

## Career: Guardian Ranger

*Ranger*

*Elf*

*To best protect the forest, you have learned not just to live within it, but to become a part of it.*

The Guardian Rangers of the Laurelon forest follow a tradition unique to the Wood Elves who dwell within its cold reaches. These rangers immerse themselves completely in the way of the woods and in the practices of the Amber Wind, making them formidable survivalists, warriors and Beast Mages all in one. Aspirant youths begin their training as Whelps, living half naked in the woods, drinking from streams, eating berries and whatever game they chase down with their javelins. Those who impress their senior fellows within their pack are gifted fine Elf Bows and made full Guardians, who in turn elect one among their number to be a Pack Leader every winter. The most powerful of the Guardian Rangers are said to make their homes in isolated glades of the forest, dispensing wisdom and communing with the spirits of the woods, working hard to maintain the delicate peace and balance of one of the oldest forests in the world.



Despite their intimate connection to the woods they call home, it is not uncommon for Guardian Rangers to take up adventuring for a time. Whelps, desperate to prove themselves, often venture far from the Laurelon in the hopes of gaining the recognition of their Pack Leader. And ranging away from the Laurelon heartland means that the Guardians are frequently in contact with those humans within or on the periphery of the Laurelon, and it is well known that there is no shortage of adventure within the lands of men...

*“The best one can do is live in accordance with their nature. Some see the face of Chaos in the tramping of beasts and the twisting growth of the wood, but one who breathes deeply of Ghur can see the truth. That the great web of life and death and instinct present at the heart of every forest is nothing less than a great symphony of cosmic Order!” - Aurus of the Misty Hills.*

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## Career Path

### ⊠ Whelp - Brass 5

**Skills:** Charm Animal, Dodge, Entertain (Woodsong), Navigate, Outdoor Survival, Perception, Ranged (Thrown), Secret Sings (Elves)

**Talents:** Animal Affinity, Hardy, Stone Soup, Strider (Any),

**Trappings:** A Bundle of (6) Javelins. A Week's Worth of Gathered Food, Clothes you Made yourself, A Birchscroll of Elven Songs.

### ✂️ Guardian - Silver 2

**Skills:** Art (Carvings or Body Paint), Gossip, Lore (Beasts), Ranged (Bow), Speak Language (Magick), Stealth (Rural)

**Talents:** Arcane Lore (Beast), Fast Shot, Instinctive Diction, Seasoned Traveller

**Trappings:** A Pelt of a Proud Beast, An Elf Bow w/ 10 Elf Shot.

### 💀 Pack Leader - Silver 3

**Skills:** Charm, Haggle, Leadership, Tracking

**Talents:** Accurate Shot, Deadeye Shot, Fearless (Beastmen), Etiquette (Any)

**Trappings:** The respect of the two Guardians and the admiration of four Whelps.

### 🛡️ Laurelon Warden - Gold 1

**Skills:** Lore (Any), Trade (Bowyer)

**Talents:** Acute Sense (Any), Kurnous's Gambit, Magnum Opus, Perfect Pitch.

**Trappings:** A Pack Leader Successor, An Epic Lay written on Birchscroll, A Perfect Mental Map of the Laurelon.



## New Skills

**Art (Body Paint):** Body painting amongst the Laurelon elves serves both as a way to intimidate or frighten enemies, and to denote rank and accomplishment. With the pattern, images, and colors of a given Elf's body point all serving to tell the story of their life and achievements.

**Entertain (Woodsong):** The Woodsong is a unique method of singing practiced by the elves of Laurelon. Those who have heard the Woodsong describe it as a melodic and ethereal song, invoking the natural sounds of the woods and beasts amidst its haunting refrains, carry far across even dense patches of wood. But its most useful property is little known outside of the Laurelon elves themselves, which is that the Rangers of the forest use this ancient art to communicate over long distances, letting basic battle plans and descriptions be covertly conveyed across the forest.

**Secret Signs (Elves):** These elusive signs are used by wood elves everywhere to denote safe passage, dangerous foes or spirits, spots for gathering, and anything else useful or sacred. They are often very subtle, a twisting of twigs there, a mark in the dirt there. Those with Secret Signs (Rangers) often become familiar with some of these, but not nearly with the same skill as those trained to use them. And so a character with Secret Signs (Rangers) may roll a difficult (-20) check to try and identify these mysterious signs.

## New Talents

### **Kurnous's Gambit**

**Max:** AB

**Tests:** Dodge Rolls

**Description:** A character with Kurnous Gambit may roll an opposed dodge roll against any ranged attack directed at them from any distance other than point-blank range.