



CLASS OPTIONS VOL.3

RANGERS RENEWED!

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RANGERS RENEWED

Rangers are a dynamic class, competent and resourceful in various situations and environments. This supplement adds to the class's inherent versatility and presents options that instead make a ranger more specialized.

Rangers Renewed contains several new combat styles, options for favored terrain bonuses, and ways to make rangers deadlier against their favored enemies. Also included are over a dozen new feats for ranger PCs and animal companions, and expanded combat styles going to 16th level.

ALTERNATE CLASS ABILITIES

Not all rangers are the same; each develops skills based on what he needs to survive in his native environment. The ranger can choose the following abilities at the requisite level to replace one of the standard abilities listed in the Pathfinder Roleplaying Game Core Rulebook. Once a PC makes such a selection it cannot be changed.

Favored Companion (Ex): At 1st level, a ranger may spend his time caring for and raising an animal. The ranger gains an animal companion that advances as if the ranger were a druid equal to his ranger level. If the ranger takes favored companion he never gains the favored enemy class ability or the 4th level hunter's bond ability.

Wild Intimidate (Ex): At 1st level, a ranger may take wild intimidate instead of wild empathy. Using his knowledge of how animals posture and display aggression, the ranger can frighten an animal. This ability functions as an Intimidate check to demoralize or to force a target to act friendly. The ranger adds his ranger level to any Intimidate skill check he makes against animals. The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on

the check. A ranger may use this ability to force an animal or magical beast to perform any tricks the creature knows. To use wild intimidate, the ranger and the target creature must be within 30 feet of one another under normal visibility conditions.

Favored Weapon (Ex): Starting at 3rd level, a ranger may decide to focus on his weapon style rather than developing skill in traversing terrain. At 3rd level and at any level at which a ranger can select a favored terrain he may instead take a combat feat from his combat style feat list. This also means any earlier favored terrain selections he made do not gain additional bonuses as they would when a ranger selects a new favored terrain.

Animal Affinity (Ex): At 3rd level, the ranger may take the Animal Affinity or Skill Focus (Handle Animal) feat instead of Endurance.

Survivalist (Ex): At 3rd level, a ranger may opt to take survivalist instead of a favored terrain. If he so chooses he gains a +2 competence bonus on Climb, Survival, and Swim skill checks and checks to resist non-lethal damage from environmental effects. He may choose a favored terrain at later levels when allowed to do so.

Urban Ranger (Ex): At 3rd level, or on any level at which a ranger can select a favored terrain he may take the urban ranger class feature. Instead of gaining the normal favored terrain bonuses, the ranger gains a +2 bonus on initiative checks and Diplomacy, Knowledge (local), Perception, and Stealth skill checks when he is in an urban environment. Whenever the ranger gains a new favored terrain he may choose to increase these bonuses as he would normally when selecting a new favored terrain.

Guide's Bond (Ex): At 4th level, a ranger may choose guide's bond instead of hunter's bond. All allies within 30 feet of a ranger gain a bonus to initiative checks and Perception, Stealth, and Survival skill checks equal to half the ranger's favored terrain bonus when he and his allies are in that terrain. The ranger and his allies must be able to see or hear each other for this ability to work.

Hunter's Ward (Ex): At 4th level, a ranger may choose to take hunter's ward instead of hunter's bond. He may spend a move action to grant all allies within 30 feet who can hear him a bonus to their AC, Reflex saves, and CMD equal to the ranger's Wisdom modifier against a single creature that is one of the ranger's favored enemies. This bonus lasts for a number of rounds equal to his Wisdom modifier (minimum 1). This bonus does not stack with similar bonuses from another ranger.

Focused Killer (Ex): Starting at 5th level, the ranger can choose to concentrate on hunting one type of creature instead of gaining bonuses against a different creature. If he chooses to do so, he improves his bonuses against a



avored enemy by +3 instead of +2, but does not gain a new favored enemy. He may do this each time he gains a new favored enemy, increasing his bonuses against one favored enemy by +3 rather than selecting a new favored enemy.

