

Ranger (variant)

This is the non-spellcasting version of the ranger with no animal companion. The class now has a lot more flexibility in development and can more easily be 'created' to fit a 'classical' or even non-classical ranger archetype. This style of ranger runs along the lines of a fighter/rogue with a nature bent. Skill points have been raised to 6 because of the number of skills a ranger needs to know to be effective. The favored terrain, country, land/city and enemy special abilities are in part stylized, and part adopted from a Darksun version of the ranger.

Characteristics: A typical ranger is a bit of a loner and self-reliant. Although they are not averse to working with individuals whose skills compliment their own to accomplish a specific goal. Most rangers tend to care less about a persons perception or opinions and more about their capabilities.

Background: Rangers come from all walks of life and races. Many have a love for outdoors, while other have a burning hatred for some type of creature. Still others find themselves bound to one land or city, becoming intimately familiar with all places therein.

Races : Any

Multi-classing: Players who wish to become rangers after starting with a different class must spend at least one year training and learning all the skills required to be ranger.

Level	Att Bonus	Fort	Ref	Will	Abilities
1	+1	+2	+0	+2	Track, Combat Focus, Localization
2	+2	+3	+0	+3	Favored, Weapon Focus
3	+3	+3	+1	+3	
4	+4	+4	+1	+4	Special ability, Fast Movement
5	+5	+4	+1	+4	
6	+6/+1	+5	+2	+5	Favored
7	+7/+2	+5	+2	+5	Little Rest
8	+8/+3	+6	+2	+6	Special ability
9	+9/+4	+6	+3	+6	Bonus Feat
10	+10/+5	+7	+3	+7	Favored
11	+11/+6/+1	+7	+3	+7	
12	+12/+7/+2	+8	+4	+8	Special ability
13	+13/+8/+3	+8	+4	+8	Bonus Feat
14	+14/+9/+4	+9	+4	+9	Favored
15	+15/+10/+5	+9	+5	+9	
16	+16/+11/+6/+1	+10	+5	+10	Special ability
17	+17/+12/+7/+2	+10	+5	+10	Bonus Feat
18	+18/+13/+8/+3	+11	+6	+11	Favored
19	+19/+14/+9/+4	+11	+6	+11	
20	+20/+15/+10/+5	+12	+6	+12	Special ability

Game Rule Information

Alignment : Any

Hit Die: d8.

Class Skills: The ranger's class skills (and the key ability for each skill) are Gather Information (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) *OR* Knowledge (country) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis). and Swim (Str).

Skill Points at 1st Level : (6 + Int modifier) x 4

Skill Points at each additional level: 6 + Int modifier

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Combat Focus: At first level a character must choose on which area their ranger focuses in Archery or Melee. Once made, this choice is permanent and cannot be changed.

A ranger who focuses in Archery gains the feats Rapid Shot & Point Blank Shot.

-Or-

A ranger focused on melee gains the feats Ambidexterity and Two-Weapon Fighting. This special bonus is lost when fighting in medium or heavy armor.

Localization: At first level, the ranger must choose to be either a Urban or Rural ranger. These two distinct styles give the following advantages/disadvantages:

Urban rangers receive Knowledge (country) (Int) and Gather Information (Cha) as class skills, but lose Knowledge (nature) (Int) as a class skill and the +5 bonus to Handle Animal (Cha). Also, Urban rangers cannot choose the Favored Land ability.

-Or-

Rural rangers receive Knowledge (nature) (Int) as a class skill and +5 bonus to Handle Animal (Cha), but lose Knowledge (country) (Int) and Gather Information (Cha) as a class skill. Also, Rural rangers cannot choose the Favored City ability.

Tracking: At first level, the Ranger gains the Tracking feat, as described in the Player's Handbook.

Weapon Focus: At second level, the Ranger gains Weapon Focus feat, but it applies only to the weapons of the Combat Focus skill (i.e.- must use a non-crossbow, or must use two weapons)

Favored: At 2nd, 6th, 10th, 14th, and 18th level the Ranger can choose one of the following benefits: Favored Enemy, Favored Country/Terrain, or Favored City. Each of these categories is explained in detail below.

Special Ability: At every two levels after choosing a favored terrain or enemy, (4th, 8th, 12th, 16th and 20th) the ranger can pick a special ability associated with a favored enemy, or their favored terrains/countries. Special abilities are listed and described below, in conjunction with the descriptions of the Favored Enemy and Favored Terrain categories:

Favored Enemy: Taking this benefit gives a +1 bonus against damage rolls and certain skill rolls against one favored enemy. Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A ranger also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits. NOTE: When you take this ability, you must choose to either add +1 to an existing favored enemy, or add an additional favored enemy.

Special abilities available with favored enemy:

Favored enemy feats can only be used against a favored enemy creature. These feats work as normal except that they only apply against a favored enemy. Ambush Foe* (Flank Foe*), Combat Reflexes, Dispatch Foe*, Power Attack (Cleave (Great Cleave)), Improved Critical, Improved Bull Rush, Opportunistic Attack*. Items marked with a star* are described below:

AMBUSH FOE (Ex) If you manage to conceal yourself or your weapon before making your attack, your surprise attack does 1d6 extra damage if you strike a favored enemy, rather than the standard +1 damage. (If you have taken favored enemy twice against the creature's type and would normally get a +2 favored enemy damage, then your surprise attack does 2d6 damage rather than +2, etc. Note that unlike the rogue's sneak attack ability, the ranger's Ambush Foe ability is not effective against an unsurprised foe that is simply flanked.

