

ARCANE RANGER

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Some races in the Wilderlands have a natural talent or tradition of using arcane spells and also have a love of the natural world. In these races, it becomes natural to draw upon the forces of nature, and in the Wilderlands, that means Gaia's power, spirit of the earth. However, some find it just as natural to channel that energy through a substance native to this world called Magicum. Magicum is an element of metallic nature that can convert any energy into arcane power.

The Avalonians and elves for example are such a race, but many in these races are inborn with this magic and hear the calling of the wizard or the sorcerer, others however hear the calling of the wilds as a Ranger or Druid.

When a person of these races chooses to become a ranger, they sometimes find it more natural to use arcane magic, instead of divine. They then choose the path of the arcane ranger. This class is a variant ranger that teaches students to tap into the natural arcane power of the Wilderlands by using a magicum arcane focus to draw on the Gaia's power and convert it to forces they are more familiar with, the arcane. These rangers are talented indeed. They don't cast as good as a sorcerer and have given up the ability to cast divine spells, but have learned to cast some divine spells from their list by channeling them into arcane versions from the Druids and rangers list. They have a variety of spells and abilities that can be quite useful, as they have learned spells as well from the sorcerers list. They however have limited power.

The arcane ranger makes his home near places of power. These places are large accumulations of magicum, for this is where he draws his power from. He can go anywhere and still tap into the power once his place is sanctified for his use. He must carry a small piece of the magicum from his home with him at all times in the form of a medallion focus that he wears around his neck. He must have

this focus to cast his spells and meditate to regain his spells each day.

He knows the area around his home, it his domain and he can sense any disturbance of power in his woods. Most arcane rangers despise the use of magic for evil as it is viewed as a corruption of the natural order. He will seek out and destroy any wizard or sorcerer who uses arcane magic to do evil. It is of the highest order for this elite group.

Adventurers: When an arcane ranger senses evil forces using magic, he will adventure to find these opponents and rid the world of these arcanists to restore the balance of magic in the world. They sometimes adventure to learn new spells or discover new animals and plants. They are always studying different areas of nature to learn new combat styles and may venture to find and observe new creatures and how they fight.

Characteristics: An arcane ranger can use a variety of weapons and is quite capable in combat. His skills allow him to survive in the wilderness, to find his quarry, and avoid detection. He also has special knowledge of certain types of creatures and races, which makes it easier for him to find and defeat such foes. Finally, an experienced arcane ranger has learned to focus the natural arcane power all around him from Gaia using a special made focus to draw upon this power to cast arcane spells, much as a sorcerer does.

Alignment: Arcane rangers can be of any alignment; however, most are good with neutral to chaotic tendencies. They function as guardian protectors of the wilds and places of power. They do not tend to follow rigid rule, but prefer to follow the ways of nature and protect its balance. They tend toward neutrality aligning themselves with good when the motive strikes. They follow a code of conduct that is similar to that of the paladin,

but is based on the laws of the Gaia and the natural world and not the laws of man. They seek out and drive off or destroy evil beings that threaten the wilderness. They sometimes act as guides and protectors of strangers in their lands to prevent those who might not be familiar with the ways of nature from doing it harm in their ignorance. Very few arcane rangers are ever evil as their way is to follow neutrality, but when good threatens the land, evil rangers do come forward to force their ways onto the world and fight off the growth of civilization. Nature holds no love of the civilized man and his machines and is indifferent to good and evil. When this happens, they can be a terror to hold.

Religion: Arcane rangers worship a variety of deities, but tend toward gods of magic or nature. They do not gain spells from these gods, but from Gaia directly, so it is not necessary for them to do so. Though, if an arcane ranger mistreats or destroys nature in an unnatural way, as to disrupt the balance of nature, Gaia may choose to withhold an arcane rangers spells of higher than 3rd level for violating the call of nature.

Training: Arcane rangers must apprentice with another arcane ranger for a period of no less than one year. To be accepted to this class, they must display a talent for both martial and arcane arts. At the end of this training, they establish a place of power and mine enough ore to create their Amulet of Magicum. (See magic Items for the creation of the Amulet of Magicum focus)

Races: Elves, Gnomes and Avalonians often choose the arcane ranger's path. However, any race can choose the class. They must have a tradition of arcane magic though, as it takes training to learn the ways of combining nature and magic as one. Most human, dwarves, and halfling races don't have the feel for the magic of nature and would tend to follow the more traditional rangers' path. If one of these races chooses this class, they must receive the training needed from an arcane ranger of no less than 6th level. It takes experience to train one who is so naïve in the ways of nature.