Swimmer (Ex): At 7th level, a ranger may take swimmer instead of woodland stride if he possesses the water favored terrain. He gains a swim speed equal to one-half his normal speed. At 11th level the ranger's swim speed equals his speed.

Climber (Ex): At 7th level, a ranger may take climber instead of woodland stride if he possesses the jungle, forest, or mountain favored terrain. He gains a climb speed equal to one-half his normal speed. At 11th level the ranger's climb speed equals his speed.

Familiar Terrain (Ex): Starting at 8th level, a ranger may choose to focus on survival in one type of favored terrain instead of choosing a new one. If he chooses to do so, his bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks increases by +3 rather than +2 when he is in one favored terrain he chose previously.

Terrain Talent (Ex): At 8th level, or at any higher level in which the ranger gains a new favored terrain, he may instead take a terrain talent. Instead of gaining a new favored terrain and any bonuses associated with improving a previously selected terrain, the ranger gains a +2 terrain bonus on Reflex saves, and Acrobatics, Climb, Knowledge (nature), and Swim skill checks when he is in one of his existing favored terrains. He must select the terrain when he gains terrain talent.

Favored Tactics (Ex): Starting at 10th level, whenever the ranger can select a favored enemy he may instead choose a bonus combat feat. This feat is only usable against the ranger's favored enemies. He must meet the prerequisites for this feat. A ranger who chooses a bonus combat feat also forgoes the additional bonuses normally granted against one favored enemy when selecting a new favored enemy.

Warden (Ex): At 11th level, the ranger may select warden instead of quarry. While in one of his favored terrains, the ranger may, as a standard action, designate all opponents he can see as trespassers. He gains a +2 insight bonus on all attack rolls made against the creatures so selected. The ranger cannot designate additional creatures as trespassers unless the original creatures are no longer in his sight or are dead. A ranger who selects warden cannot select improved quarry at 19th level. A creature designated as a trespasser qualifies as a quarry for any additional abilities that target such creatures (including spell-less Mage Killer and Trapper abilities).

Diversion (Ex): At 13th level, a ranger may take diversion

instead of camouflage. With a move action, he can attract attention to himself, shielding his allies from attacks. All opponents within 60 feet of the ranger who can see or hear him must attack him to the best of their ability if they fail a Will save (DC = 10 + 1/2 the ranger's level + the ranger's Wisdom modifier). The ranger cannot determine what attacks his opponents employ against him. If any of the ranger's allies attacks an affected creature, the effect immediately ends and the creature is immune to it for 24 hours. A creature that saves against diversion is immune to the same ranger's ability for 24 hours.

Improved Warden (Ex): At 19th level, a ranger who selected warden gains the improved warden class feature. His insight bonus on attack rolls against creatures designated as trespassers increases to +4.

CAPSTONE ABILITIES

The ranger may choose one of these abilities at 20th level instead of master hunter.

Veteran Hunter (Ex): A ranger of 20th level becomes a veteran hunter. He can always move at full speed while using Survival to follow tracks without penalty. Long exposure to his prey has inured him to its deadliest abilities. The ranger chooses one extraordinary, supernatural, or spell-like ability of one of his favored enemies such as poison or a breath weapon. The ranger is immune to that ability when used by a creature of that type. For example, a ranger may choose to become immune to the breath weapon of red dragons, the gaze attack of medusas, or the poison of purple worms. The GM has final say in determining if a ranger can become immune to a specific ability.

Undying Hunter (Ex): Some rangers are so driven in their desire to slay a favored enemy that their strength of will carries them beyond normal limits. A ranger of 20th level becomes an undying hunter. As long as the ranger can see or hear a living favored enemy he gains a +4 morale bonus to all saving throws. In addition, an undying hunter cannot be slain through hit point damage so long as he can see or hear a living favored enemy. If reduced to negative hit points the ranger may elect to continue to act, taking either a move action or a standard action as long as he can see or hear a living favored enemy. The ranger may be slain through ability damage or drain, or other effects such as death effects, poison, disease, or disintegration. If the ranger can no longer hear or see a favored enemy or the last favored enemy in his sight dies, he falls unconscious and dies if his hit point total equals a negative number greater than his Constitution.

