

# TORCHBEARER

## The Ranger

### Elf Ranger Leveling Rules

When they gain a level, elves choose between a magician spell or a special level benefit. This section describes the special level benefits. Gaining new spells is described in the Gaining New Spells section.

#### Level 1

**Ranger:** You start with a first circle magician spell. You can wield a dagger, bow or sword and wear leather or chainmail armor. You cannot use a shield or a helmet.

#### Level 2

**Wilder:** +1 to wilderness camp rolls: add one to the 2d6 Camp Events roll for wilderness camps.

#### Level 3

**Essence of the Earth:** +1D to recover from exhaustion. Elves are hardy folk.

#### Level 4

**Fearless:** Elves are often fearless. When the afraid condition is handed out by the GM, you do not mark a condition.

#### Level 5

**Master:** Choose bow, sword or dagger when you select this benefit: Using the Master benefit, a sword grants +2D per action; a bow either gives +4D to maneuver or counts as longer range than all other missiles; a knife grants two free disarms on a successful maneuver.

#### Level 6

**Follower:** Gain a level 1 Elf follower. Your follower helps you with your native class skills. Add +1D to your roll when your follower is helping. In a conflict, your follower counts as part of your group and can be knocked out of the fight like a member of your group. A follower never acts on his or her own.

#### Level 7

**Elven Steed:** Elven Steed grants you access to Nature 7 with the descriptor *Galloping Swift as the Wind*. for chase and journey conflicts. It also counts as the "right equipment" in battle.



## Level 8

**Shrug It Off:** Ignore one injury per adventure. Remove the condition whenever you'd like. No roll is necessary. You can do this any time before you seek help from a healer. Once you get help from a healer, you must abide by the regular rules for that injury.

## Level 9

**Grief:** Use level instead of Will or Health as base for conflict involving tragedy, loss or grief.

## Level 10

**Heroic Ability:** Choose Scout, Health or Survivalist. The chosen ability becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

**Sons and Daughters of Arda:** Increase Might by one in general (from 3 to 4), and by an additional one when using Grief (L9 benefit).

Level	Fate	Persona	Elf Ranger Level Benefits	
1	0	0	Ranger	
2	3	3	+1 C1 spell	Wilder
3	7	6	+1 C1 spell	Essence of the Earth
4	14	9	+1 C2 spell	Fearless
5	22	12	+1 C2 spell	Master
6	31	16	+1 C2 spell	Foresight
7	41	20	+1 C3 spell	Follower or Elven steed
8	52	24	+1 C3 spell	Shrug It Off
9	64	28	+1 C4 spell	Grief
10	77	32	Heroic Ability	Sons and Daughters of Arda