

FANTASTIC FEATS

- VOLUME XVI -

RANGERS



Preface

Fantastic Feats
Volume 16 - Rangers

Fantastic:

Adjective - Strange, different; imaginary

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of "Fantastic Feats" – a series of feats based around a certain theme or subject – is about rangers, those men and women who hunt and track man, beast and monster alike

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Ranger Feats

A few of these feats have favoured enemy or favoured terrain as a subject of the feat. Although the ranger can have multiple favoured enemies, the feats only apply to one favoured enemy, declared when the feat is picked. To have them on multiple favoured enemies at a time the feat must be taken multiple times.

Companion Bond

Some rangers bond with animals. Other with the adventuring companions. Those who choose the later sometimes find that their companions can fight better against their favoured enemy for longer.

Prerequisites

5th level

Benefit

The duration of the companion bonus when fighting a favoured enemy of the ranger increase by 2 rounds

Special

Can be taken multiple times

Empathic Expert

A few rangers are better at being empathic with animals when compared to their peers.

Prerequisites

CHA 14

Benefit

+1 to effective level when using Wild Empathy

Special

Can be taken multiple times

Expert Tracker

Rangers feel at home in their favoured terrain. Some become almost at one with the land and can follow almost anything in their favoured terrain.

Prerequisites

3rd level

Benefit

When in the rangers favoured terrain(s), the ranger gains +1 any dice rolls when using the survival skill to follow, track etc.

Special

Can be taken multiple times

Favoured Damage Maximise

This ranger has become at expert at hurting their favoured enemy. They know how they move, when to strike and where. This results in them being able to often increase the damage they can do.

Prerequisites

4th level, Dex 13, STR 13

Benefit

Once per day, when fighting favoured enemy, the ranger may re-roll a single damage dice and take the better result

Special

Can only be taken once per favoured enemy

Favoured Intimidation

The ranger knows their enemy. They know how they think, how to push their mental buttons and just what makes them scared. This knowledge comes in handy when bluffing or their favoured enemy or when their FE tries to intimidate them

Prerequisites

3rd level

Benefit

This feat grants +2 to any bluff, intimidate or other similar checks made by the ranger against their favoured enemy. It also grants +2 to any rolls made by the ranger if the favoured enemy uses the same skills against them.

Special

Can be taken multiple times, but only once per favoured enemy.

Risky Combat

The ranger knows how their enemy moves and can use this information in combat to their advantage, but it comes with the risk of leaving themselves open to greater damage.

Prerequisites

3rd level

Benefit

Once per day, when fighting a favoured enemy in melee or ranged combat, the ranger may elect to have the favoured enemy re-roll one damage dice. This second result, even if higher must be accepted.

Special

Can be taken multiple times for multiple favoured enemies.

Terrain Master

Some rangers are expert trackers. Others have an almost supernatural bond with the land they favour. They become better tackers, are stealthier or have a greater chance of survival

Prerequisites

Expert Tracker, 5th level

Benefit

Once per day, when in favoured terrain, the ranger may re-roll **one** of the following dice rolls and take the better result:

- Initiative rolls
- Perception checks
- Stealth checks
- Survival skill rolls
- Tracking checks

Special

Can be taken multiple times for multiple uses and for multiple favoured terrains

Coming Soon

Scroll Generator

Like potions and books, scrolls are a staple part of any fantasy based game. This generator will help you to decide on their details, from the materials they are made from to the contents to the nature of their container and seal.

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