

The Expanded SPELL-LESS RANGER

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NEW PATHS

THE EXPANDED SPELL-LESS RANGER

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THE EXPANDED SPELL-LESS RANGER

“Aragorn Didn’t Cast Spells”

Skilled trackers, cunning scouts, and deft skirmishers, rangers are adaptable, self-sufficient masters of survival, both in and out of combat. The ranger’s unique mastery of weapon styles, skill at hunting all manner of prey, and unparalleled knowledge of his environment, are just a few of the elements that make this class so versatile and popular.

The ranger class has been around since the earliest days of the game, and of the various incarnations over the years, the version of the class presented in the *Pathfinder RPG Core Rulebook* is probably one of the best yet. However, there still remains one aspect of the class that many feel has never quite fit: Spells. From Aragorn to Robin Hood, none of the characters of fiction, myth, and folklore from which the ranger class is drawn makes use of magic spells. Each has a host of unique abilities and impressive skills, certainly...but they don’t cast spells.

The spell-less ranger is an alternate class, much like the samurai, ninja, and anti-paladin. Alternate classes are standalone classes whose basic ideas are very close to an established base class, yet whose required alterations would be too expansive to detail in an archetype. An alternate class operates exactly like a base class, except that a character who takes a level in an alternate class can never take a level in its associated class—in this case, a spell-less ranger cannot also take levels in the *Pathfinder RPG Core Rulebook* ranger class.

Although similar in many ways to the Pathfinder RPG ranger, the spell-less ranger has no spell casting ability. Instead, the class receives specialized ranger talents (similar to rogue talents) and a deadly stealth attack which can be used within the spell-less ranger’s various favored terrains or against his many favored enemies. The spell-less ranger also gains a number of additional class abilities, most notably nature’s healing, which allows him to make use of the Heal skill with much improved results when in a favored environment.

Finally, a number of new ranger feats and class archetypes are included, along with a ranger tracking sheet and animal companion character sheet.

While these are designed primarily for use with the spell-less ranger alternate class, they could also work quite well with the standard Pathfinder RPG ranger or even a 3.5 ranger. As an added bonus, thanks to the Pathfinder RPG’s unified animal companion rules, the animal companion character sheet could just as easily be used for a druid’s animal companion, a wizard’s or sorcerer’s familiar, or even a paladin or cavalier’s mount.

Alignment: any

Hit Die: d10

CLASS SKILLS

The spell-less ranger’s class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier

CLASS FEATURES

The following are class features of the spell-less ranger.

Weapon and Armor Proficiency: You are proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Favored Enemy (Ex): At 1st level, you can select a creature type from the ranger favored enemies table. You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type. Likewise, you get a +2 bonus on weapon attack and damage rolls against them. You may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), you may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If you choose humanoids or outsiders as a favored enemy, you must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those

called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, your bonuses do not stack; simply use whichever bonus is higher.

Track (Ex): Add half your level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy (Ex): You can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). You roll 1d20 and add your spell-less ranger level and Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, you and the animal must be within 30 ft. of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

You can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you will take a –4 penalty on the check.

Stealth Attack: If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. This extra damage is 1d6 at 2nd level, and it increases by 1d6 every four spell-less ranger levels thereafter. Should you score a critical hit with a stealth attack, this extra damage is not multiplied. Ranged attacks can count as stealth attacks only if the target is within 30 ft. Stealth attacks are possible only when you are wearing medium, light, or no armor. You may only use this ability while in a favored terrain or against a favored enemy.

Combat Style Feat (Ex): At 2nd level, you must select one of two combat styles to pursue: archery or two-weapon combat. Your expertise in this style manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. You can choose any feats from this selected combat style, even if you don't have the normal prerequisites.

With the GM's permission, you may also choose from any of the additional combat styles for

rangers detailed in the *Pathfinder RPG Advanced Player's Guide* (Crossbow, Mounted Combat, Natural Weapon, Two-Handed Weapon, Weapon and Shield). *See the Appendix for details on these additional combat styles.*

If you select archery, you can choose from the following list whenever you gain a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, you can add Improved Precise Shot and Manyshot to the list. At 10th level, add Pinpoint Targeting and Shot on the Run to the list.