Classes: Arcane rangers get along well with druids, sorcerers, wizards and fighters. They don't appreciate the extremeness of paladins and monks and consider them a danger to the world. They tolerate well the other classes.

Role: The arcane rangers best role is that of a scout, secondary combatant, or secondary arcane spell caster and healer. Without the heavy armor of a fighter or the staying power of a barbarian, the arcane ranger should focus on stealth attacks and ranged attacks. Most arcane rangers use their arcane Companions to assist them in a battle, deliver spells, as mounts and as scouts and sentries to gather information and bring it back to them. Sometimes, an arcane companion can deliver messages quickly to far away places.

| THE ARCANE RANGER | | | | | |
|--------------------------|--------------------------|-----------------------|--------------------|------------------|--|
| Level | Base Attack Bonus | Fortitude Save | Reflex Save | Will Save | Special Abilities |
| 1 st | +1 | +2 | +2 | +0 | 1 st Favored Enemy, Deductive Tracking, Wild Empathy, Code of Conduct |
| 2 nd | +2 | +3 | +3 | +0 | Arcane Spells, Armored Caster |
| 3 rd | +3 | +3 | +3 | +1 | Enhance Weapon |
| 4 th | +4 | +4 | +4 | +1 | Combat Style, Arcane Companion |
| 5 th | +5 | +4 | +4 | +1 | 2 nd Favored Enemy |
| 6 th | +6/+1 | +5 | +5 | +2 | Weapon of Choice |
| 7 th | +7/+2 | +5 | +5 | +2 | Woodland Stride |
| 8 th | +8/+3 | +6 | +6 | +2 | Swift Tracker, Improved Combat Style |
| 9 th | +9/+4 | +6 | +6 | +3 | Evasion |
| 10 th | +10/+5 | +7 | +7 | +3 | 3 rd Favored Enemy |
| 11 th | +11/+6/+1 | +7 | +7 | +3 | Shadow Jump |
| 12 th | +12/+7/+2 | +8 | +8 | +4 | Combat Style Mastery |
| 13 th | +13/+8/+3 | +8 | +8 | +4 | Leadership |
| 14 th | +14/+9/+4 | +9 | +9 | +4 | Hide in Plain Sight |
| 15 th | +15/+10/+5 | +9 | +9 | +5 | 4 th Favored Enemy |
| 16 th | +16/+11/+6/+1 | +10 | +10 | +5 | Supreme Combat Style |
| 17 th | +17/+12/+7/+2 | +10 | +10 | +5 | |
| 18 th | +18/+13/+8/+3 | +11 | +11 | +6 | Tree Stride |
| 19 th | +19/+14/+9/+4 | +11 | +11 | +6 | |
| 20 th | +20/+15/+10/+5 | +12 | +12 | +6 | 5 th Favored Enemy |

CLASS FEATURES

All of the following are class features of the arcane ranger.

Abilities: dexterity is important for an arcane ranger, because he tends to wear light armor or no armor. Anything heavier than light armor tends to interfere with spell casting. Several of the arcane rangers' skills are based on dexterity and intelligence. Strength is important because arcane rangers are frequently involved in combat. A good charisma is useful as many skills and spells are based on charisma, a charisma of 15 or higher is required for an arcane ranger to gain access to some of his highest level spells. The arcane ranger bases his tracking ability off of his intelligence.

Alignment: Any

Hit Die: D8

Class Skills

The Arcane Rangers Class Skills are:

Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge Dungeoneering (Int), Knowledge Geography (Int), Knowledge Nature (Int), Knowledge Arcana (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Int), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int/Race modifier) x 4

Skill Points for each additional Level: 6+ intelligence/Race modifiers.

Weapons and Armor: An arcane ranger is proficient with all simple and martial weapons and with light armor and shields (except tower shields). Also, see the Armored Caster ability for more information on handling spell failure chances.

Code of Conduct: An arcane ranger must be of alignment with a neutral quality and loses all class abilities if he ever willingly commits an act against the laws of nature, as in destroying a forest.

Additionally, an arcane ranger's code requires that he respect the inhabitants of nature, only killing to protect others or provide food. Arcane ranger's will always assist visitors in the natural realms and help those in need (provided they do not use the help to harm the natural areas), and punish those who harm or threaten innocents or residents of the natural areas.

