

# RANGER

The ranger is a jack-of-all trades and can operate as a fighter, trickster, or mystic. Many character types can be classified as rangers: bards, paladins, warlocks, clerics, mystic knights, and all other characters that combine the attitudes and abilities of warriors, rogues, and mages into a coherent whole.

**PRIMARY ABILITIES:** Choose four abilities to be your Primary Abilities subject to the restrictions below.

- If you choose Intelligence as a Primary Ability, you must also choose Willpower to be a Primary Ability (and vice versa).
- If you choose Accuracy as a Primary Ability, you must also choose Perception to be a Primary Ability (and vice versa).
- If you choose Fighting as a Primary Ability, you must also choose Strength to be a Primary Ability (and vice versa).

**SECONDARY ABILITIES:** The five abilities you did not choose for your Primary Abilities are your Secondary Abilities.

**STARTING HEALTH:**  $20 + \text{Constitution} + 1d6$

**WEAPON GROUPS:** Brawling (but see below)

## CLASS POWERS

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Rangers gain the following powers at the specified level.

### LEVEL 1

**STARTING ADVANCEMENTS:** You have eight points to spend on advancements. Define your character by spending your points on the advancements below. The cost for each advancement is shown in parenthesis. Any unused points are lost.

**Arcane Device & Arcane Blast (2):** You gain the mage's Arcane Device and Arcane Blast power.

**Better Health (1):** Add five to your starting Health total. You may take this advancement twice.

**Magic Training (2):** You gain one magic talent at the Novice level and two Novice spells. You gain a number of magic points equal to  $10 + \text{Willpower} + 1d6$ , this sum divided by two. You may take this benefit twice (in which case your magic points are  $10 + \text{Willpower} + 1d6$ ).

**Pinpoint Attack (2):** You gain the rogue's Pinpoint Attack power.

**Rogue's Armor (1):** You gain the Rogue's Armor power.

**Starting Talent (1):** You become a Novice in one talent. This advancement may be taken three times.

**Weapon Groups (1):** Choose one weapon group. You are trained using weapons in the chosen group. This advancement may be taken three times.

## LEVEL 2

**NEW TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have.

## LEVEL 3

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have. This talent can be a magic talent. If you take a magic talent, you gain magic points equal to  $2d6 + \text{twice your Willpower}$ .

## LEVEL 4

**NEW SPECIALIZATION:** You may choose one specialization for any class. You gain the Novice degree of its specialization talent.

## LEVEL 5

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have. This talent can be a magic talent. If you take a magic talent, you gain magic points equal to  $2d6 + \text{twice your Willpower}$ .

## LEVEL 6

**NEW SPECIALIZATION:** You gain the Journeyman degree in the specialization talent you gained at level 4.

**RANGER ADVANCEMENT:** You gain one of the following advancements:

**Ability Focus:** You gain a focus for one ability.

**Spell Blast:** You gain the Spell Blast mage class power. You may only take this advancement if you have the Arcane Blast mage class power.

**Stunt Bonus:** You gain one Stunt Bonus. You may choose either one Stunt Bonus the rogue class gains at level 2 or level 6 or the Stunt Bonus the warrior gains at level 5.

**Take Aim:** You gain the rogue class power Take Aim.

**Weapon Group:** You learn a new weapon group of your choice.

## LEVEL 7

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have. This talent can be a magic talent. If you take a magic talent, you gain magic points equal to  $2d6 + \text{twice your Willpower}$ .

## LEVEL 8

**NEW SPECIALIZATION:** You gain the Master degree in the specialization talent you gained at level 4.

**RANGER ADVANCEMENT:** You gain one of the following advancements:

**Big Blast:** You gain the Big Blast mage class power. You may only take this advancement if you have the Arcane Blast mage class power.

**Stunning Attack:** You gain the Stunning Attack rogue class power.

**Stunt Bonus:** You gain the Stunt Bonus the warrior gains at level 7.

**Weapon Group:** You learn a new weapon group of your choice.

## LEVEL 9

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have. This talent can be a magic talent. If you take a magic talent, you gain magic points equal to  $2d6 + \text{twice your Willpower}$ .