If you select two-weapon combat, you can choose from the following list whenever you gain a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, you can add Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, you add Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

The benefits of your chosen style feats apply only when you wear light, medium, or no armor. You lose all benefits of your combat style feats when wearing heavy armor. Once you select a combat style, it cannot be changed.

Endurance: You gain Endurance as a bonus feat at 3rd level.

Nature's Healing (Ex): Beginning at 3rd level, your extensive knowledge regarding the flora and fauna of your favored terrains gives you a +2 bonus to all Heal skill checks made when in one of those favored terrains.

In addition, as long as you are in one of your favored terrains when using the Heal skill, you also gain the following benefits:

Long-Term Care: If your Heal check is successful, the patient recovers hit points or ability score points lost to ability damage at three times the normal rate: 3 hp per character level for a full eight hours of rest in a day, or 6 hp per character level for each full day of complete rest; 3 ability score points for a full eight hours of rest in a day, or 6 ability score points for each full day of complete rest.

The various items and supplies necessary (bandages, salves, and so on) are easy to come by in your favored terrains.

Treat Deadly Wounds: When treating deadly wounds in any of your favored terrains, you can restore an additional 1d6 hp plus 1 hp for every three spell-less ranger levels you possess.

You don't need to use a healer's kit to treat wounds when in one of your favored terrains and receive no penalties for not having such an item.

Treat Poison: If your Heal check exceeds the DC of the poison by 5 or more, the patient receives a +8 competence bonus on his saving throw against the poison.

Treat Disease: If your Heal check exceeds the DC of the disease by 5 or more, the patient receives a +8 competence bonus on his saving throw against the disease.

Favored Terrain (Ex): At 3rd level, you may select a type of terrain from the favored terrains table. You gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in this terrain. A spell-less ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though you may leave a trail if you so choose).

At 8th level and every five levels thereafter, you may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, your bonuses do not stack; simply use whichever bonus is higher.

Hunter's Bond (Ex): At 4th level, you form a bond with your hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to your companions. This bond allows you to spend a move action to grant half your favored enemy bonus against a single target of the appropriate type to all allies within 30 ft. who can see or hear you. This bonus lasts for a number of rounds equal to your Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A spell-less ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, you may choose a shark instead. This animal is a loyal companion that accompanies you on your adventures as appropriate for its kind. Your animal companion shares your favored enemy and favored terrain bonuses.

This ability functions like the druid animal companion ability (part of the nature bond class feature). Your effective druid level is equal to your full spell-less ranger level.

Ranger Talents: As a spell-less ranger gains experience, he learns a number of talents that aid him in combat and help him survive in the wilds. Starting at 4th level, you gain one ranger talent. You gain additional ranger talents as you increase in level. Except where specified, you cannot select an individual talent more than once.

Additional Animal Companion (Ex): With this ability you may select an additional animal companion.

Cat's Fall (Ex): With this talent you may ignore the first 20 ft. of any fall when calculating fall-damage. If you take no damage from the fall, you do not fall prone.

Cheetah's Stride (Ex): You can move up to twice your speed as a move action. You don't suffer any penalty on Stealth checks for this move, although it will provoke attacks of opportunity as normal. You may use this talent a number of rounds per day equal to your ranger level.

Combat Trick: By selecting this talent you gain a bonus combat feat.

Deadly Range (Ex): This talent increases the range at which you can deal stealth attack damage by 10 ft. You may take this talent more than once. Its effects stack.

Eagle Eyed: You gain Eagle Eyes as a bonus feat. You do not need to meet the feat's prerequisites.

Fast Stealth (Ex): You can move at full speed while using the Stealth skill without penalty.

Favored Attack (Ex): When making an attack against a favored enemy or in a favored terrain, the critical threat range of your weapon is doubled. This does not stack with any other ability that doubles critical threat ranges.

Favored Defender: You gain Favored Defense as a bonus feat.

Favored Step: While in a favored terrain, you may ignore the effects of difficult terrain, treating it as normal terrain instead.

Favored Enemy Critical (Ex): When scoring a critical threat on one of your favored enemies, you gain +4 bonus to the roll made to confirm the critical.

Hawk's Eyes (Ex): As a standard action, you can make a ranged attack that ignores concealment

(but not total concealment), soft cover, and partial cover. You may also apply stealth attack damage, if applicable, to such a target.

