

# CHARACTER TYPE



**RANGER >>** A specialist in the wild places of the world

## STARTING ABILITY *(Choose 1)*

**FOCUS FIRE:** Attacking the same target multiple times in a row is EASY

**RANGER SENSE:** Use a TURN to listen and gain insight on an upcoming TIMER

**SIDESTEP:** When an attacker you can see hits you, you may dodge out of the way and move up to NEAR, once per SESSION

## STARTING LOOT *(Choose 1)*

**QUICK BOOTS:** With these, you can move, perform an action, then move again

**NIGHTWOOD BOW:** Deals GUN effort and destroys 1 point of enemy DEFENSE when shot at CLOSE range

**SURVIVAL KIT:** Always well rested and prepared, RECOVER using WIS

## MILESTONE ABILITIES *(Choose 1 when awarded by GM)*

**EVEN STRONGER:** Add 1 to any STAT or gain a unique type of arrow (6 uses).

Work with your GM!

**EXPERT AIM:** Your RANGED attacks score critical hits with an 18, 19, or 20

**BLEND IN:** Spend a ROUND blending in. On your next TURN reappear anywhere within FAR. Cannot be targeted.

**DEFLECT:** Negate an attack you can see with a HARD DEX check, once per ENCOUNTER

**HERBAL REMEDY:** With nearby plants and herbs, heal an ally for BASIC with a WIS check

**BUSHWHACK:** Your movement is never impeded by difficult terrain

**DEFENDER'S CLOAK:** Remaining stationary, wrap your cloak around you to add +5 DEF until you move or take an action. There is room to share with one ally, but any successful hit damages you both.



## MASTERY

**FOCUS FIRE:** Attacking the same type of enemy multiple times is EASY

**RANGER SENSE:** Use a TURN to listen and gain insight on an upcoming ENCOUNTER

**SIDESTEP:** When an attacker you can see hits you, you may dodge out of the way and move up to NEAR with a HARD DEX check