Favored Enemy (Ex): At 1st level, an arcane ranger may select a type of creature from among those given on table **3-14: ranger favored enemies (PHB pg 47)**. Due to his extensive study of his chosen type of foe and training in proper techniques for combating such creatures, the arcane ranger gains a +2 bonus on bluff, listen, sense motive, spot, and survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. The arcane ranger normally prefers targeting evil magical creatures and magic using races.

Every five levels thereafter (5th, 10th, 15th, and 20th levels), the arcane ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by an additional 2 points.

The ranger must choose favored enemies associated subtype when choosing humanoid or outsider. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Deductive Tracking (Ex): The arcane ranger gains the track feat (PHB pg 101) as a bonus feat at 1st level. The arcane ranger substitutes his intelligence bonus when calculating his Survival bonus for tracking his quarry.

Wild Empathy (Ex): The arcane ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a diplomacy check to improve the attitude of a person (PHB pg. 72). The arcane ranger rolls 1d20 and adds his ranger level and his charisma modifier 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, the arcane ranger and the animal must be able to study each other, which means that they must be within 30 feet 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.

The arcane ranger can also use this ability to influence a magical beast with an intelligence score of 1 or 2 (such as a basilisk or a girallon), but he takes a -4 penalty on the check.

Arcane Spells: Beginning at 2nd level, an arcane ranger gains the ability to cast a small number of arcane spells per day as a sorcerer (PHB pg. 54). He chooses his spells from both the Druids and sorcerers spell list in the (PHB pg. 189/192). If an Arcane ranger can gain the spell earlier from one of the list, he may choose it from either list he wishes. He can cast any spells he knows spontaneously

without preparing it ahead of time, just as the sorcerer can.

To learn to cast a spell, an arcane ranger must have a charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an arcane ranger's spell is 10 + the spell level + the arcane ranger's charisma modifier and any applicable spell feats/abilities.

| ARCANE RANGER SPELLS PER DAY | | | | | | |
|-------------------------------------|---|-----------------|-----------------|-----------------|-----------------|-----------------|
| Level | 0 | 1 st | 2 nd | 3 rd | 4 th | 5 th |
| 1 st | - | - | - | - | - | - |
| 2 nd | 1 | 0 | - | - | - | - |
| 3 rd | 2 | 1 | - | - | - | - |
| 4 th | 2 | 1 | 0 | - | - | - |
| 5 th | 2 | 1 | 0 | - | - | - |
| 6 th | 3 | 2 | 1 | - | - | - |
| 7 th | 3 | 2 | 1 | - | - | - |
| 8 th | 3 | 2 | 2 | 0 | - | - |
| 9 th | 3 | 2 | 2 | 0 | - | - |
| 10 th | 3 | 3 | 2 | 1 | - | - |
| 11 th | 3 | 3 | 2 | 1 | - | - |
| 12 th | 3 | 3 | 3 | 2 | 0 | - |
| 13 th | 3 | 3 | 3 | 2 | 0 | - |
| 14 th | 4 | 4 | 3 | 2 | 1 | - |
| 15 th | 4 | 4 | 3 | 2 | 1 | - |
| 16 th | 4 | 4 | 4 | 3 | 2 | 0 |
| 17 th | 4 | 4 | 4 | 3 | 2 | 0 |
| 18 th | 4 | 4 | 4 | 3 | 2 | 1 |
| 19 th | 4 | 4 | 4 | 3 | 2 | 1 |
| 20 th | 4 | 4 | 4 | 3 | 3 | 2 |

Bonus Spells are in addition to this.
Caster Level for all spells are at
½ Arcane Ranger Class Level

Like other spell casters, an arcane ranger can cast only a certain number of spells of each level per day. His base daily spell allotment is given on the table above: arcane ranger spells per day. In addition, he receives bonus spells per day if he has a high charisma score (*see Table 1-1: Ability Modifiers and Bonus Spells, PHB pg. 8*). When the arcane ranger's spells per day table indicates that the arcane ranger gets "0" spells per day of a given spell level (1st lvl spells for a 2nd level arcane ranger), he gains only the bonus spells he would be entitled to based on charisma score for that spell level.

An arcane ranger's selection of spells is limited. An arcane ranger begins play knowing no spells as he is still a student of the arcane splitting his focus between the arcane and martial proficiency. He does, however, gain one or more new spells at certain levels as indicate on the table: arcane ranger spells known. Unlike the sorcerer or bard, the arcane ranger is a generalist spell caster and has a wider variety of spells to choose from and a wider array of spells known. This stems from the long apprenticeship needed to learn this path.

