Cost: 0

A Hunter has expanded her repertoire of common hunts. Chose a second type from the list above. This is permanent and should be noted on your character sheet. This skill is a base of the character class and may not be placed in a magic item.

Quarry IV

Range: Self Area: 1 Target Duration: Instantaneous

Stacking: Damage Misc.: KD5 Cost: 0

A Hunter doesn't let anything stand between her and her prey. While moving towards her marked target, a hunter gains the effect of *Walk on Liquids* (Monk 7) if the liquid in question is between her and her marked target and the marked target is within 60 feet. Additionally, a hunter may use *Speed* (Monk 7) once per quarry. However, a hunter may not use *Speed* and *Walk on Liquids* at the same time. This skill is a base of the character class and may not be placed in a magic item.

Level 10

Improved Hunting Pursuit

Range: Self Area: 1 Target Duration: Game Day or until terminated

Stacking: NA **Misc.:** NA **Cost:** 0 When a Hunter uses *Hunting Pursuit*, she gains the following extra benefits:

- If her target moves to a different plane, the Hunter will know which plane the target has moved to and will have 30 minutes to follow before the Hunter loses the trail and the ability ends.
- If the Hunter uses *Hunting Pursuit* on her *Quarry* (Ranger 6) target, she may use *Hunting Pursuit* even if the target is above her level and/or not been within 30 feet of the Hunter
- The Hunter gains *True Sight* (Magic User 7) on the target of the *Hunting Pursuit*.

This skill is a base of the character class and may not be placed in a magic item.

Master Potion - Athelas

Range: Self Area: 1 Target Duration: Game Day or until terminated

Stacking: NA Misc.: NA Cost: 0

When a Hunter makes a potion of *Athelas*, she may spend 4 additional ranger points to add 12 points of healing in addition to the enhanced effects of the *Improved Potion II* (Ranger 8). This skill is a base of the character class and may not be placed in a magic item.

Quarry V

Range: SelfArea: SelfDuration: InstantaneousStacking: NAMisc.: NACost: 1 time per day

If an enemy manages to land a potentially fatal blow to the Hunter while in sight of her marked target, the Hunter's sheer hatred and will to finish the hunt keeps her alive. Once per day only, if a Hunter were to be killed while in eyesight of the marked target, she instead gains the effect of *Life Support* (Monk 8) per the Monk ability. This skill is a base of the character class and may not be placed in a magic item.

Summon the Wild Hunt

Stacking: Var. Misc.: NA Cost: Special

When a Hunter invokes this ability, all allies within 30 feet up to a maximum of 10 allies will gain +5 Damage, *Walk on Liquids* (Monk 7), +1 LI (outgoing and incoming), and -1 to encumbrance on the pursuit chart when within 60' of the target marked with *Quarry I-IV* (Ranger 6). This ability lasts 10 mins after the marked target disappears or is lost to sight. If the quarry is found before the 10 minutes' pass, *Summon the Wild Hunt* will resume as if the quarry had not been lost to sight. If the quarry is captured, the effects of *Summon the Wild Hunt* end one minute after the end of combat. This ability may be invoked once per day for each use of *Quarry* and may be autocasted when the marked target is within 60'.

Marksman

The Ranger who specializes as a Marksman has devoted her life to push her skills with a bow to extreme levels dealing substantial amounts of single target damage at long range as well as using terrain and positioning to hinder assailants. These abilities are in addition to the standard Ranger abilities described above.

Level 6

Deadly Precision I

Stacking: NA Misc.: NA Cost: 0

The Marksman has honed her skill in hitting small but devastating targets more frequently. She gains an additional critical arrow per 10. In addition, all her critical arrows have an aim time of 5 seconds. This skill is a base of the character class and may not be placed in a magic item.

