

NATURE'S WARRIOR

Ranger Base List by *Tommaso Galmacci*

Level	Spell	Area of Effect	Duration	Range	Class
1	Ranger's Weapon	1 weapon	P	touch	U
2	Hammer Strike	caster	1 rnd/lvl	self	U
3	Wolf Skin	caster	1 rnd/lvl	self	U
4	Armored Critical	caster	1 rnd/lvl	self	U
5	Sure Grip	caster	1 rnd/lvl	self	U
6	Savage Critical	caster	1 rnd/lvl	self	U
7	Unbalancing Strike I	caster	1 rnd/lvl	self	U
8	Bear Skin	caster	1 rnd/lvl	self	U
9	Trampling Attack	caster	1 rnd/lvl	self	U
10	Multi-Strike	caster	1 rnd/lvl	self	U
11	Nature's Impact I	caster	1 day	self	U
12	Unbalancing Strike II	caster	1 hr/lvl	self	U
13	Hammer Strike True	caster	1 hr/lvl	self	U
14	Rhino Hide	caster	1 min/lvl	self	U
15	Boomerang Weapon*	1 weapon	-	touch	U
16	Fury of the Boar	caster	1 rnd/lvl	self	U
17	Savage Critical II	caster	1 rnd/lvl	self	U
18	Nature's Impact II	caster	1 rnd/lvl	self	U
19	Multi-Strike II	caster	1 rnd/lvl	self	U
20	Bark Skin	caster	1 rnd/lvl	self	U
25	Savage Critical True	caster	1 rnd/lvl	self	U
30	Stone Skin	caster	1 rnd/lvl	self	U
50	Nature's Warrior	caster	1 rnd/lvl	self	U

1. Ranger's Weapon: Caster attunes himself with a melee weapon which becomes his "weapon of choice." This spell must be cast once a day for 30 days to take effect. After that, the caster gains a special bonus to any attacks made with his chosen weapon of +1/level. This bonus reflects the caster's expertise with the weapon; thus the bonus is non-magical and can be combined with material and magical bonuses. The caster may only have one weapon of choice at a time. If he ever loses it he will operate at -2/level for 30 days, after which he can begin attuning to a new weapon.

2. Hammer Strike: Any attack that delivers hits will do an addition +1 hit per level of the caster.

3. Wolf Skin: Caster's natural armor (i.e., his armor type when wearing no armor) is treated as AT3. If the caster is wearing armor, then this spell has no effect.

4. Armored Critical: Caster is treated as if he were wearing full helm and greaves for the purpose of conditional damage received from criticals.

5. Sure Grip: The fumble range with caster's weapon of choice is reduced by 2 (minimum of 2).

6. Savage Critical: Add +5 to all critical rolls scored in melee.

7. Unbalancing Strike I: Any attack that delivers a critical will also deliver an Unbalancing critical of one severity less than the original critical.

8. Bear Skin: As *Wolf Skin*, except caster's natural

armor is AT4.

9. Trampling Attack: Caster's attacks for the duration can only be parried with half normal OB.

10. Multi-Strike: The caster can make 2 melee attacks each round. Each attack receives a -30 modifier. If the attacks are made against separate targets, then an additional -20 modifier is applied to both attacks.

11. Nature's Impact I: For the duration, any attack that delivers a critical will also deliver an Impact critical of one severity less than the original critical.

12. Unbalancing Strike II: As *Unbalancing Strike I*, except that the critical is of equal severity.

13. Hammer Strike True: As *Hammer Strike*, except that it does an additional +2 hits per level of the caster.

14. Rhino Hide: As *Wolf Skin*, except caster's natural armor is raised to AT11. If the caster is wearing any armor, his armor type is increased by 4 (for example, if the caster is wearing AT9, his armor type would be AT13 using this spell).

15. Boomerang Weapon: Caster can throw his weapon of choice up to 100' without range penalties. The weapon is resolved using the normal attack table. After the attack, the weapon will fly back to caster's hand. If the weapon is stuck or restrained, it must be retrieved by normal means.

16. Fury of the Boar: If the caster has taken a

critical strike during the last 6 rounds, he can cast this spell. He becomes enraged like a wounded animal fighting back. He gains a special +30 bonus to all melee attacks and delivers double the normal concussion hits. However, he cannot parry and receives a special –30 modifier to his DB. All penalties due to pain/bleeding/hit point loss are ignored. He must first attack any foes that have inflicted a critical against him before moving on to other foes. At the end of this spell's effect, the caster falls unconscious for 8 hours.

17. Savage Critical II: As *Savage Critical*, except that +10 is added to all melee critical rolls made by the caster.

18. Nature's Impact II: As *Nature's Impact I*, except that the critical is of equal severity.

19. Multi-Strike II: Caster is able to make 3 attacks

per round with a –30 modifier OR make 2 attacks per round with a –10 modifier. If the attacks are made against separate targets, then an additional –20 modifier is applied to each.

20. Bark Skin: As *Rhino Hide*, except the caster's natural AT is 16 and the AT of any armor worn is increased by 8.

25. Savage Critical True: As *Savage Critical*, except that +15 is added to all melee critical rolls made by the caster.

30. Stone Skin: As *Bark Skin*, except the caster is always considered to be wearing AT20, and all concussion damage he takes is halved.

50. Nature's Warrior: As *Stone Skin*, *Nature's Impact II*, *Multi-Strike II*, *Hammer Strike True*, simultaneously.

Note 1: Conditional Damage is damage inflicted by a critical that is based on the type of armor worn.

Note 2: Multi-Strike spells require a full attack action with 100% activity, regardless of how many attacks are made.