NEW COMBAT STYLES

The ranger develops combat styles based on the traditional weapons of his society, what arms are available to him or what best suits the needs of his home environment. This

means not all rangers develop expertise with a bow or the two-weapon fighting style. A few, such as the beast master or runner, even forsake advanced weapon-combat techniques for expertise in other areas. A ranger of the following styles ignores prerequisites for all bonus feats selected from their chosen list unless otherwise noted.

BEAST MASTER

Some rangers devote their time to raising and training animals. The creatures become models of their kind and make up for the ranger's lack of advanced combat skills. A beast master learns a form of combat based on teamwork with his animal companion.

Combat Style Feat (Ex): At 2nd level, a beast master may choose from the following list whenever he gains a combat style feat: Animal Affinity, Mounted Combat, and Skill Focus (Handle Animal). At 6th level, he adds A Second Set of Eyes and Ears*, Bond of Two*, and Companion's Stride* to the list of available feats. At 10th level, he adds Natural Hunter to the list.

GREATAXE FIGHTER

Among the more primitive peoples of the world a possession must serve multiple purposes to justify its existence. Whereas a sword is good for combat, an axe serves as a weapon and a tool. It is with this in mind that some rangers choose a combat style focused on the greataxe.

Combat Style Feat (Ex): At 2nd level, a greataxe fighter may choose from the following list whenever he gains a combat style feat: Cleave, Power Attack, and Weapon Focus (greataxe). At 6th level, he adds Great Cleave and Improved Sunder to the list. At 10th level he adds Improved Critical (greataxe) to the list.

MAGE KILLER

Rangers develop the ability to track and kill prey. Certain targets require a specialized form of combat dependent more on the prey's abilities and weaknesses rather than a particular weapon. Rangers trained to fight sorcerers and wizards are one such type. Mage killers inure themselves to the effects of magic and practice disrupting their opponent's spells.

Combat Style Feat (Ex): At 2nd level, a mage killer may choose from the following list whenever he gains a combat style feat: Improved Initiative, Iron Will, and Lighting Reflexes. At 6th level, he adds Combat Reflexes, Disruptive, and Magical Aptitude to the list. At 10th level, he adds Greater Iron Will and Spellbreaker to the list.

MOUNTED COMBAT STYLE

The tribes of the plains are best known for their skill at mounted archery, but they also develop the ability to fight from horseback in any situation. Civilized nations also depend on mounted scouts to patrol their borders and warn of invasion. Both groups employ rangers knowledgeable in the style of mounted combat.

Combat Style Feat (Ex): At 2nd level, a mounted combat ranger may choose from the following list whenever he gains a combat style feat: Mounted Combat, Ride-by Attack, and Skill Focus (Ride). At 6th level, he adds Mounted Archery, Spirited Charge, and Trample to the list. At 10th level, he adds Emboldening Charge*, Intimidating Charge*, and Unseat to the list.

RAPIER

Not all rangers are roamers of the natural wilderness. A few develop skills and abilities suited to the urban environment, no less a wild and dangerous place than the forest or mountains. In areas where space is more confined, and weapons are more delicate and elegant, an urban ranger develops a combat style based on the close, stabbing work of the rapier.

Combat Style Feat (Ex): At 2nd level, a rapier ranger may choose from the following list whenever he gains a combat style feat: Improved Initiative, Quick Draw, and Weapon Finesse. At 6th level, he adds Improved Feint, Lunge, and Vital Strike to the list. At 10th level, he adds Bleeding Critical and Improved Vital Strike.

RUNNER

A few rangers do not specialize in killing methods. Some focus on moving rapidly across the landscape, either as scouts, hunters, or skirmishers. A ranger with the runner combat style emphasizes quick movement over multiple types of terrain to gain advantage against foes.

Combat Style Feat (Ex): At 2nd level, a runner may



choose from the following list whenever he gains a combat style feat: Endurance, Fleet, and Run. At 6th level, he adds Agile Maneuvers, Nimble Moves, and Wind Stance to the list. At 10th level, he adds Acrobatic Steps and Lightning Stance to the list.