## LEVEL 10

**NEW TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have.

## LEVEL 11

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have. This talent can be a magic talent. If you take a magic talent, you gain magic points equal to twice your Willpower.

## LEVEL 12

**NEW SPECIALIZATION:** You may choose one specialization for any class. You gain the Novice degree of its specialization talent.

## LEVEL 13

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have. This talent can be a magic talent. If you take a magic talent, you gain magic points equal to twice your Willpower.

## LEVEL 14

**NEW SPECIALIZATION:** You gain the Journeyman degree in the specialization talent you gained at level 12.

**RANGER ADVANCEMENT:** You gain one of the following advancements:

**Expert Strike:** You gain the Expert Strike warrior class power.

**Lethality:** You gain the Lethality rogue class power.

**Power Blast:** You gain the Power Blast mage class power. You may only take this advancement if you have the Arcane Blast mage class power.

**Slippery:** You gain the Slippery rogue class power.

**Stunt Bonus:** You gain the Stunt Bonus the rogue gains at level 13.

**Veteran:** You gain the Veteran warrior class power.

**Weapon Group:** You learn a new weapon group of your choice.

## LEVEL 15

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have. This talent can be a magic talent. If you take a magic talent, you gain magic points equal to twice your Willpower.

## LEVEL 16

**NEW SPECIALIZATION:** You gain the Master degree in the specialization talent you gained at level 12.

## LEVEL 17

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have. This talent can be a magic talent. If you take a magic talent, you gain magic points equal to twice your Willpower.

## LEVEL 18

**NEW TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have.

## LEVEL 19

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have. This talent can be a magic talent. If you take a magic talent, you gain magic points equal to twice your Willpower.

**RANGER ADVANCEMENT:** You gain one of the following advancements:

**Perforate:** You gain the Perforate rogue class power. You must have the Pinpoint Attack rogue class power to take this advancement.

**Quick Shot:** You gain the Quick Shot rogue class power.

**Quick Strike:** You gain the Quick Strike warrior class power.

**Stunt Bonus:** You gain one Stunt Bonus. You gain either the Stunt Bonus the mage gains at level 13 (you must have the Arcane Blast mage class power to take this Stunt Bonus) or the Stunt Bonus the warrior gains at level 18.

## LEVEL 20

**EPIC RANGER:** Pick one type of stunt (combat, exploration, roleplaying, or spell). You gain a +1 bonus when generating stunt points of that type.

**NEW TALENT:** You become a Novice in a new talent or gain a degree in a talent you already have.

## ARMORED SPELLCASTERS (OPTIONAL RULE FOR STRAIN)

To take full advantage of the ranger class in representing all of the varied character types found in fantasy roleplaying games, Game Masters may wish to use this alternate rule for strain.

A character must pay an additional amount of magic points when casting a spell equal to the strain of the armor type (*Fantasy AGE Basic Rulebook*, page 67). However, training in armor reduces this strain by an amount equal to the highest strain of the best armor type a character is trained in. So, a character trained in leather (like a Rogue) reduces their strain by two. A character trained in mail (like a Warrior) reduces their strain by four and a character trained in plate (like a Journeyman in Armor Training) reduces their strain by six. If the campaign includes armor types heavier than the Heavy Plate found in the *Fantasy AGE Basic Rulebook* characters trained in plate will still not suffer from strain. Strain can only be eliminated (i.e., reduced to zero). There is no “negative strain” which would reduce the MP cost of spells.

The table below summarizes the strain for each situation.

STRAIN FOR CASTING IN ARMOR				
ARMOR WORN	NOT TRAINED IN ARMOR	TRAINED IN LEATHER	TRAINED IN MAIL	TRAINED IN PLATE
Light Leather	1	0	0	0
Heavy Leather	2	0	0	0
Light Mail	3	1	0	0
Heavy Mail	4	2	0	0
Light Plate	5	3	1	0
Heavy Plate	6	4	2	0

The idea is that spellcasters only add strain if they are wearing armor they are not trained in and if they are wearing armor they are not trained in, some armor training will still reduce this strain.