<u>Improved Hone Arrows +3</u>

Range: Touch Area: 5 Arrows Duration: Game Day or until used

Stacking: Damage Misc.: NA Cost: 0

A Ranger using this ability can improve the damage caused by 5 arrows. Each arrow will cause 3 additional points of non-magical damage when fired, and can be fired by any character with an appropriate weapon and the ability to use it. Each arrow will last until fired or one game day, whichever comes first.

Surgical Strike

Stacking: Damage Misc.: NA Uses: Level

The Marksman uses the knowledge gleaned from a successful use of *Wathit* (Ranger 4), *Supernatural Wathit* (Knight 2), or *Nature Lore* (Ranger 1) on her target to maximum effect for one powerful critical attack. Her base damage is doubled for one critical arrow and **roots** the target for 5 secs after the target takes the standard 0 sec *knockdown* of a critical arrow. She can do this a number of times equal to her level per day and expends no ranger points.

Level 7

Deadly Precision II

Stacking: NA Misc.: NA Cost: 0

The Marksman has honed her skill in hitting small but devastating targets more quickly. **Snapshot** (Ranger 4) costs the Marksman 3 points instead of the standard 4 points. This skill is a base of the character class and may not be placed in a magic item.

Twin Shot

Range: Self Area: 1 Arrow Duration: Instantaneous

Stacking: Damage Misc.: NA Cost: 7

The Marksman nocks two arrows and fires at two nearby enemies. Targets must be within 10 feet of each other. This may include SAS arrows, but a Marksman may not use this ability to use any effect that would further increase the number of arrows fired. If using a S/A/S then the ranger pays the cost for a single use of the S/A/S and it will affect both arrows.

Level 8

Deadly Precision III

Range: Self Duration: Instantaneous

Stacking: NA Misc.: NA Cost: 0

The Marksman has honed her skill in hitting small but devastating targets more forcibly. She deals 3 points additional on a critical arrow instead of 2 additional as standard. This skill is a base of the character class and may not be placed in a magic item.

Improved Hone Arrows +4

Range: Touch Area: 5 Arrows Duration: Game Day or until used

Stacking: Damage Misc.: NA Cost: 0

A Ranger using this ability can improve the damage caused by 5 arrows. Each arrow will cause 4 additional points of non-magical damage when fired, and can be fired by any character with an appropriate weapon and the ability to use it. Each arrow will last until fired or one game day, whichever comes first.

Pinning Shot

Range: Self Area: 1 Arrow Duration: Instantaneous

Stacking: Damage Misc.: NA Cost: 8

A Marksman uses a critical arrow to strike the target with extreme force in the target's leg causing the target to be pinned to the ground where the target stands. The critical arrow damage will be applied to one of the target's legs. If the target has no limbs (i.e. a beholder or similar creature), the damage will be applied to the target's torso. In addition to normal critical arrow damage, the target suffers a 15-second **root** after the 0-second **knockdown**. A target can activate **Strength 3** (Knight 7) as an immediate counter to *Pinning Shot* to eliminate the root, but will still take the critical arrow damage.

Level 9

Deadly Precision IV

Range: Self Duration: Instantaneous

Stacking: NA Misc.: NA Cost: ½ Level

The Marksman has honed her skill in hitting small but devastating targets more quickly. The Marksman may use *Snapshot* (Ranger 4) for no Ranger points, a number of times equal to ½ her level per day. All restrictions of *Snapshot* apply. This skill is a base of the character class and may not be placed in a magic item.

Driving Shot

Range: Self Area: 1 Arrow Duration: Instantaneous

Stacking: Damage Misc.: NA Cost: 9

The Marksman fires a massively heavy arrow dealing no initial damage but causing her target and everyone within 5' to take a 10-foot **knockback**. If anyone affected collides with any solid surface such as a wall, a tree, cliff, etc., then that person takes 5 points no defense to the torso and a 5-second **knockdown**.

Sagittarian Pinnacle

Range: Self Area: 1 Arrow Duration: Instantaneous

Stacking: Damage Misc.: NA Uses: ½ Level

The Marksman can target two targets within 10' of each other with a single use of *Surgical Strike* (Ranger 6), *Pinning Shot* (Ranger 8), or *Target Arrow* (Ranger 3) for the duration of one combat. A Marksman can only use this ability 1/2 level times per day but is still limited to the total number of arrows carried.