Heel (Ex): You may use this talent as an immediate action when your animal companion moves. The square in which your animal companion starts its move is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The animal companion must end this movement in a square adjacent to you and must be able to see and hear you in order to take this movement.

Improved Stealth Attack (Ex): You may add an additional 1d6 to your total stealth attack damage.

Low-Light Vision (Ex): With this ability you gain low-light vision. If you already have low-light vision, this ability has no additional effect.

Ranger Feat: Instead of a talent, you may choose a feat for which you qualify from your chosen combat style or from the following list: Additional Favored Terrain*, Additional Favored Enemy*, Animal Affinity, Athletic, Coordinated Companion*, Dodge, Diehard, Favored Defense**, Favored Terrain Expert*, Favored Terrain Master*, Greater Animal Companion*, Improved Animal Companion*, Improved Nature's Healing*, Increased Devotion*, Invulnerable Animal Companion*, Natural Tracker*, Nimble Moves, Run, Savage Terrain Warrior*, Self-Sufficient, Slayer's Knack***, Stealthy, Sudden Strike*, Toughness.

* new feat; ** feat from the *Advanced Player's Guide*; *** feat from *Ultimate Combat*

Scent (Ex): You gain the scent special ability.

Skirmishing Attack (Ex): With this talent, whenever you move at least 10 ft. and attack in the same round, you may also apply stealth attack damage, if applicable, to the target, as though it were flat-footed. If you make more than one attack during the round, this ability applies only to the first attack. Foes with uncanny dodge are immune to this ability.

Skilled Climber (Ex): You may climb at up to your full speed as a move action without penalty. If you fail a Climb check by 5 or more, you can immediately make another Climb check at the surface's base DC +10 (or at the surface's base DC +5 if in a favored terrain). If successful, you stop your fall by clinging to the surface. You do not take any falling damage when stopping your fall in this manner.

Skilled Swimmer (Ex): With a successful Swim check, you may swim at up to your full speed

(as a full-round action) or at half your speed (as a move action). If you fail a Swim check by 5 or more, you can immediately make another Swim check at the water's base DC +10 (or at the water's base DC +5 if one of the spell-less ranger's favored terrains is swamp or water). If successful, you do not go underwater. When underwater, you may add +4 to the total number of rounds you can hold his breath.

Stag's Leap (Ex): This talent allows you to attempt a running jump without moving 10 ft. before the jump.

Stealthy Sniper (Ex): With this talent, when using the Stealth skill to snipe, you suffer only a -15 penalty (or -10 when in a favored terrain) on your second Stealth check instead of the normal -20.

Trap Finding (Ex): When in a favored terrain, you can use the Perception skill to locate traps (see rogue).

Trackless Step (Ex): When desired, you leave no trail in natural surroundings and cannot be tracked. You can track others possessing the trackless step ability when in one of your favored terrains, but you suffer a -10 to the check.

Uncanny Senses (Ex): As a standard action, you may gain a +5 insight bonus (or a +10 insight bonus when in a favored terrain) to Perception checks for one round.

Fast Movement (Ex): When in a favored terrain, your base speed increases by +10 ft. at 5th level. At 12th level, this bonus increases to +20 ft. These bonuses apply only when you wear medium, light, or no armor.

Woodland Stride (Ex): Starting at 7th level, you may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect you.

Swift Tracker (Ex): Beginning at 8th level, you can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): On reaching 9th level, you can avoid even magical and unusual attacks with great

agility. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only you are wearing light armor, medium armor, or no armor. A helpless spell-less ranger does not gain the benefit of evasion.

Quarry (Ex): At 11th level, you can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on your Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry, and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can dismiss this effect at any time as a free action, but then cannot select a new quarry for 24 hours. If you see proof that your quarry is dead, you can select a new quarry after waiting 1 hour.

Camouflage (Ex): At 12th level, you can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Improved Evasion (Ex): At 16th level, a spell-less ranger's evasion improves. This ability works like evasion, except that while you still take no damage on a successful Reflex saving throw against attacks, you henceforth take only half damage on a failed save. A helpless spell-less ranger does not gain the benefit of improved evasion.

Hide in Plain Sight (Ex): On reaching 17th level, when in any of your favored terrains, you can use the Stealth skill even while being observed.