Rogues are considered to have training in leather armor through their Rogue’s Armor class power. Warriors are trained in leather and mail as they begin the game as a Novice in the Armor Training talent. Warriors (and rangers) may take the Journeyman degree in Armor Training to become trained in the use of plate. If a mage were to somehow become trained in armor, this optional rule would apply to them as well. Using this rule will make warriors and rogues who take the Arcane Dabbler specialization more effective (*Fantasy AGE Companion*, page 22).

With this rule in effect, classic “fighter/magic-user” and cleric adventurer types can be created.

## USING THE RANGER CLASS

Although the name “ranger” was chosen for the class, the ranger should not be thought of as a class devoted solely to fighting and scouting outdoors. The original AD&D ranger class was a type of fighter that engaged in thief-like pursuits in an outdoor setting and also had access to both druid and magic-user spells. As such, the original ranger was the jack-of-all-trades class and, with a very high number of ability score minimums, they were very rare.

The ranger, as detailed in this document, is open-ended and can be used for a variety of class expressions. It is up to the player to decide how their particular ranger will advance. Will the character closely follow the mage by taking every available magic talent? Will the character combine the roles of warrior and rogue and be an assassin, a duelist, or a scout? Will a gish (warrior/mage) be attempted? The strength of the class is that it can support either very basic builds or multi-class concepts.

Some possible builds for the ranger are detailed below.

### BARD

PRIMARY ABILITIES:	Communication, Dexterity, Intelligence, Willpower
STARTING HEALTH:	25 + Constitution + 1d6
WEAPON GROUPS:	Brawling, Dueling, Light Blades
ADVANCEMENTS:	Armor Training (1), Better Health (1), Magic Training (4), Weapon Groups (2)
SPECIALIZATION (1ST):	Bard
SPECIALIZATION (2ND):	Diplomat
TALENTS:	Carousing, Inspire, Intrigue, Oratory, Performance
ARCANA:	Fate, Healing, Heroic, Illusion, Psychic

### CLERIC

PRIMARY ABILITIES:	Communication, Constitution, Intelligence, Willpower
STARTING HEALTH:	25 + Constitution + 1d6
WEAPON GROUPS:	Brawling, Bludgeons, Staves
ADVANCEMENTS:	Armor Training (1), Better Health (1), Magic Training (4), Weapon Groups (2)
SPECIALIZATION (1ST):	Miracle Worker
SPECIALIZATION (2ND):	Any
TALENTS:	Armor Training, Chirurgy, Contacts, Oratory, Weapon & Shield Style
ARCANA:	Death, Divination, Fate, Healing, Protection

## **MYSTIC KNIGHT**

PRIMARY ABILITIES:	Fighting, Intelligence, Strength, Willpower
STARTING HEALTH:	30 + Constitution + 1d6
WEAPON GROUPS:	Axes, Brawling, Bludgeons, Heavy Blades
ADVANCEMENTS:	Armor Training (1), Better Health (2), Magic Training (2), Weapon Groups (3)
SPECIALIZATION (1ST):	Knight
SPECIALIZATION (2ND):	Mage Hunter
TALENTS:	Armor Training, Horsemanship, Mounted Combat Style, Two- Hander Style, Weapon & Shield Style
ARCANA:	Any

## **PALADIN**

PRIMARY ABILITIES:	Fighting, Intelligence, Strength, Willpower
STARTING HEALTH:	30 + Constitution + 1d6
WEAPON GROUPS:	Axes, Brawling, Bludgeons, Heavy Blades
ADVANCEMENTS:	Armor Training (1), Better Health (2), Magic Training (2), Weapon Groups (3)
SPECIALIZATION (1ST):	Paladin
SPECIALIZATION (2ND):	Knight
TALENTS:	Armor Training, Command, Mounted Combat Style, Two-Hander Style, Weapon & Shield Style
ARCANA:	Divination, Fate, Healing, Heroic, Protection

## **WARLOCK**

PRIMARY ABILITIES:	Accuracy, Intelligence, Perception, Willpower
STARTING HEALTH:	20 + Constitution + 1d6
WEAPON GROUPS:	Brawling, Light Blades
ADVANCEMENTS:	Arcane Device & Arcane Blast (2), Magic Training (4), Rogue's Armor (1), Weapon Group (1)
SPECIALIZATION (1ST):	Soulbound
SPECIALIZATION (2ND):	Sword Mage
TALENTS:	Alchemy, Dual Weapon Style, Intrigue, Lore, Single Weapon Style
ARCANA:	Any

## SWITCHING CLASSES

A player may start with a mage, ranger, rogue, or warrior and then later decide that they want to advance along different lines. In this case, the character's class can be switched if the Game Master allows.