Level 10

Deadly Precision V

Range: Self Duration: Instantaneous

Stacking: NA Misc.: NA Cost: 0

The Marksman has honed her skill in hitting small but devastating targets more forcefully. All the Marksman's critical arrows inflict a 5' Knockback. This skill is a base of the character class and may not be placed in a magic item.

Improved Hone Arrows +5

Range: Touch Area: 5 Arrows Duration: Game Day or until used

Stacking: Damage Misc.: NA Cost: 0

A Ranger using this ability can improve the damage caused by 5 arrows. Each arrow will cause 5 additional points of non-magical damage when fired, and can be fired by any character with an appropriate weapon and the ability to use it. Each arrow will last until fired or one game day, whichever comes first.

Kill Zone - Rain of Arrows

Range: Special Area: 60 feet Duration: Instantaneous

Stacking: NA Misc.: KD5, Material Component Cost: 10

The Marksman can position herself to most effectively employ angles of attack and inflict maximum damage on the targets that enter the zone. The marksman sets up a *Snare* (Ranger 8) at 12th level costing no ranger points. Within 60' of the *Snare*, the marksman conceals herself at 10th level. Using *Rain of Arrows* or *Surgical Strike* (Ranger 6), aiming at targets, and taking damage will not break this concealment. If the Ranger moves from this location the concealment will be broken. While concealed, the marksman may use and call "*Rain of Arrows*". *Rain of Arrows will* deal critical archery damage to everyone within 10' of the *Snare*. A marksman may call *Rain of Arrows* every 15 secs if they are continuously aiming. *Rain of Arrows* may be enhanced by *Improved Hone Arrows*. Each use of *Rain of Arrows* will expend one of the arrows enhanced by *Improved Hone Arrows*. Material Component: Yellow flag

Skirmisher

The Ranger who specializes as Skirmisher has devoted her efforts to master flanking combat relying on gadgets and skill to pick off or disable individual combatants and then close in for the kill in melee. While she is still a good archer, she is best in medium to close range using dual melee and thrown weapons.

Level 6

Opportunist

Stacking: Special Misc.: NA Cost: 0

The Skirmisher deals additional damage to a disabled opponent (any opponent currently affected by a **knockdown**, **root**, **crash time**, or **paralysis**.) This bonus is equal to ½ the Skirmisher's level (rounded down). This applies to hand-held melee and thrown weapon damage only. This skill is a base of the character class and may not be placed in a magic item.

Flashbang Grenade I

Range: Special Area: 5-foot radius Duration: Game Day or until used

Stacking: NA Misc.: NA Cost: 0

The Skirmisher can prepare a small disruptive explosive for use on the battlefield that will last for the Game Day or until used. The Skirmisher tosses a bomb containing finely ground irritating herbs mixed with flash powder that creates a 10' blast of bright light, smoke, and dust. All targets in the area have their vision limited and cannot use any attacks or S/A/S beyond 15', and are affected by *Opportunist* (Ranger 6). This effect lasts 1 minute. A Skirmisher can have only one prepared *Flashbang Grenade* on her person at any one time, and only the Skirmisher can use the prepared *Flashbang Grenade*. Material Component: a yellow bean bag.

Improved Thrown Weapons

Range: Var Area: Self Duration: Instantaneous

Stacking: Damage Misc.: NA Cost: 0

The Skirmisher's base damage on thrown weapons is increased by 2. This skill is a base of the character class and may not be placed in a magic item.

Level 7

Net Toss

Range: Special Area: 1 Target Duration: Instantaneous

Stacking: NA Misc.: NA Cost: 7

The Skirmisher throws a heavy net at a target preventing the target from running. If the target is hit anywhere on her person or gear, the target is **rooted** for 10 secs. Material component: a blue bean bag.