Improved Quarry (Ex): At 19th level, the spell-less ranger's ability to hunt his quarry improves. You can now select a quarry as a free action, and can now take 20 while using Survival to track your quarry, while moving at normal speed without penalty. Your insight bonus to attack your quarry increases to +4. If your

THE SPELL-LESS RANGER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+2	+0	1st favored enemy, track, wild empathy
2nd	+2	+3	+3	+0	Combat style feat, stealth attack 1d6
3rd	+3	+3	+3	+1	1st favored terrain, endurance, nature's healing
4th	+4	+4	+4	+1	Hunter's bond, ranger talent
5th	+5	+4	+4	+1	2nd favored enemy, fast movement +10 ft.
6th	+6/+1	+5	+5	+2	Combat style feat, stealth attack 2d6
7th	+7/+2	+5	+5	+2	Ranger talent, woodland stride
8th	+8/+3	+6	+6	+2	2nd favored terrain, swift tracker
9th	+9/+4	+6	+6	+3	Evasion, ranger talent
10th	+10/+5	+7	+7	+3	3rd favored enemy, combat style feat, stealth attack 3d6
11th	+11/+6/+1	+7	+7	+3	Quarry, ranger talent
12th	+12/+7/+2	+8	+8	+4	Camouflage, fast movement +20 ft.
13th	+13/+8/+3	+8	+8	+4	3rd favored terrain, ranger talent
14th	+14/+9/+4	+9	+9	+4	Combat style feat, stealth attack 4d6
15th	+15/+10/+5	+9	+9	+5	4th favored enemy
16th	+16/+11/+6/+1	+10	+10	+5	Improved evasion, ranger talent
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight
18th	+18/+13/+8/+3	+11	+11	+6	4th favored terrain, combat style feat, stealth attack 5d6
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry, ranger talent
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy, master hunter

quarry is killed or dismissed, you can select a new one after 10 minutes have passed.

Master Hunter (Ex): A spell-less ranger of 20th level becomes a master hunter. You can always move at full speed while using Survival to follow tracks without penalty. You can, as a standard action, make a single attack against a favored enemy at your full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to $10 + \frac{1}{2}$ your level + your Wisdom modifier. You can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. You can use this ability once per day against each favored enemy type, but not against the same creature more than once in a 24-hour period.

RANGER FAVORED ENEMIES

Type (Subtype)

Aberration
Animal
Construct
Dragon
Fey
Humanoid (aquatic)
Humanoid (dwarf)
Humanoid (elf)
Humanoid (giant)
Humanoid (goblinoid)
Humanoid (gnoll)
Humanoid (gnome)
Humanoid (halfling)
Humanoid (human)
Humanoid (orc)
Humanoid (reptilian)
Humanoid (other subtype)
Magical beast
Monstrous humanoid
Ooze
Outsider (air)
Outsider (chaotic)
Outsider (earth)
Outsider (evil)
Outsider (fire)
Outsider (good)
Outsider (lawful)
Outsider (native)
Outsider (water)
Plant
Undead
Vermin

RANGER FAVORED TERRAINS

Cold (ice, glaciers, snow, and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Planes (pick one, other than Material Plane)
Swamp
Underground (caves and dungeons)
Urban (buildings, streets, and sewers)
Water (above and below the surface)



NEW FEATS

ADDITIONAL FAVORED ENEMY

You have additional favored enemies.

Prerequisite: Favored enemy class feature.

Benefit: You may choose one additional favored enemy. All bonuses are at the normal base amounts but may be increased following the favored enemy ability rules.

ADDITIONAL FAVORED TERRAIN

You have additional favored terrains.

Prerequisite: Favored terrain class feature.

Benefit: You may choose one additional favored terrain. All bonuses are at the normal base amounts but may be increased following the favored terrain ability rules.

COORDINATED COMPANION

You are able to coordinate with your animal companion extraordinarily well during combat.

Prerequisite: Hunter's bond or nature's bond class feature, animal companion.

Benefit: Your animal companion is considered to have any teamwork feat you possess. Your animal companion must remain within 30 ft. of you and must be able to see you, hear you, or otherwise be aware of your position in order to be treated as having your teamwork feats. Your animal companion can only coordinate with you in this way.

DEADLY ACCURACY (COMBAT)

You have deadly accuracy with your ranged weapon attacks.

Prerequisites: Dex 13, base attack bonus +6.

