

RANGER

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	33:27	9	4	Single	1S		Discern Alchemy Discern Black arts Utilise Buckler Utilise Medium Armour Utilise Medium Weapons
2	36:29	10	8	Ambidex	1S	1	Reflex 1 Track
3	39:31	12	12	Missile	2S		Discern Disease Discern Poison Herblore Track Vendetta
4	42:33	13	16	Thrown	2S	1	+1 Gymeric Ac Vs Vendetta +3 Lps Damage Vs Vendetta Make Herbal Cure Potion Weapons Mastery 1
5	45:35	15	20		3S		Cure Disease 1/4 Lvl General Weapons Mastery 1 Missile Mastery 1 Neutralise Poison 1/4 Lvl
6	48:37	16	24	Double Handed	4S/4D	1	+2 Gymeric Ac Vs Vendetta +3 Lps Damage Vs Vendetta Dodge x1 day Talk To Animals A/W
7	51:39	18	28		4S/5D		Talk To Plants A/W Utilise Gymier Weapon Mastery 2
8	54:41	19	32		6S/6D	1	Charm Plant Or Animal Cold Rage Vs Vendetta
9	57:43	21	36		6S/7D		+3 Gymeric Ac Vs Vendetta +6 Lps Damage Vs Vendetta Snare
10	60:45	22	40		7S/8D	4	Cold Rage Vs Vendetta Missile Mastery 2 Reflex 2
11	65:48	25	45		8S/8D		Weapon Mastery 3 Remove Curse Remove Fear Remove Paralysis Procure Herb

A HUMAN RANGER GAINS 33:3 LIFE POINTS
AN ELVEN RANGER GAINS 27:2 LIFE POINTS

- Rangers are warriors of the forest, experts in guerrilla warfare and friends to the plants animals and above all druids.
- Rangers CAN NOT BE EVIL, an evil ranger is a Coustillar
- Rangers natural healing is transferrable.
- A Ranger will select a vendetta group (at or before 4th level). For example, an Evermorian Ranger may choose Mythos (ie orcs, trolls, ogres, ringwraiths etc). Your vendetta must be approved and signed on your character card by a referee.
- Also, at 8th level or above, a Ranger may choose to undertake a quest to become a Ranger Knight. See a Referee for further details.
- Ranger skill points are from the Warrior base class.

Class Abilities

Discern Alchemy – this allows the Ranger to discern the various potions in the world
- Refer to Makes rules handbook.

Discern Black Arts – this allows the Ranger to discern the various poisons, acids, etc
in the world. - Refer to Makes rules handbook.

Utilise Buckler – this allows the Ranger to use bucklers and small shields

Utilise Medium Armour – This allows the Ranger to be able to use armour of up to a
maximum of 8 AC.

Utilise Medium Weapon – This allows the Ranger to be able to use any Medium
Weapon.

Reflex 1 – this gives the Ranger 1 point of dexterity armour.

Track - Allows the Ranger to track known prints/markings. Rangers may learn these
through study and any known tracks should be recorded by a referee on a track card!
Track may also allow a Ranger to follow the trail of someone who has passed
through – depending upon conditions (ref's discretion)

Discern Disease – This allows the Ranger to discern the presence and nature of any
disease which is currently afflicting the target, including diseases with no current
Physical symptoms or where the target is merely a carrier.

Discern Poison – This allows the Ranger to discern the presence and nature of any
poison which is currently afflicting the target, including poisons with no current
physical symptoms.

Herblore – Allows the Ranger to identify plants, and their characteristics as well as
possible applications for which such plants may be used. Plants are natural and non-
human. Ref's discretion

Track Vendetta – As part of their training, at this point the Ranger adds all their
Vendetta creatures to their track card.

+X Gymeric Ac Vs Vendetta – this gives the Rangers X extra Gymeric AC when
fighting their vendetta

+X Lps Damage Vs Vendetta – this give the Ranger X extra damage when fighting
their vendetta

Make Herbal Cure Potion – This allows the Ranger to make one herbal cure light
potion per level per weekend at no cost.