Swift Strike

Range: Special Area: 1 Target Duration: Instantaneous

Stacking: NA Misc.: LI Cost: LI

The Skirmisher feints with his main hand and then strikes quickly with her off hand. If the Skirmisher lands a melee attack, the Skirmisher calls out "Swift Strike, X Ivl". If she breaks the LI of the target, then she gets a free hit to a target's leg and the target is considered affected by **Opportunist** (Ranger 6) for the strike. In addition to the normal damage of a melee attack, the target of **Swift Strike** will be considered affected by **Opportunist** (Ranger 6) for 15 secs. Prepared abilities such as **Killing Attack** (Killing Monk 8) or poison on a weapon may not be used in conjunction with **Swift Strike**. The Skirmisher is considered two levels higher against any disabled target. **Dodge Blow** (Fighter 7, Thief 7) will not work against **Swift Strike**. **Evade** (Movement Monk 7) and **Concentration** (Magic User 6) will negate **Swift Strike**.

Level 8

Sticky Bomb

Range: Special Area: 5-foot radius Duration: Game Day or until used

Stacking: NA Misc.: NA Cost: Var.

The Skirmisher can prepare a small but sticky explosive trap that hinders movement for use on the battlefield that last for the Game Day or until used. She can throw the trap in the middle of combat. If a target or their shield is hit directly by the thrown bean bag, it immediately triggers and explodes. Everyone within 5' of an exploding mine is dealt 3 points of non-magical fire damage per ranger point spent on the mine. The Skirmisher can spend up to their level in ranger points (3 points minimum) on *Sticky Bomb*. In addition, the initial target and anyone also affected by *Flashbang Grenade* (Ranger 6) suffers a 15-second **root**. The root occurs even if the target's armor is not breached but can be removed by a *Neutralize Poison* or any other SAS that removes or neutralizes poison. If the Skirmisher misses her target, she may recover the *Sticky Bomb* and use it again until it is triggered and explodes on a target. Material Component: yellow bean bag.

Flashbang Grenade II

Range: Special Area: 5-foot radius Duration: Game Day or until used

Stacking: NA Misc.: NA Cost: 0

The Skirmisher has improved on the herbal and chemical composition of *Flashbang Grenade* (Ranger 6). In addition to the other effects listed by *Flashbang Grenade*, all targets affected by *Flashbang Grenade* are **rooted** for 5 sec. This skill is a base of the character class and may not be placed in a magic item.

Level 9

Sap Strike

Range: Special Area: 1 Target Duration: Instantaneous

Stacking: NA Misc.: NA Cost: ½ Level

The Skirmisher aims a thrown weapon (dagger) for a massive attack that can cripple her target. The target is dealt twice the base damage of a thrown weapon on a successful thrown weapon attack. If the target is hit in the back, on the legs, or is affected by a *Flashbang Grenade*, the target is **rooted** for 10 seconds in addition to the damage. The Skirmisher cannot be within 5' of the target to use *Sap Strike*. The Skirmisher may only use this ability a number of times per day equal to her level and costs no points. Material Component: a grey bean bag (dagger).

Level 10

Cull the Weak

Range: Special Area: 5-foot radius Duration: Game Day or until used

Stacking: NA Misc.: NA Cost: 0

The Skirmisher takes advantage of the vulnerability of his target dealing a total of 20 additional points of damage to the torso to a target affected by *Opportunist* (Ranger 6) and a 5 second **root** on a successful melee attack to the target's torso or back.

Flashbang Grenade III

Range: Special Area: 5-foot radius Duration: Game Day or until used

Stacking: NA Misc.: NA Cost: 0

The Skirmisher has improved on the herbal and chemical composition of *Flashbang Grenade* and developed a tolerance to the compounds used. In addition to the other effects listed by *Flashbang Grenade*, the Skirmisher is unaffected by *Flashbang Grenade*. This skill is a base of the character class and may not be placed in a magic item.