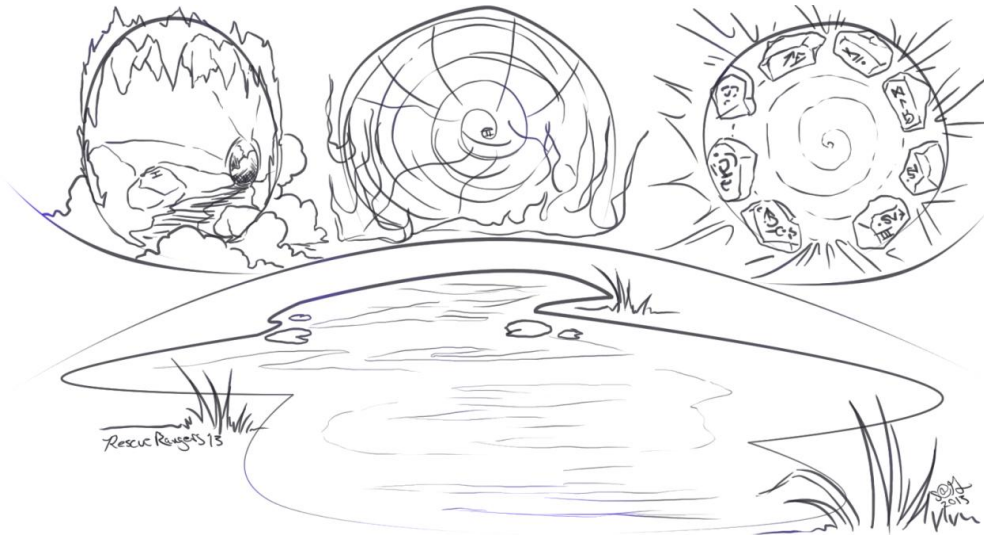


Kurt Von Tempest and Cypher Winston are heroes who have fallen in combat while saving the world from the demon plague. Now they are lost on another plane.

“Well we say No! We will not stand for this! We will brave whatever perils the planes throw at us to get them back!” - Duke Sandor

“Besides, they will really owe us for this.” - Christoff

“Fighte, guud.” - Lug



Rescue Rangers

Levels: 6-8	Physical: Low	Mental: High	Fighting: High	Risk:
High				

Date: February 9, 2013 (Part of the 2013 Annual Dallas IFGS Banquet)

Location: Gatewood Pavilion

Time: After the Board Meeting and Lunch (Around 1:00 PM)

Cost: The game is included in the banquet game fee

****NOTE** PCs may play up to 6th or down to 8th with permission from GW/GP.**

***Optional Rules are in Effect for this game.**

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*** I.F.G.S. Optional Rules in Effect for Rescue Rangers:**

Soliloquy:

This ability can only be used at the beginning of an encounter. It cannot be used to delay or stop an encounter and if the GM thinks it is being abused they can disallow it. It cannot be used to gain a tactical advantage. This ability allows a PC or NPC to essentially stop time long enough to get out his/her heroic speech. All PC/NPCs must wait and observe while the soliloquy is being spoken. If a PC/NPC moves during this time they must return to their original spot at the end of the soliloquy.

Rangers Walk:

Innate ability: Allows a Ranger to take 1 step per two levels (round up) during aiming time while using a bow. This is a walk, not a run.

Rangers Move 3rd level:

3 Ranger Points: Allows a Ranger to take 1 step per level during aiming time while using a bow. This ability last an entire combat. This is a walk, not a run.

Rangers Run 6th level:

Innate enhancement to Rangers Move: Allows a Ranger to take 1 step per level during aiming time while using a bow. This ability last an entire combat. The Ranger is not limited to moving at a walk at this level.

Snap Shot 3rd level:

3 Ranger Points: This ability allows the ranger to fire any one arrow in combat with no aim time. 5 seconds must pass before using another S/A/S.

Snap Shot 5th level:

Innate enhancement to snap shot: This ability allows the ranger to fire any one arrow in combat with no aim time. 5 seconds must pass before using another S/A/S. At this level the Ranger may fire an arrow that has any previously prepared enhancement of the 5th level or lower.

Snap Shot 7th level:

Innate enhancement to snap shot: This ability allows the ranger to fire any one arrow in combat with no aim time. 5 seconds must pass before using another S/A/S. At this level the Ranger may fire an arrow that has any previously prepared enhancement.

Loremaster:

Innate ability: The Loremaster can utilize one each of the lore abilities per day at no cost. These abilities are: Religion Lore, Battlefield Lore, Heraldic Lore, Legend Lore, Nature Lore and People Lore.

Lore Spells:

Any lore spell that results in “no information” does not use any ability points.