

RANGER

Character: _____ Race: _____

LEVEL 1:	
Racial Trait:	
Background Trait:	
Level 1 skill for first profession:	
Level 1 skill for second profession:	
Choose 1 General Skill	
Choose 1 General Skill	
Choose 1 Aspect:	

Foraging - At the start of each Game session, the player may roll a d20 in front of a GM for this ability. On the roll of 2-11, the character receives one (1) material. On a 12-19, they receive two (2), and on the roll of a 20, they receive three (3) OR one (1) rare material. A roll of 1 results in no materials. The materials provided are up to the GMs' discretion based on the location and story of that game day.

Tracking - The ranger is perceptive and is able to follow subtle clues left behind by others. During gameplay, yellow cards will be placed around the site and will represent different substances that the ranger may follow. The type of substance will be written on the card. The cards may be spaced a distance apart and will require the ranger to search for them. Other classes are not able to see these cards.

Magic: *Choose two spell trees.*

4 uses available per Life

Earth Air Fire Water Arcane Shadow

Snare	Stun	Scorch	Frost Armor	Shield	Bind
-------	------	--------	-------------	--------	------

LEVEL 2:	Event:	Event:	Event:	Event:	Event:	Event:
Level 2 skill for first profession:						
Level 2 skill for second profession:						
Choose 1 General Skill						
Choose 1 General Skill						

Fire Attack - The ranger is able to attack using a flaming projectile (arrow or other thrown weapon) that will cause the target to be set ablaze. The area hit will be set on fire and the target must roleplay trying to put out the flames. The target will be unable to fight or defend themselves as they are trying to extinguish the flames. The flames will last 10 seconds, and the arrow will do one (1) point of damage to the area hit. If blocked by a shield, the shield will take one (1) point of sunder damage. "Fire attack" must be called before firing. Usable up to four (4) times per day.

Unarmed Strike - The character can knock another character unconscious for five (5) minutes with an unarmed strike. This requires a light touch with a spell packet and the call of "Waylay!". Punching, slapping or closed fist contact is not allowed. The character must be completely out of sight of their target - they should be behind and out of the peripheral vision of their target. The waylaid character will

be unconscious for five (5) minutes before waking up of their own accord. Other ways a waylaid character can be awoken include: having another character shaking them awake after 30 seconds or by being attacked by a damaging effect (the awakened character still takes the damage of the attack/effect). Once awake, the waylaid character will not suffer memory loss, but will not know who waylaid them. Characters who are wearing a helmet are not affected by Unarmed Strike. Characters with horns can resist Unarmed Strike once per day.

Magic: Choose two spell trees.

3 uses available per Life

Earth	Air	Fire	Water	Arcane	Shadow
Acid Blast	Lightning Blast	Fire Blast	Ice Blast	Force Push	Raise Dead

LEVEL 3:	Event:	Event:	Event:	Event:	Event:	Event:
Level 3 skill for first profession:						
Level 3 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Elemental Resistance - The ranger can resist any single target effect from any elemental spell, up to Level 3. Does not work against AOE spells. Must call 'Resist' when hit. Usable twice per day.

Knockback Attack- The ranger can make a melee or ranged attack that causes a target to stumble five (5) feet backwards. Target must take a knee after stumbling backwards. Ranger must call "Knockback" when making the attack. Usable against shields. If shield is hit with Knockback Attack, shield will take one (1) point of sunder damage, but the player holding the shield will not have to drop to one knee after moving backwards.. Each time "Knockback" is called it counts as a use, whether the target is hit or not. Usable up to four (4) times per day.

Magic: Choose two spell trees.

2 uses available per Life

Earth	Air	Fire	Water	Arcane	Shadow
Petrify	Wind Wall	Searing Blade	Chilled	Gravity Trap	One with Death

LEVEL 4:	Event:	Event:	Event:	Event:	Event:	Event:
Level 4 skill for first profession:						
Level 4 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Pierce - The ranger is able to fire a ranged weapon (arrow, javelin or throwing knife) which, if it hits the target, will bypass all armor and bring the target to 1 HP/Bleeding Out stage. Only blockable by shield, defensive blocking magic, or other defensive skill (ie. Frost Armor, Shield, Shell of the Tortoise, Physical Protection). Ranger must call "Pierce" immediately before firing or throwing the weapon. *Certain NPCs may be immune to the effects listed.* Each time "Pierce" is called it counts as a use, whether the target is hit or not. Usable up to four (4) times per day.