A character can be switched from one class to another after the character has earned enough experience points to advance one level but before the actual advancement takes place. After the switch, the character's level is advanced by one and the following occurs:

- The character gains the Health increase.
- The character gains one advancement to spend on an ability. The primary and secondary abilities of the new class are used. If it's an even-numbered level, you must spend it on a primary ability. If it's an odd-numbered level, you must spend it on a secondary ability. No ability can be advanced two levels in a row, in any case.
- Pick a new ability focus. Use the primary and secondary abilities of the new class along with the new level to determine which ability is valid for the focus. You cannot choose a focus for the same ability two levels in a row, in any case.
- You gain class powers for your new level from the new class description. You do not gain any of the class powers of your new class from previous levels. If a class power in your new class requires a class power that you do not have, you do not gain that class power. For example, if a character switches from rogue to mage at 6th level, that character would not gain Spell Blast at 6th level nor Big Blast, Power Blast, or the Stunt Bonus at 13th level as they advance. Likewise, a character switching to rogue would not gain any rogue class power that references Pinpoint Attack.
- You must complete any specialization you began (the specializations chosen at 4th and 12th level).
- You keep all class powers gained previously but do not gain class powers from your old class as you advance. Your current magic point total remains the same. Characters switching to mage gain the appropriate number of magic points for that level (Willpower + 1d6 for levels 2 to 10 and Willpower at levels 11 to 20). You do not gain magic points if your new class does not receive magic points at that level.

A character may switch classes as many times as the player wishes, even switching back to an old class if desired, subject to the patience of the Game Master and the other players.

Players should keep track of which classes the character advanced in at each level.



## **ALTERNATE ABILITY ADVANCEMENT (OPTIONAL RULE)**

Since the ranger class allows the player to choose primary and secondary abilities, some players may “split” a pair of abilities to allow important abilities to be advanced every level. For example, a character, such as a warlock, that relies on Accuracy, Intelligence, Perception, and Willpower may make Intelligence and Willpower primary abilities while making Accuracy and Perception secondary abilities. In this way, an “important” ability can be advanced every single level, rather than having to split the ability advances among four different abilities on even-numbered levels. A mage, with the same primary abilities, cannot do this.

A remedy for this situation, while still allowing maximum freedom for the player to advance their character as they wish, would be to allow all classes to advance their abilities in a more free-form manner. In Modern AGE, there are no primary or secondary abilities. Any ability may be advanced at any level with the restriction that you cannot advance the same ability two levels in a row. Likewise, a new ability focus can be taken for any ability at a new level but you cannot choose a new focus for the same ability two levels in a row. The actual rules read:

### **ABILITY ADVANCEMENT**

You get one advancement to spend on one ability of your choice. You cannot advance the same ability two levels in a row. The number of advancements needed to improve your ability’s score by 1 depends on the new score you’re looking to obtain. For scores up to 5, it requires one advancement. For abilities from 6 to 8, it requires two. For abilities from 9 to 12, it requires three. You get no benefit from advancements until you’ve gained enough for the new score, so keep track of advancements spent that have not yet increased the ability score.

### **ABILITY FOCUS**

You can choose one new ability focus for your character. You cannot choose a new focus for the same ability two levels in a row. Starting at level 11, you can choose a focus you already have and increase its bonus from +2 to +3.

Understand that important abilities can be advanced to higher values under this system. For example, a mage character can alternate Intelligence and Willpower under this system to grant 10 advancement points to Intelligence on even-numbered levels and 9 advancement points to Willpower on odd-numbered levels. A mage cannot do this under the normal rules but would have to apply the 10 even-numbered advancement points to both Intelligence and Willpower to raise them both. If Intelligence and Willpower both start at 2, under the normal system, each could be advanced to 6. Under this optional rule, both Intelligence and Willpower could be raised to 8.