FLANK FOE (Ex) As Ambush Foe, except that you can now inflict the variable damage against a flanked foe as well as a surprised foe. Requires Ambush Foe.

DISPATCH FOE (Ex) You can inflict a coup de grace against a favored enemy as a standard action instead of as a full round action.

OPPORTUNISTIC ATTACK (Ex) As the rogue special ability, but only gives you the attack of opportunity against a favored enemy who has been struck in combat that round.

Favored Country/Terrain: The ranger becomes an expert in one particular terrain type or one particular country for each time that they takes this ability. This translates to a +4 bonus to Survival and Knowledge (Nature) or (Country) checks when the ranger is within one of her favored terrain types. Allowable terrain types include Arctic, Aquatic, Country (name), Desert, Forest, Jungle, Hill, Mountain, Plains, Swamp, Underground and Urban (Urban receives bonus to Gather Information, not Survival)- assuming of course that the Ranger has had opportunity to spend time in that terrain type and/or country.

Special abilities available with favored country/terrains:

Feats listed work as normal with the exception that they only apply within a favored locale:

Alertness (Focused Alertness*), Blind-Fight, Blaze Trail*, Dodge (Mobility, Spring Attack), Expertise (Improved Trip), Favored Land/City*, Fleet of Foot*, Hard March*, Improved Initiative, Lay of the Land*, Lightning Reflexes, Point Blank Shot (Shot on the Run), Predict Weather*, Run, Stealth*, Terrain Optimization*, Uncanny Dodge*. Items marked with a star* are described below:

BLAZE TRAIL (Ex) Due to your familiarity with the favored terrain/country, you can add your wisdom bonus to the party's base move for calculating the daily movement rate if you go first in the party order, and if the party follows your leadership.

FAVORED LAND/CITY (Ex) You become intimately familiar with an area of a specific region in which you also have a favored terrain. The size of the Land region is limited to a 10-mile radius for every year the ranger has lived in that region. The Ranger must have spent at least one year living within either the Land or City. You come to know every local hangout, every back alley, and point of interest (or tree, rock, river, etc). You can "take 20" with Knowledge (city) skill checks when within the City, or "take 20" on all Intuit Direction checks in the Land. As long as you are within the boundaries of your favored Land/City, you receive a +4 bonus to Climb, Hide, Listen, Move Silently, and Spot. In addition, for every five levels of ranger you possess (rounded down) you receive a +1 dodge bonus to your AC while in your favored Land/City.

FLEET OF FOOT (Ex) Your movement rate increases by 5 feet within your favored terrain or country. This option can be taken multiple times, adding 5' to your movement rate each time, but only within a favored terrain (not country).

FOCUSED ALERTNESS (Ex) You can "take 10" at any time with the Spot and Listen skills within your favored terrain or country.

HARD MARCH (Ex) Due to the party's confidence in your knowledge of the favored terrain/country, everyone following you can add your charisma bonus to their saving throws for enduring a forced march.

LAY OF THE LAND (Ex) Your knowledge of the lay of the land allows you to "take 10" with any of the following skills even in circumstances that you could not normally take 10: Climb, Hide, Ride Animal, Hide.

PREDICT WEATHER (Ex) While in a favored terrain or country, you can predict natural changes in the weather with a successful Survival roll. You can predict the natural weather for one hour per point of your Survival roll above 10.

STEALTH (Ex) You gain +4 to Hide and to Move Silently skills while within your favored terrain or country. This stacks with the bonuses granted from the Favored Land/City ability if you have it.

TERRAIN OPTIMIZATION (Ex) Within your favored countries or terrains, you can "take 10" at any time with the Survival skill. In addition, only if it is a terrain, you gain a +2 to all trip attempts.

UNCANNY DODGE (Ex) Due to your familiarity with the terrain, you get the benefits of the rogue's uncanny dodge ability while in favored terrain or country. The first time this option is taken, Uncanny Dodge allows the Ranger to use his dexterity bonus even when caught flat-footed. The second time this option is taken, Uncanny Dodge allows the Ranger to avoid the penalties associated with being flanked.

Fast Movement: At 4th level, while wearing no or light armor and unencumbered, a Ranger gains +10 ft to base speed.

Little Rest: At 7th level, due to the amount of time the Ranger has spent on the move, he only requires 4 hours of sleep to remain healthy.

Bonus Feats: Gained at 9th, 13th and 17th level, these feats represent the combined skills and training coming together for the Ranger. The list is as follows.

Alertness, Ambidexterity, Dodge, Endurance, Evasion, Expertise, Far Shot, Great Fortitude, Improved Critical, Improved Initiative, Improved Precise Shot, Improved Two Weapon Fighting, Iron Will, Lightning Reflexes, Mobility, Mounted Archery, Rapid Shot, Run, Sharp Shooting (see Sword and Fist), Shot on the Run, Two Weapon Fighting, Weapon Focus, Weapon Specialization (last two feats for Combat Style weapons only, but do not require prereqs).

Must meet prerequisites to obtain bonus feats.