Benefit: When dealing damage with a ranged weapon, you can reroll any result of 1 on your weapon's damage dice. Only weapon attacks that require an attack roll benefit from this feat. You must keep the result of the reroll, even if it is another 1.

DEFENSIVE SHOT (COMBAT)

You can make ranged attacks without being distracted by immediate threats.

Prerequisites: Point-Blank Shot, Precise Shot.

Benefit: You may make ranged attacks defensively. To do so, you must take a -2 penalty to all ranged attacks you make during the round. Such attacks do not provoke attacks of opportunity. If you take other actions during the round which do provoke an attack of opportunity, you suffer those consequences normally.

Special: Ranged attacks normally provoke attacks of opportunity from threatening foes.

EXTRA RANGER TALENT

You have more ranger talents than normal.

Prerequisite: Ranger talent class feature.

Benefit: You may choose an additional ranger talent.

Special: You can gain Extra Ranger Talent multiple times. You must select a different talent each time.

FAVORED TERRAIN EXPERT

You are especially at home in a specific favored terrain.

Prerequisite: Favored terrain class feature.

Benefit: You may specify one of your favored terrains. While in that terrain, you gain an additional +2 bonus to Knowledge (geography), Perception, Stealth, and Survival skill checks, and initiative.

FAVORED TERRAIN MASTER

You have an intimate, almost spiritual, connection to a specific favored terrain.

Prerequisite: Favored Terrain Expert.

Benefit: The bonuses received from the Favored Terrain Expert increase to +4.

You are also able to guide and direct others in this terrain. As a standard action, you may grant all allies within 30 ft. of you that can see or hear you a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks. Also, as long as they travel with you, your allies leave no trail and can't be tracked. You can still choose for the group to leave a trail, or even only specific members of the group to leave a trail, if you so desire. These benefits last a number of rounds equal to your ranger level.

GREATER ANIMAL COMPANION

Your animal companion is a truly exceptional creature.

Prerequisites: Improved Animal Companion feat, stealth attack and fast movement class features.

Benefit: Your animal companion receives a bonus feat. This bonus feat should be selected from those listed under Animal Feats (see druid). If the animal companion has an Intelligence of 3 or higher, it can instead select any feat it is physically capable of using.

You may also spend a move action to grant your animal companion the benefits of your stealth attack and fast movement class features. These bonuses last for a number of rounds equal to double your Wisdom modifier (minimum 1). Your animal companion must remain within 30 ft. of you and be able to see, hear, or otherwise sense you in order to receive your stealth attack and fast movement bonuses.

GREATER IRON WILL

Your superior force of will allows you to resist both magical and mundane fear.

Prerequisite: Improved Iron Will.

Benefit: Any effect that would normally cause you to become cowering, frightened, or panicked, instead only makes you shaken for the same duration.

IMPROVED ANIMAL COMPANION

Your animal companion is hardier and tougher than most.

Prerequisites: Hunter's bond or nature's bond class feature; you must have an animal companion.

Benefit: Your animal companion gains an additional 1d8 hit points. You can also add +1 to any one of your animal companion's ability scores and +2 to its natural armor bonus.

IMPROVED NATURE'S HEALING

You are especially skilled at healing within your favored terrains.

Prerequisite: Nature's healing class feature.

Benefit: When using nature's healing, you can treat deadly wounds on the same creature a number of times per day equal to $\frac{1}{2}$ your spell-less ranger level (minimum 1). In addition, the number of additional hit points you can restore increases to 1d6 plus 1 for every spell-less ranger level you possess.

Normal: A creature can only benefit from its deadly wounds being treated once per day. Also, when treating deadly wounds, a spell-less ranger can normally restore an additional 1d6 hit points of damage plus 1 for every three spell-less ranger levels he possesses.

IMPROVED DEADLY ACCURACY (COMBAT)

You have even deadlier accuracy with your ranged weapon attacks.

Prerequisites: Dex 15, Deadly Accuracy, base attack bonus +9.

Benefit: When dealing damage with a ranged weapon, you can reroll any result of 1 or 2 on your weapon's damage dice. Only weapon attacks that require an attack roll benefit from this feat. Any 1 or 2 resulting from the reroll should be treated as a roll of 3 instead.

INCREASED DEVOTION

Your animal companion's increased devotion to you gives it even greater resistance to unwanted mental control.