Weapon Mastery 1 – this gives the Ranger +6LPs damage with a favoured melee
weapon type e.g. a long sword.

Cure Disease - this allows the Ranger to cure disease by touch.

General Weapon Mastery 1 – this skill gives the Ranger +6LPs damage with any
weapon type (does not stack with weapon masteries).

Missile Mastery 1 – this allows the Ranger to inflict an additional 6LPs damage with
a favoured missile weapon – bow, blow pipe cross bow etc.

Neutralise Poison – this allows the Ranger to cure any amount of poison or venom a
target may have in their system at the time the Ranger cures them.

Dodge – this allows the ranger to dodge one mortal melee blow

Talk To Animals– This allows the Ranger to speak with any animals. Answers are limited to the intelligence of the animal, and may not always be truthful

Talk To Plants - This allows the Ranger to speak with any plant. Answers are limited by the size of the plant, and may not always be truthful

Utilise Gymier – Allows a Ranger to cast Gymeric miracles at a sphere up to his level minus 5 (eg a 7th lvl Ranger can cast up to 2nd lvl Gymier spells) at normal power cost.

Weapon Mastery 2 - this skill gives the Ranger plus 6 lps damage with a type of weapon i.e. Daggers, Long swords etc for a total of plus 12 lps with the chosen weapon type. Requires the Ranger to have *Weapon Mastery 1* in the same weapon type.

Charm Plant/Animal - A Ranger may charm any number of plants or animals as long as the total Hits are no greater than 4 x level as long as the plants or animals remain within 30' of the Ranger. This also allows a Ranger to control an *Entanglement* or *Trip Trap* to release them. Obviously the animal or plant is limited in understanding requests of a complex nature (although speak with animals/plants can help here). Animals and plants are natural, planar and non-human. Ref's discretion

Cold Rage Vs Vendetta – this allows the Ranger to enter a state of rage against a target of their vendetta . A Ranger in this state will take only one quarter (1/4) of all normal physical damage after armour. The Ranger gains +6 points strength whilst in cold rage. The Ranger may still use all weapon masteries and skills whilst in cold rage. This skill should be declared against a specific opponent in an encounter (e.g. cold rage vs that Bandit Leader). This allows the Ranger to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill – once the target has died or escaped the Cold Rage ends immediately. This skill is usable once per day per time listed.

Snare - The Ranger may set a trap in an appropriate location, where it will remain until set off. The trap inflicts a number of lps damage equal to double the Ranger's level at the time of setting the trap.

Missile Mastery 2 – this allows the Ranger to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe, cross bow etc. for a total of plus 12 lps with the missile weapon type.

Reflex 2 – this gives the Ranger 2 points of dexterity armour. Requires *Reflex 1* first (gives total of 3 dexterity).

Weapon Mastery 3 - this skill gives the Ranger plus 6 lps damage with a type of weapon i.e. Daggers, Long swords etc for a total of plus 18 lps with the chosen weapon type. Requires the Ranger to have *Weapon Mastery 1 and 2* in the same weapon type.

Remove Curse – will remove a curse (dexterity, worded curse etc) at a permanent power cost dependent upon the severity of the curse. This ability will affect elves as well as humans. With suitable investigation, a ranger will often be able to identify aspects of a curse and even tell someone that they are cursed before they know it themselves. Referee's discretion applies.

Remove Fear – Once per level per day the Ranger may cancel a fear effect. This ability will affect elves as well as humans. Can affect any fear – Ref's discretion is final.

Remove Paralysis – Once per level per day the Ranger may cancel a paralysis effect. This ability will affect elves as well as humans.

Procure Herb – Allows the Ranger to find a specified herb or plant in an environment with which they are familiar, or to find an equivalent in unfamiliar surroundings.