

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	9	6	8
7	7	8	10	10	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

Improved Enhance Senses

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.

Improved Potion I

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 **Entrall** (Magic User 1, Druid 2) and all **Entrall**-related spells or abilities for a duration of 1 hour.

Summon the Wild Hunt

Range: Special

Area: Special

Duration: Game Day or until terminated

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'.

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

Area: 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: 8

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

Area: 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.

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 lvl*”. 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: 10

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.