Prerequisites: Improved Animal Companion, ranger level 6.

Benefit: Your animal companion's Devotion bonus is equal to $4 + \frac{1}{2}$ your ranger level.

Normal: An animal companion's Devotion bonus is +4.

INVULNERABLE ANIMAL COMPANION

Your animal companion's hide or body is unusually tough and resistant to damage.

Prerequisite: Improved Animal Companion.

Benefit: Your animal companion gains DR/magic. The amount of DR is equal to $\frac{1}{2}$ your ranger level.

NATURAL TRACKER

You have a natural gift for following or identifying tracks.

Prerequisite: Track class feature.

Benefit: You add your total ranger level to Survival skill checks made to follow or identify tracks. If your Survival check exceeds the DC by 10 or more, you can learn a wealth of additional information about your prey (including number and type of creatures being tracked, their physical health, condition, and general status, etc).

Normal: A ranger adds $\frac{1}{2}$ his level (minimum 1) to Survival skill checks made to follow or identify tracks.

SAVAGE TERRAIN WARRIOR

You attack with wild abandon when in a favored terrain, trusting in your connection to that terrain to aid you in the destruction of your enemies.

Prerequisites: Str 13, base attack bonus +3, favored terrain class feature.

Benefit: When in any of your favored terrains, you gain a +2 morale bonus on all attack rolls, damage rolls, and combat maneuver checks. Such recklessness, however, bestows a -3 penalty to your armor class. You must choose to use this feat before making an attack roll, and its effects last until the start of your next turn.

SUDDEN STRIKE

Before your enemy can react, you can launch a devastating attack.

Prerequisites: Base attack bonus +1, Dex 13, favored terrain class feature.

Benefit: When in one of your favored terrains, you gain a +2 bonus on attack rolls against flat-footed opponents. If you successfully land your attack, your opponent is dazed for 1 round.

NEW RANGER ARCHETYPES

The *Pathfinder RPG Advanced Player's Guide* introduced the concept of archetypes. This is an interesting new way to customize specific aspects of a core class, in order to better emulate the abilities and talents of classic fantasy archetypes, and expands players' freedom to design exactly the characters they desire.

The Dual-Style Ranger and Companion-Bound Ranger are both ranger archetypes. It is important to note that, while these two archetypes are designed with the spell-less ranger in mind, neither archetype specifically replaces any spell-less ranger class features. This means that both archetypes can be used just as easily with the standard *Pathfinder RPG Core Rulebook* ranger.

DUAL-STYLE RANGER

Not all rangers spend the majority of their time learning about and hunting down favored enemies. Dual-style rangers instead dedicate untold hours to mastering a second combat style. Such rangers are therefore extremely well prepared to hunt down and combat any foe that might cross their path, not just a select group of favored enemies. A dual-style ranger has the following class features.

Single Favored Enemy (Ex): At 1st level, you select a creature type from the ranger favored enemies table. You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type. Likewise, you get a +2 bonus on weapon attack and damage rolls against them. You may make Knowledge skill checks untrained when attempting to identify these creatures.

You receive no additional favorite enemies as you gain levels. At 5th level and every five levels thereafter (10th, 15th, and 20th level), the bonuses against this single favored enemy increase by +2. *This ability replaces favored enemy.*

Dual Combat Style (Ex): At 2nd level, you must select two combat styles to pursue. Normally, these two combat styles must be archery and two-weapon combat, but with the GM's permission, you may also choose from any of the additional combat styles detailed in the *Pathfinder RPG Advanced Player's Guide* (Crossbow, Mounted Combat, Natural Weapon, Two-Handed Weapon, Weapon and Shield). See Appendix for details on these additional combat styles.

Your expertise in these two styles manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. At each of these levels, choose one appropriate feat from each of your two combat style lists. You can choose any feats from your selected combat styles, even if you do not have the normal prerequisites.

The benefits of your two style feats apply only when you wear light, medium, or no armor. You lose all benefits from these combat style feats when wearing heavy armor. Once a dual-style ranger selects his two combat styles, they cannot be changed. *This ability replaces combat style.*

COMPANION-BOUND RANGER

Some rangers form an incredibly strong bond with their animal companion. This deep bond can become all-consuming, transforming the ranger and his animal companion into an unusually tight and focused fighting team. A companion-bound ranger has the following class features.

