

# Ranger

## 1st Level:

### Required:

- KS: Wilderness Lore (3 pts).
- AK: Homeland (3 pts).
- Tracking (3 pts).
- Survival (2 pts).
- PS: [something wilderness-related](#) (2 pts).
- Navigation (2 pts).
- Animal Handling (3 pts).
- KS: Combat (1 pt).
- 5 points in non-magic combat skill levels.

### Allows:

- One Rank in the [Wilderness Skill Group](#) with the  $-\frac{3}{4}$  limitation "Must be a Ranger" (3 pts).
- One skill rank only for use against a [chosen enemy](#) (3 pts).
- Enhanced perception, +1 with all senses, with a  $-\frac{3}{4}$  limitation "must be a Ranger" (2 pts).
- Environmental movement, Forest (3 pts).

## 2nd Level:

### Required:

- One rank in the Wilderness Skill Group (3 pts).
- Well Traveled (3 pts).
- AK: Any (3 pts).
- [Druidic Mana Pool](#) (2 pts).
- KS: Combat (2 pts).

### Allows:

- Two Ranks in the [Wilderness Skill Group](#) with the  $-\frac{3}{4}$  limitation "Must be a Ranger." (6 pts).
- One skill rank only for use against a second [chosen enemy](#) (3 pts).
- Enhanced perception, +2 with all senses, with a  $-\frac{3}{4}$  limitation "must be a Ranger" (3 pts).
- KS: *Weapon-style specialization* ([Two-weapon style](#), [Archery](#), or [Mounted Combat](#)).
- [Animal Friendship](#), 5d6 mind control (4 pts).
- [Speak with Animals](#), 2d6 telepathy (2 pts).

## 3rd Level:

### Required:

- Two ranks in the Wilderness Skill Group (6 pts).
- Druidic Magic Skill (3 pts).
- 5 points in 1st or 2nd level skills/powers.

### Allows:

- Three Ranks in the [Wilderness Skill Group](#) with the  $\frac{3}{4}$  limitation "Must be a Ranger." (8 pts).
- Two skill ranks only for use against a [chosen enemy](#) (6 pts).
- Enhanced perception, +3 with all senses, with a  $\frac{3}{4}$  limitation "must be a Ranger" (5 pts).
- Danger Sense, any attack in the immediate vicinity, 11- (11 pts).
- Access to the first level spells in the All, Animal, Divination, Plant, Protection, and Weather [druidic spheres](#).
- [Combat Casting](#) (3 pts).

## 4th Level:

### Required:

- Three ranks in the Wilderness Skill Group (8 pts).
- Druidic Magic Skill (5 pts).
- KS: Druidic Rites (3 pts).
- 5 points in first level druidic spells.

### Allows:

- Four Ranks in the [Wilderness Skill Group](#) with the  $\frac{3}{4}$  limitation "Must be a Ranger." (11 pts).
- Two skill ranks only for use against a second [chosen enemy](#) (6 pts).
- Enhanced perception, +4 with all senses, with a  $\frac{3}{4}$  limitation "must be a ranger" (7 pts).
- Access to the first level spells of the Sun druidic sphere.
- Access to the second level spells of the Animal and Plant [druidic spheres](#).

## 5th Level:

### Required:

- Four ranks in the Wilderness Skill Group (11 pts).
- KS: Combat (3 pts).

- 10 points in first level druidic spells.
- 5 points in second level druidic spells.

**Allows:**

- Five Ranks in the [Wilderness Skill Group](#) with the  $-\frac{3}{4}$  limitation "Must be a Ranger." (14 pts).
- [Trackless Stride](#), 6" gliding (2 pts).
- May pick another KS: Weapon-style specialization ([Two-weapon style](#), [Archery](#), or [Mounted Combat](#)).
- Access to the second level spells of the Protection and Sun [druidic spheres](#).

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Last update: **2006/02/19 10:51**