SPEAR-FIGHTER

The spear is a primitive yet effective weapon, invented and employed much earlier than the sword or bow. The first rangers were spear fighters, able to use the weapon for hunting and defense. Even when metal-smithing and bow-making provided new weapons, many rangers kept the spear as their primary armament for its utility and reliability.

Combat Style Feat (Ex): At 2nd level, a spear-fighter can choose from the following list whenever he gains a combat style feat: Catch Them on the Backswing*, Power Attack, and The Only Tool You Need*. At 6th level, he adds Lunge, Far Shot, and Precise Shot to the list. At 10th level he adds Bleeding Critical and Improved Critical (spear) to the list.

TRAPPER

A ranger's role as a hunter is often neglected when there are orc tribes to defend against or undead to keep in check. However, many rangers are first and foremost hunters—men who capture and subdue prey for their pelts, scales, teeth, and organs or even for capture and domestication. Known as trappers, these rangers develop a combat style based around the bolo and net, a way of fighting no less deadly than other methods.

Combat Style Feat (Ex): At 2nd level, a trapper gains Exotic Weapon Proficiency (bolo) or (net) as a bonus feat and can choose from the following list whenever he gains a combat style feat: Far Cast*, Improved Trip, and Point Blank Shot. At 6th level, he adds Expert Weaver*, Greater Trip, Quick Draw, and Rapid Refold to the list. At 10th level he adds Great Entangle* and Entangling Critical* to the list.

WILD-BORN RANGER

The wild-born ranger grew up in the wilderness, living like an animal and perhaps even living among them. His tolerance for pain and deprivation exceeds anything known among civilized men. Even barbarians marvel at his internal fortitude. For a wild-born ranger, civilization's sophisticated fighting methods are a hindrance. Nothing is better than fist and tooth.

Combat Style Feat (Ex): At 2nd level a wild-born ranger gains a bite attack. If used as part of a full attack, the bite is made at the ranger's full base attack bonus –5. The bite deals 1d4 points of damage (1d3 for Small rangers) plus half the ranger's Strength modifier.

In addition the ranger gains the ability to rage as a barbarian of his level. (He never gains the later benefits of greater rage or tireless rage.) Whenever the wild-born ranger can

select a combat feat, he may select from the following list: Alertness, Animal Affinity, and Self Sufficient. At 6th level, he adds Catch Off Guard and Killer Instinct* to the list. At 10th level he adds Bleeding Critical, Improved Critical (bite), and Improved Natural Attack to the list.

A wild-born ranger may, in place of a bonus feat, choose a rage power from the barbarian's list of rage powers whenever he gains a combat style feat. He must meet the rage power's prerequisites, if any, to select it, using his ranger level as his barbarian level.

* Denotes a new feat described in this supplement.

SPELL-LESS RANGERS

For some players, a ranger's spells are so few and of so low-level that they are not worth the bookkeeping effort. Below are several options for spell-less rangers. These alternate rangers develop greater skill with their chosen weapon style instead of gaining spells.

A ranger must choose this path at 4th level when it is possible to receive his first bonus spell. The path he chooses is based on his combat style; he may not choose a different style. If the ranger gives up his ability to cast spells, the choice can never be altered and he is treated as possessing no spell list. Instead, the ranger gains the following benefits at the indicated level depending on his weapon style.

ARCHERY

11th level: The archer places shots where they hurt. He can make ranged sneak attacks against targets as if he were a rogue equal in level to 1/2 his ranger level. This stacks any rogue levels the ranger possesses.

13th level: The archer can make a full attack action with his bow and attempt to hide as a free action (with the usual -20 penalty.)

16th level: The archer can aim at a single target to increase his chances to hit. As a full round action the ranger can make a single ranged attack with his bow against one target's touch AC. If the ranger takes damage before he makes this attack he must succeed on a concentration check (DC = damage dealt), adding his ranger level and Wisdom modifier to the roll, or lose the attack.

BEAST MASTER

11th level: The beast master practices joint maneuvers with his animal companion. When he and his animal companion flank an opponent, the ranger's flanking bonus to attack rolls increases to +3.