When an arcane ranger finishes learning spells at 2nd level, he gains six 0-level spells and three 1st level spells of your choice. At each new arcane ranger level after that, he gains one or more new spells, as shown in the table: arcane ranger spells known. (Unlike spells per day, the number of spells per day is not affected by his charisma score; the numbers on the table are fixed.)

An arcane ranger can learn his new spells from books, scrolls, or self study as a sorcerer can. Upon reaching 8th level and every even numbered level after that, the arcane ranger may choose to trade spells he already knows for new spells. The spell must be at least two levels lower than the highest level he can cast.

An arcane ranger need not prepare spells in advance. He can cast, spontaneously, spells he knows at any time, as long as he has spells per day left for the appropriate spell

level. Each morning, the arcane ranger must meditate for one hour each morning to regain spells, using his amulet as an arcane focus to change the energy of nature into energy useful for spells. The arcane ranger has no caster level before 2nd level and is considered at one-half caster level at 2nd level and beyond.

| ARCANE RANGER SPELLS KNOWN | | | | | | |
|---------------------------------------|----|-----------------|-----------------|-----------------|-----------------|-----------------|
| Level | 0 | 1 st | 2 nd | 3 rd | 4 th | 5 th |
| 1 st | - | - | - | - | - | - |
| 2 nd | 6 | 3* | - | - | - | - |
| 3 rd | 6 | 3 | - | - | - | - |
| 4 th | 6 | 3 | 1* | - | - | - |
| 5 th | 7 | 4 | 1* | - | - | - |
| 6 th | 7 | 4 | 2 | - | - | - |
| 7 th | 7 | 4 | 2 | - | - | - |
| 8 th | 8 | 5 | 3 | 1* | - | - |
| 9 th | 8 | 5 | 3 | 1* | - | - |
| 10 th | 8 | 5 | 4 | 2 | - | - |
| 11 th | 9 | 6 | 4 | 3 | - | - |
| 12 th | 9 | 6 | 4 | 3 | 1* | - |
| 13 th | 9 | 6 | 5 | 3 | 1* | - |
| 14 th | 10 | 7 | 5 | 4 | 2 | - |
| 15 th | 10 | 7 | 5 | 4 | 3 | - |
| 16 th | 10 | 7 | 6 | 4 | 3 | 1* |
| 17 th | 10 | 7 | 6 | 5 | 4 | 1* |
| 18 th | 10 | 7 | 6 | 5 | 4 | 2 |
| 19 th | 10 | 7 | 7 | 5 | 5 | 3 |
| 20 th | 10 | 7 | 7 | 6 | 5 | 4 |

*Provided the Arcane Ranger has charisma high enough to have bonus spells of this level

An arcane ranger if wearing light or no armor gains the benefit of the eschew materials feat when casting his spells because he uses an arcane focus (Amulet of Magicum) for spell casting and this replaces his spell components that cost less than 1gp. The Amulet of Magicum, which is specially created for the arcane ranger by his master, has a cost of no less than 1000gp and 500xp.

An arcane ranger can choose to cast a lower level spell in a higher level spell slot as a sorcerer does. However, the arcane ranger may choose to expend two higher level slots to gain the effect of heightening the spell as a quick action. If the arcane ranger has the heightened feat, he may use this ability to cast

the spell as if it were one level higher than the spell slot expended.

Armored Caster (Ex): At 2nd Level, an arcane ranger gains the ability to reduce his spell failure chance while casting in armor by 5%. He gains another 5% every three levels to a maximum of 20% reduction.

Enhance Weapon (Su): At 3rd level, an arcane ranger gains the ability to have any weapon he uses be treated as magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, an arcane ranger need not expend experience points or gold pieces to accomplish this task. However, these weapons only retain their bonuses in his hands. At 3rd lvl an arcane ranger's weapons gain a +1 magical enhancement bonus to hit and damage. This increases every 4 levels to a maximum of +5.

Combat Style (Ex): At 4th level, an arcane ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the rapid shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Arcane Companion (Ex): At 4th level, an arcane ranger can summon an arcane companion to serve him, which is a superior animal of its kind and is magical in nature. This ability functions similar to the druid's ability of similar name, but the bond they share is similar to a sorcerers familiar and if lost, they must wait a minimum of 30 days before summoning a new one, to allow time for grieving. The beast its self, is more like an animal companion in size and demeanor.