Animal Companion (Ex): At 3rd level, you form a particularly close bond with an animal companion. This ability functions like the druid animal companion ability. Your effective druid level is equal to your ranger level. You gain a +4 bonus to wild empathy and Handle Animal checks made with regard to your animal companion. Unlike a normal ranger, your choice of animal companion is not limited to a subset of all possible animal companion choices—you may choose freely among all animal companion choices, just as a druid can. Your animal companion shares your favored enemy and favored terrain bonuses. *This ability replaces Endurance.*

Single Favored Terrain (Ex): At 3rd level, you may select a type of terrain from the favored terrains table. You gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in this terrain. A companion-bound ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though you may leave a trail if you so choose).

You receive no additional favored terrains as you gain levels. At 8th level and every five levels thereafter, the skill bonus and initiative bonus in your single favored terrain increases by +2. *This ability replaces favored terrain.*

Teamwork: At 4th level, you receive Coordinated Companion and another teamwork feat as

APPENDIX: PATHFINDER RPG ADVANCED PLAYER'S GUIDE RANGER COMBAT STYLES

bonus feats. You must meet the prerequisites for the teamwork feat. *This ability replaces hunter's bond.*

Ranger Talent: You may not choose the Additional Animal Companion talent.

Enhanced Companion (Ex): At 7th level, your deep connection and constant training with your animal companion allow you to select a bonus feat from the following list: Greater Animal Companion, Improved Animal Companion, Increased Devotion, Invulnerable Animal Companion. Alternatively, you may choose an Animal Feat (see druid) for your animal companion. You may select an additional feat from this list at 10th level and every three levels thereafter (13th, 16th, and 19th level). You must meet the normal prerequisites for these feats. *This ability replaces woodland stride.*

Quarry (Ex): At 11th level, your animal companion can benefit from your quarry ability. The animal companion may not activate the ability or choose the quarry itself, but gains these benefits only when you activate the ability. The animal companion must remain within 30 ft. of you, and must be able to see, hear, or otherwise sense you in order to benefit from this ability.

Empathic Link (Su): At 12th level, your connection with your animal companion becomes so strong that you can communicate empathically with each other to a distance of 1 mile. Because of the link's limited nature, only general emotions can be shared. Both you and the animal companion receive a +4 bonus to any skill check used to track or otherwise locate each other. *This ability replaces hunter's camouflage.*

Improved Quarry (Ex): At 19th level, your animal companion may also benefit from the improved quarry ability. The animal companion may not activate the ability or choose the quarry itself, but gains these benefits only when you activate the ability. The animal companion must remain within 30 ft. of you and must be able to see, hear, or otherwise sense you in order to benefit from this ability.

Crossbow: If you select crossbow style, you can choose from the following list whenever you gain a combat style feat: Deadly Aim, Focused Shot, Precise Shot, and Rapid Reload. At 6th level, you add Crossbow Mastery and Improved Precise Shot to the list. At 10th level, you add Pinpoint Targeting and Shot on the Run to the list.

Mounted Combat: If you select mounted combat, you can choose from the following list whenever you gain a combat style feat: Mounted Combat, Mounted Archery, Ride-By Attack, and Trick Riding*. At 6th level, you add Mounted Shield* and Spirited Charge to the list. At 10th level, you can add Mounted Skirmisher* and Unseat to the list.

Natural Weapon: If you selects natural weapon style, you can choose from the following list whenever you gain a combat style feat: Aspect of the Beast*, Improved Natural Weapon**, Rending Claws*, and Weapon Focus. At 6th level, you can add Eldritch Fangs* and Vital Strike to the list. At 10th level, you add Multiattack** and Improved Vital Strike to the list.

Two-Handed Weapon: If you select two-handed weapon style, you can choose from the following list whenever you gains a combat style feat: Cleave, Power Attack, Pushing Assault*, and Shield of Swings*. At 6th level, you can add Furious Focus* and Great Cleave to the list. At 10th level, you add Dreadful Carnage* and Improved Sunder to the list.

Weapon and Shield: If you select weapon and shield style, you can choose from the following list whenever you gain a combat style feat: Improved Shield Bash, Shield Focus, Shield Slam, and Two-Weapon Fighting. At 6th level, you add Saving Shield* and Shield Master to the list. At 10th level, add Bashing Finish* and Greater Shield Focus to the list.