13th level: A beast master's animal companion learns the predatory ways of its master. The beast master can command it as a move action to select a creature as its quarry as if it possessed the ranger ability of the same name. This quarry does not need to be the same creature the ranger has selected as his quarry, but must be one of the ranger's favored enemies.

16th level: The beast master's animal companion values

its master's life above its own. As an immediate action the beast master ranger can command his animal companion to take a melee or ranged attack meant for him. The animal companion must be in a square adjacent to the ranger and able to understand the ranger. The animal companion must also be able to see the attacker. If these conditions are met the attack is resolved against the animal companion. If the animal companion makes a successful Reflex save (DC = total attack roll) it takes no damage from the attack. The ranger must decide to use this ability before the attack roll is made or the effects of the attack are known. The ranger can only use this ability once per round.

GREATAXE FIGHTER

11th level: When wielding a greataxe, the ranger may make a single attack as a full attack action. On a hit he pushes his opponent 5 feet. This forced movement provokes attacks of opportunity, but can not be used to knock a foe off a cliff ledge or into damaging terrain such as a pit of acid. If this forced movement would knock an opponent into such an area, the creature halts just before entering the area

13th level: A greataxe fighter bashes through an opponent's defenses, crushing armor, dislodging scales, and otherwise damaging a foe's armor. Whenever the ranger scores a critical hit against a foe, any armor bonus or natural armor bonus the target possesses is reduced by 1/2 the ranger's Strength modifier (minimum 1) for 1d4+1 rounds.

16th level: The greataxe fighter's spinning weapon shields him from harm. Any round in which the greataxe fighter uses the full attack action to make more than one attack in a round, he gains a +4 circumstance bonus to his AC and CMD until his next turn.

MAGE KILLER

11th level: A mage killer's focus allows him to more easily shrug off or evade magical attacks. He receives a +2 competence bonus to all saves made against spells and spell-like abilities cast by the creature designated as his quarry. This bonus increases to +4 at 13th level.

13th level: At 13th level, the mage killer can reflect arcane spells or spell-like abilities. As a standard action he may imbue himself with spell turning as a spell-like ability, with his ranger level as his caster level. This ability only works against arcane spells and spell-like abilities.

16th level: Years of exposure to arcane energy has injured the ranger to its effects. The mage killer gains SR equal to his ranger level plus his Wisdom modifier against arcane spells and spell-like abilities.

MOUNTED COMBAT

11th level: When the ranger moves at least 10 feet while mounted he does not provoke attacks of opportunity from visible opponents.

13th level: The ranger's mount gains a +2 bonus to at-

tack and damage rolls when the ranger rides it. Also, against opponents below the ranger's height when he is mounted, the ranger gains an additional +2 bonus to attack and damage rolls.

16th level: The ranger's mount uses the ranger's save bonuses when rolling saving throws. Whenever the ranger's mount fails a Will save, the ranger may grant it a second Will save on the following round with a +2 morale bonus. The ranger must be within 10 feet of his mount for it to gain these benefits.

RAPIER

11th level: Speed is the essence to a rapier fighter's success, and he trains to develop the ability to strike first. The rapier fighter gains a +2 inherent bonus to initiative rolls.

13th level: The rapier fighter learns to place precision strikes before an opponent can react. He deals sneak attack damage to flat-footed opponents as if he were a rogue of a level equal to 1/2 his ranger level. This ability stacks with any rogue levels the ranger possesses.

16th level: The rapier fighter develops his speed to the utmost degree. He can act several times before opponents even know a fight has started. In circumstances where the rapier fighter is the first to act in a round—either as part of the surprise round or because he rolled the highest initiative—he may take one extra action (either a move, standard, swift, or immediate action) during the surprise round or the first round of combat after the initiative roll.

RUNNER

11th level: The runner learns to overcome obstacles and terrain that hamper other creatures. He can charge through difficult terrain and obstacles that do not completely block his path, such as furniture.

13th level: The runner focuses on developing speed and endurance. He adds +10 feet to his base speed.

16th level: At his best, the runner knows how to move with such speed and agility, he confounds opponents. Once per round the runner can leave a threatened square without provoking an attack of opportunity from all visible opponents.

