

Knights of Valour

Days of Thunder

Ranger Role

Introduction

A Ranger roams the wildlands either alone or in small groups, scouting out the current location & learning Bushcraft in order to Craft Salves that can restore Damage Points incurred by the Party.

Primary Physical Stat Requirement

A minimum of +2 Health.

Armor

Any Armor.

Any Shield.

Weapons

Any Simple Melee Weapon.

Any Simple Ranged Weapon.

Character Creation

When you roll a new character you can choose any 1 Weapon that you are Proficient in (P.L: 1) – you attained this Proficiency in your early years training to be an Adventurer.

Record this Weapon on your Character Sheet.

Ranger Buffs Cooldown Period

Some Ranger Physical Buffs have a Cooldown Period. This represents the time, in Rounds, it takes for the Ranger to recuperate the energy expended using the Buff.

A Ranger Buff cannot be used during its Cooldown Period.

You can use multiple Buffs per Round, so you can have multiple Buffs in Cooldown simultaneously. Choosing which Buffs to use and overlapping the Cooldown Periods is one of the challenges of Mastering this Role.

To keep track of Cooldown, on the Round that you use the Buff, flip it over. On the reverse side of every Ranger Buff Card is a Cooldown tracker, a series of Boxes labelled 1,2 etc. There are as many numbered boxes as the Buffs' Cooldown period.

On every subsequent Turn, at the beginning of your Turn, place a check in the leftmost un-checked box. When you check the last box, erase all the checks and flip the Buff Card over – the Buff can now be used again on the current Turn.

Ranger Role Buffs

To use a Buff you must declare that you intend to do so at the start of a Combat Round, before you take any Combat Actions.

You can use any number of Physical Buffs in a Round.

You cannot use any Ranger Buff if you are engaged in Melee Combat at the start of your Turn.

Craft Basic Healing Salve

Level: 1

Cooldown: 4 Hours

Duration: 2 Days

Ingredients: 1 Sprig of the Athelas Herb.

Use this Buff to Craft a Basic Healing Salve. In order to do so you must be Resting & have the required Ingredients to hand.

This Salve, once crafted, can be applied to a Wound, by a Ranger, in order to Heal 2 Damage Points. The recipient of the Salve cannot be engaged in Combat.

The Salve has a Shelf-life (Duration) of 2 Days, after which time the Salve becomes ineffective, and must be discarded.

Divine Ley Line

Level: 1

Duration: 1 Hour

Cooldown: None

Use an Action to locate the direction & distance to the nearest Ley Line.

A Ranger can use this Buff to locate and follow any Ley Line(s) within 100 feet relative to their current location, for the Duration of the Buff.

Create Animal Trap

Level: 1

Duration: 48 Hours

Cooldown: 1 Hour

Ingredients: Sticks, Stones, Cord

A Ranger can use this Buff to Create an improvised Animal Trap.

Every Hour after the Trap is set the Ranger can check the Trap: Roll a DC:10 Dexterity Check. If successful the Trap is Triggered by a passing Animal. The Judge determines what Animal was ensnared.

The Trap disintegrates after 48 Hours.

Cook a Hearty Meal

Level: 2

Duration: 2 Hours

Cooldown: 8 Hours.

Ingredients: Fresh Meat, Vegetables, Herbs and/or Spices, sufficient for the entire Party being fed.

Use during a Rest to create a Hearty Meal that restores the Health of all Party members fed. All Party members must be Resting for the Duration of this Buff.

It takes 1 Hour to cook this Meal, and a further 1 Hour to take Effect after consumption, at which point any Party member fed by the Meal immediately restores 3 Damage Points.

Follow Trail

Level: 2

Duration: 12 hours.

Cooldown: 2 Hours

Use this Buff to Pick-up and Follow a Trail that you have previously Picked Up.

When you use a Follow Trail Action on your Turn, your Movement distance is halved, and your Move will Follow the trail, as determined by the Judge.

Identify Flora or Fauna

Level: 3

Duration: 1 Round

Cooldown: 2 Hours

Use this Buff as an Action to Identify any one Flora or Fauna within 10" of your character.

Craft a Poisonous Reduction

Level: 3

Duration: 24 Hours

Cooldown: 4 Hours

Ingredients: Deadly Nightshade, Hemlock, Death Cap Mushroom, Snake Venom, or any Poisonous Substance by agreement with the Judge.

Use this Buff to Craft a Poisonous Reduction, which must be placed in a suitable container for storage. The Poison loses it's effectiveness after 24 Hours from Crafting.

The Poison can be applied to the cutting edge of any edged Weapon, or the tip of any Ranged Weapon. On a successful Attack with the Weapon, the Defender becomes *Poisoned*, suffering 1d3 of additional Poison Damage until they are Cured. After the Attack the Poison is wiped from the Weapon.

Alternatively the Poison can be added to any Food or Drink. If ingested by a Victim they immediately become *Poisoned*.

Craft an Anti-Poison Salve

Level: 3

Duration: 1 Hour

Cooldown: 4 Hours

Ingredients: ...

Once crafted, a Ranger can Apply the Salve to any Poison Victim, as long as they are not in Combat. The Ranger must make a successful DC:10 Wisdom Skill Check in order for the Salve to take effect – cancelling the effects of the Poison.

Orienteering

Level: 4

Cooldown: 1 Hour

Use this Buff to determine the Time-of-day and North-facing direction.

Weather Prediction

Level: 5

Duration: 1 Round

Cooldown: 4 Hours

Use this Buff to predict the Weather over the next 3 Hours at your Current Location.

Craft an Item

Level: 5

Crafting Time: 2 Hours

Cooldown: 4 Hours

Ingredients: By agreement with the Judge.

To use this Buff you must be Resting, and it takes on average 2 Hours to Craft an Item. In some cases, for complex Crafting, the Judge may determine that the Crafting Duration required is longer than the 2 Hour average.

Use this Buff to Craft an Item from whatever Ingredients the Player & Judge have agreed are required.

If the Crafted Item can be used as a Weapon, then the Judge will determine the Weight of the Crafted Item, and how much Damage the newly-crafted Item will Inflict.

The Item is assigned a Proficiency Level of 0 (P.L:0) at the time of Crafting.

Craft Advanced Healing Salve

Level: 6

Cooldown: 8 Hours

Ingredients: 5 Sprigs of the Athelas Herb.

Duration: 2 Days

Use this Buff to Craft an Advanced Healing Salve.

In order to do so you must be Resting & have the required Ingredients to hand.

This Salve, once crafted, can be applied to a Wound, by a Ranger, in order to Heal 4 Damage Points. The recipient of the Salve cannot be engaged in Combat.

The Salve has a Shelf-life (Duration) of 2 Days, after which time the Salve becomes ineffective, and must be discarded.