* Feats from *Pathfinder RPG Advanced Player's Guide*

** Feats from *Pathfinder RPG Bestiary*.

FAVORED ENEMIES

FIRST FAVORED ENEMY	
Type (Subtype): _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

SECOND FAVORED ENEMY	
Type (Subtype): _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

THIRD FAVORED ENEMY	
Type (Subtype): _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

FOURTH FAVORED ENEMY	
Type (Subtype): _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

FIFTH FAVORED ENEMY	
Type (Subtype): _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

SIXTH FAVORED ENEMY	
Type (Subtype): _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

FAVORED TERRAINS

FIRST FAVORED TERRAIN	
Terrain: _____	
Skill Bonus <input type="checkbox"/>	Initiative Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Know. (geog) _____	
Perception _____	
Stealth _____	
Survival _____	

SECOND FAVORED TERRAIN	
Terrain: _____	
Skill Bonus <input type="checkbox"/>	Initiative Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Know. (geog) _____	
Perception _____	
Stealth _____	
Survival _____	

THIRD FAVORED TERRAIN	
Terrain: _____	
Skill Bonus <input type="checkbox"/>	Initiative Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Know. (geog) _____	
Perception _____	
Stealth _____	
Survival _____	

FOURTH FAVORED TERRAIN	
Terrain: _____	
Skill Bonus <input type="checkbox"/>	Initiative Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Know. (geog) _____	
Perception _____	
Stealth _____	
Survival _____	

FIFTH FAVORED TERRAIN	
Terrain: _____	
Skill Bonus <input type="checkbox"/>	Initiative Bonus <input type="checkbox"/>
Total Skill Bonus	Notes: _____
Know. (geog) _____	
Perception _____	
Stealth _____	
Survival _____	

STEALTH ATTACK *

MOVEMENT BONUS **

NATURE'S HEALING **	
Heal Skill Bonus	Additional Damage Healed
<input type="checkbox"/>	<input type="checkbox"/>

* When against a Favored Enemy or in a Favored Terrain
 ** When in a Favored Terrain

ANIMAL COMPANION

COMPANION NAME _____

Animal Type _____ Age _____

Alignment _____ Size _____

Hit Dice (d8) _____

Hit Points _____

Character Class Level _____

STR / DEX Bonus _____

WOUNDS / CURRENT HP

Space _____ Reach _____

SPEED

BASE SPEED	SWIM
------------	------

FLY	MANEUVERABILITY	CLIMB	BURROW
-----	-----------------	-------	--------

ATTRIBUTES

	SCORE	MOD.	MISC.		Score	MOD.	MISC.
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>

SAVING THROWS

	TOTAL	=	BASE SAVE	+	ABILITY MOD.	+	MAGIC MOD.	+	MISC. MOD.	+	TEMP. MOD.
Fortitude	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Reflex	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Will	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

COMBAT

Initiative = (DEX MOD.) + (MISC. MOD.) + (MISC. MOD.)

ARMOR CLASS

TOTAL = 10 + (ARMOR BONUS) + (DEX MOD.) + (SIZE MOD.) + (NATURAL ARMOR) + (MISC. MOD.) + (MISC. MOD.)

Touch Flat-Footed MISC.

BASE ATTACK BONUS DAMAGE REDUCTION / RESISTANCES _____

CMB = (BAB) + (STR MOD.) + (SIZE MOD.) + (MISC. MOD.)

CMD = (BAB) + (STR MOD.) + (DEX MOD.) + (SIZE MOD.) + 10

ATTACKS / DAMAGE

TRICKS

Bonus Tricks _____ Total Tricks _____

SKILLS

SKILLNAME	TOTAL BONUS	=	ABILITY MOD.	+	RANKS	+	MISC. MOD.
<input type="checkbox"/> Acrobatics (Dex)	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> Climb (Str)	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> Escape Artist (Dex)	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> Fly (Dex)	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> Intimidate (Cha)	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> Perception (Wis)	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> Stealth (Dex)	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> Survival (Wis)	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> Swim (Str)	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	=	_____	+	_____	+	_____
<input type="checkbox"/> _____	_____	=	_____	+	_____	+	_____

SPECIAL QUALITIES & ABILITIES

FEATS

NOTES

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