SPEAR-FIGHTER

11th level: A spear the ranger wields is considered a reach weapon for determining what squares he threatens. The spear fighter gains the Lunge feat as a bonus feat.

13th: The spear-fighter ranger adds a +1 shield bonus to his AC when wielding a spear with both hands. This bonus increases to +2 at 16th level and +3 at 19th level. If he wields a spear with an enhancement bonus he may also add 1/2 that bonus (minimum 1) to his AC as a shield bonus that stacks with this ability.

16th: When wielding a spear, the spear-fighter increases his weapon's critical threat range by 1. This stacks with the Improved Critical feat.

TRAPPER

11th level: The ranger may entangle in a net a creature two size categories larger than himself or two size categories smaller than himself.

13th level: When a ranger entangles a favored enemy in his bolas or net and designates that creature as his quarry he gains a +4 bonus to damage on successful melee weapon attacks against the creature.

16th level: The trapper ranger can designate the creature entangled in his bolas or net as his quarry even if that creature is not one of his favored enemies.

TWO-WEAPON

11th level: The two-weapon ranger learns how to drive his secondary weapon into a wound opened by his main weapon. When he scores a critical hit against an opponent with his primary weapon, the ranger gains a +4 bonus to the next attack he makes against the same foe with his off-hand weapon as long as the attack is made before his next turn.

13th level: The two-weapon fighter can drive both weapons into a target at the same time, causing horrible damage. The ranger may make one attack against a single foe with both his primary and off-hand weapon as a full attack action at his highest base attack bonus. He rolls once and applies the result to both weapons. If both weapons hit, he adds his ranger level plus his Wisdom modifier (minimum 1) to the damage.

16th level: After years of practice, a two-weapon ranger's arms are strong enough to handle heavier weapons. Any one-handed weapon he uses in his off-hand is considered a light weapon for purposes of calculating penalties for two-weapon fighting.

WILD-BORN

11th level: The wild-born ranger finds deeper reserves of primitive anger. He gains the barbarian's Greater Rage power.

13th level: The wild-born ranger relishes close combat. At the end of a charge the wild-born ranger can make a full-attack action against the target of his charge, including a bite attack.

16th level: The wild-born ranger gains a +4 morale bonus to Will saves to resist enchantment spells. This bonus stacks with all other modifiers. If such a spell is cast against the wild-born ranger and the save is successful, he may enter a rage for a number of rounds equal to $\frac{1}{2}$ his Wisdom modifier (minimum 1 round) even if he is fatigued or exhausted or has used his daily allotment of rage. If already in a rage the wild-born ranger can rage for a number of rounds equal to $\frac{1}{2}$ his Wisdom modifier (minimum 1 round) without counting those rounds against his daily allotment of rage.

NEW FEATS

A SECOND SET OF EYES AND EARS

Your animal companion watches your back.

Prerequisite: Animal companion class feature

Benefit: Whenever you are within 30 feet of your animal companion and are aware of it, you gain a +2 bonus to Perception checks or your companion's Perception bonus, whichever is higher. At 12th level, this increases to the higher of either a +4 bonus or your companion's bonus to Perception checks.

BOND OF TWO

You and your animal companion fortify each other's courage.

Prerequisite: Animal companion class feature

Benefit: As long as you and your animal companion are within 10 feet of each other, you both gain a +2 morale bonus to Will saves against fear effects.

CATCH THEM ON THE BACKSWING

Just because you miss with one end doesn't mean you can't try with the other.

Prerequisite: Spear-fighter combat style

Benefit: You can fight with a spear as if it was a double weapon, but you incur all the normal penalties for fighting with two weapons. The spear's blunt end deals 1d6 points of bludgeoning damage plus your Strength modifier or 1d4 if the weapon is Small.

COMPANION'S STRIDE

You and your companion pace each other, silently urging each other onwards.

Prerequisite: Animal companion class ability, woodland stride class ability

Benefit: Your animal companion gains the woodland stride ability as long as you are within 30 feet of it and it can see you.

DEAD EYE [COMBAT]

Your accuracy with bows and crossbows lets you target a foe's vulnerable areas.

