

Abilities

Strength: Melee, Brute Force, Physicality

Dexterity: Reflexes, Speed, Stealth

Constitution: HP, Item Slots, Disease Resist

Intelligence: Magical Resistance, Runes

Wisdom: Ranged, Perception, Intuition

Charisma: Persuade, Deceive, Intimidate

Tests & Saves

Test: Roll a d20 + Ability Bonus to beat the Difficulty (**13**, **15**, or **17**).

Save: Roll a d20 under you Ability Defense.

Hit Points

HP is how much damage a Ranger can sustain before they risk death. At 0 HP a Ranger is unconscious, but stable. At -1 HP or fewer, they are critically wounded and must succeed on a Constitution save or die.

Injuries

A Ranger can suffer an **Injury** in addition to/instead of damage. An injury affects one ability, causing all d20 rolls using that ability to be rolled at disadvantage until healed.

Bravery

A Ranger has an amount of **Bravery** equal to 1 + their Level. They can spend a bravery to add or subtract a d6 roll from any d20 roll they make or that is made against them. One bravery is restored every tenday.

Item Slots

A Ranger has a number of **Item Slots** based on their Constitution, broken down into:

Back: 5 + CON bonus. 1 Action to retrieve.

Chest: 1 + CON bonus. 1 Action to retrieve if prone.

Hips: 1 + CON bonus. No action to retrieve.

Usage Dice

Whenever an item is used in a way that expends a resource or risks damage, roll the items Usage Die. On a 1 or 2, reduce the die size by 1 (ex. Ud8 to Ud6).

Actions

A Ranger can take up to two **Actions** on each of their turns, including attacking, using/retrieving an item, moving, or anything else deemed appropriate by the GM.

Advantage & Disadvantage

A Ranger with **advantage** rolls 2d20 and takes the better result. A Ranger with **disadvantage** rolls 2d20 and takes the worse result.

Combat

Each Ranger rolls for **Initiative** at the start of each turn. Succeeding on a DEX save means the Ranger goes before NPCs, failing means they go after NPCs.

Melee attacks use STR and ranged attacks use WIS. Both creatures involved in melee combat roll their attacks, with the higher roll succeeding. If the high roll beats the low roller's Defense, damage is rolled or a maneuver is made. In the case of a rolled tie, both attackers get the chance to deal damage or use a maneuver.

In ranged combat, the attacker goes first, then the target can make a counter-attack if they have a weapon with the appropriate range.

If the attacker rolls a natural 20 or the defender rolls a natural 1, a **Critical Hit** is scored and the defender suffers an additional die of damage.