Prerequisite: Archery combat style, Weapon Focus (bow or crossbow)

Benefit: You can make ranged sneak attacks as if you were a rogue two levels lower than your ranger level against flat-footed targets who are unaware of your presence and within 30 feet.

DUCK AND COVER

You strike from out of thin air and disappear just as quickly.

Prerequisite: Stealth 5 ranks, Stealthy

Benefit: When you hide immediately after making a ranged attack against a target at least 10 feet away that is not aware of your presence you take a -10 penalty to your

Stealth check.

Normal: You take a -20 penalty on your Stealth check to conceal yourself after the shot.

DEATH FROM AFAR [COMBAT]

You can kill from a distance with a single arrow.

Prerequisite: Dead Eye, Far Shot, Weapon Focus (bow or crossbow)

Benefit: As a full-round action you can perform a ranged coup de grace with a bow or crossbow against a flat-footed opponent unaware of your presence who is no more than two range increments away from you.

EMBOLDENING CHARGE

You and your mount revel in the strength of the charge.

Prerequisite: Ride 5 ranks

Benefit: During the round you make a charge and the one immediately afterwards you and your mount gain a +4 morale bonus to all Will saves.

ENTANGLING CRITICAL [COMBAT]

You can aim for just the right spot.

Prerequisite: Expert Cast, base attack bonus +6

Benefit: When you score a critical hit with a net or bolas, your opponent's limb or other vulnerable body part becomes tightly wrapped in the weapon's strands. As long as the creature is entangled it takes 1d8 points of non-lethal damage each round. Only creatures vulnerable to critical hits take this damage.

EXPERT WEAVER

You can make nets of superior quality and strength.

Prerequisite: Craft (net making) 5 ranks.

Benefit: A net you weave has a number of hit points equal to your ranks in Craft (net making) and is burst on DC 30 Strength check. When you wield this net, entangled creatures add +2 to concentration, Escape Artist, and CMB check DCs for every 5 ranks you possess in Craft (net making).

FAR CAST [COMBAT]

Your proficiency at winding and throwing a net or bolas allows you to throw the weapons farther than normal.

Prerequisite: Expert Cast

Benefit: When you throw a net or bolas you double the range increment.

GREAT ENTANGLE [COMBAT]

You have learned superior net technique.

Prerequisite: Expert Cast, base attack bonus +10

Benefit: All creatures entangled in your net take a -4 penalty on attack rolls and a -6 penalty on Dexterity.

Normal: Creatures entangled in a net take a -2 penalty on attack rolls and a -4 penalty on Dexterity.

HERBALIST

Your knowledge of plants allows you to better concoct healing salves and deadly poisons.

Benefit: You gain a +2 circumstance bonus to Craft (poison) and Heal skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

HUNTER'S EYE [COMBAT]

You know your enemies so well they are vulnerable to your every attack.

Prerequisite: Favored enemy class feature, base attack bonus +6

Benefit: If you miss with a melee attack against a favored enemy you still deal damage to the target equal to your favored enemy bonus. This does not occur if you roll a natural 1 on your attack.

INTIMIDATING CHARGE

Your charge frightens other creatures.

Prerequisite: Intimidate 5 ranks

Benefit: When making a charge action against an opponent you can also make an Intimidate skill check against the same creature as a free action. If the check succeeds the target is demoralized.

INTIMIDATING INSIGHT

You know what frightens your prey.

Prerequisite: Favored enemy class feature

Benefit: You can use the appropriate Knowledge skill check against a favored enemy in place of an Intimidate skill check made to influence its behavior or demoralize it.

INTIMIDATING SHOT (COMBAT)

You scare an opponent with a close miss.

Benefit: As a standard action you can fire or throw a ranged weapon at an opponent up to 30 feet away and demoralize them. You use your attack roll along with all applicable modifiers plus your Wisdom modifier in place of an Intimidate skill check.

KILLER INSTINCT

A successful critical encourages your wild nature.

Prerequisite: Wild-born Ranger

Benefit: Whenever you score a melee critical hit you gain a +2 to hit and melee damage against that same opponent until the end of your next turn.

LIGHT STEP

Your tread never betrays your presence.

Prerequisite: Stealthy

Benefit: While in one of your favored terrains, wearing light or no armor, and not carrying a heavy load, you can use the Stealth skill against creatures with tremorsense.

NATURAL HUNTER

Your animal companion instinctively understands how to hunt and kill your favored enemies.

Prerequisite: Favored enemy class feature

Benefit: Choose one of your favored enemies. Your animal companion gains your bonuses against this favored enemy. You may take this feat whenever you gain a feat. Each time you choose this feat, select a different favored enemy.

Special: This feat is also available to animal companions any time they may select a feat.

RAPID REFOLD [COMBAT]

You can reel in and ready a net for another throw faster than most others.

Prerequisite: Exotic Weapon Proficiency (net), Quick Draw

Benefit: You can refold a net in 1 round instead of 2 rounds.

Normal: Refolding a net takes 2 rounds for a proficient user. For a non-proficient user refolding a net takes 4 rounds.

SPECIALIZED KILLER

You know the gaps in the armor of your favored enemy.

Prerequisite: Favored enemy class feature, 11th-level ranger

Benefit: Choose one favored enemy you possess. Your attacks ignore an amount of DR of this enemy equal to your Wisdom modifier. This ability does not function against DR that does not have a way to overcome it, such as DR 5/–.

SPOTTER

Your advice helps a sharpshooter hit a target.

Prerequisite: Perception 5 ranks

Benefit: You can use Aid Another to grant a +2 bonus to an ally's ranged attack roll. You must be in a square adjacent to the ally, and your ally must be able to hear and understand your speech.

SUNDERING CRITICAL

Even inanimate objects are vulnerable to your brutal attacks.

Prerequisite: Greataxe fighter combat style

Benefit: Inanimate objects and constructs are vulnerable to your critical hits when you wield a greataxe. However, instead of dealing triple damage, ignore the hardness or DR of the object or construct on a critical hit.

THE ONLY TOOL YOU NEED

Not just a stabbing weapon, the spear can be used to push you farther in a jump, to pry yourself out of a hold, or brace against a fall.

Prerequisite: Spear-fighter combat style

Benefit: When wielding a spear in both hands you gain a +2 competence bonus on Acrobatics checks to maintain your balance, jump, or lessen the damage in a fall, on Escape Artist checks to escape a grapple, and on CMD to resist a grapple attempt.

TOUGHENED COMPANION

Through superior care and breeding, you improve your animal companion.

Prerequisite: 8th-level druid or ranger, animal companion class feature

Benefit: Your animal companion gains an inherent +2 bonus to Strength, Constitution or Dexterity and a +1 bonus to its natural Armor Class. You may take this feat only once and the selected ability can not be changed.

VERSATILE HUNTER

The weaknesses in one enemy help you understand the weaknesses in another.

Prerequisite: Favored enemy (humanoid or outsider) class feature

Benefit: Choose one creature subtype of humanoid or outsider other than your favored enemy but of the same type as your favored enemy. You gain a bonus on Bluff, Knowledge, Perception, Sense Motive and Survival checks against creatures of the selected type, and a bonus on weapon attack and damage rolls against them equal to 1/4 (minimum 1) the favored enemy bonuses you receive against creatures of your favored enemy. For example, if your favored enemy is humanoid (orc) +4, you could select humanoid (giant) +1. If you later take the secondary creature as a favored enemy this feat does not stack with the favored enemy bonuses.

VICIOUS WOUND

You have trained your animal companion to tear and rend with its bite.

Prerequisite: Animal companion class feature, Handle Animal 10 ranks, animal companion with bite attack

Benefit: When your animal companion hits a creature vulnerable to critical hits with a bite attack, the attack also inflicts 1d6 bleed damage. A DC 15 Heal check or any type of magical healing halts the bleed damage.

WHIRLING AXE

You hammer away at foes, your axe whirling with such speed opponents can not penetrate beyond the blur of steel and wood.

Prerequisite: Greataxe fighter combat style

Benefit: When you make more than one attack in a round using the full attack action with a greataxe, you gain a +2 shield bonus to AC and +2 circumstance bonus to your CMD until your next turn.

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