Initially, this can be an animal or a magical beast, but if an animal is chosen, the animal's type is change to magical beast.

The arcane ranger may choose this companion from either the sorcerers list of familiars, the druids' animal companion list or the druids alternative animal companion list (alternative animal companions have a level adjustment that adds to the arcane ranger existing level adjustment, Ex. arcane ranger normal Level = (-3) + List adj. (-3) = arcane ranger Level at (-6), Alternative animal companions, see PHB pg. 36). An arcane ranger cannot select an alternative animal if the choice would reduce his effective adjusted arcane companion level below 1st.

In addition to these animals, he may choose any animal or magical beast of 4 HD or less. The rules for advancement of the arcane companion are similar to the rules for an animal companion except use the chart below for determining abilities at each level. An arcane ranger's effective level for his arcane companion is his class level minus three. His level is not calculated the same as a normal ranger. He may split his levels for handling multiple arcane companions (8th lvl divided by 2 = 4th, -3 to each gives 2 starting level companions.)

THE ARCANE COMPANION

| Class Level | Bonus HD | Natural Armor Adj. | Str/Dex Adj. | Base intelligence | Special |
|-------------|----------|--------------------|--------------|-------------------|---|
| 4-5 | +0 | +2 | +0 | 6 | Improved evasion, share spells, empathic Link |
| 6-9 | +2 | +4 | +1 | 7 | Deliver Touch Spells |
| 10-11 | +4 | +6 | +2 | 8 | Speak with Master |
| 12-14 | +6 | +8 | +3 | 9 | Speak/Command Animals of its kind |
| 15-17 | +8 | +10 | +4 | 10 | Multiattack |
| 18-20 | +10 | +12 | +5 | 11 | Spell Resistance |

Arcane Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

Class Level: The character's base arcane ranger's – arcane companion level is class level -3. The arcane ranger's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra ten-sided (d10) Hit Dice, each of which gains a constitution modifier, as normal. Remember that extra hit dice improve the arcane companion's base attack and base save bonuses. An arcane companion's base attack bonus is the same as that of a fighter of a level equal to the creature's HD. An arcane companion has good fortitude and reflex saves (treat it as a character whose level equals the creature's HD). An arcane companion gains additional skill points (2 + Int, min 1) and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number noted here is an improvement to the arcane companion's existing natural armor bonus.

Str/Dex Adj.: Add this value to the arcane companion's Strength and dexterity scores.

Base intelligence: The companion's new intelligence score, unless the creature has a higher score prior to becoming a companion (magical Beast).

Improved Evasion (Ex): When subjected to an attack that normally allows a reflex saving throw for half damage, a companion takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his arcane companion. The arcane companion must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the arcane companion if it moves farther than 5 feet away and will not affect the arcane companion again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his arcane companion (as a ranged touch spell) instead of on himself.

A master and his arcane companion can share spells even if the spells normally do not affect creatures of the companion's type (magical beast).

Empathic Link (Su): The master has an empathic link with his companion out to a distance of up to 1 mile. The master cannot see through the companion's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated (see familiar PHB).

Because of this empathic link, the master has the same connection to an item or place that his companion does.

Deliver Touch Spells (Su): If the master is 6th level or higher, a companion can deliver touch spells for him. If the master and the companion are in contact at the time the master casts a touch spell, he can designate his companion as the "toucher." The companion can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 10th level or higher, a companion and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Command Animals of Its Kind (Sp): Once per day per four arcane ranger levels of its master, a companion can use this ability to command other any normal animal of approximately the same kind as itself (animals and magical beasts) as long as the target creature has fewer Hit Dice than the companion. This ability functions like the *command* spell, but the companion must make a DC 21 concentration check to succeed if it's being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the companion's daily uses. Each target may attempt a Will save (DC 10 + 1/2 arcane ranger's level + arcane ranger's charisma modifier) to negate the effect.

Speak with Animals of Its Kind (Ex): If the master is 12th level or higher, a companion can communicate with animals of approximately the same kind as itself (including dire varieties): rodents, felines, birds, reptiles, amphibians, etc. Such communication is limited by the intelligence of the conversing creatures.

Multiattack: An arcane companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

Spell Resistance (Ex): If the master is 18th level or higher, a companion gains spell resistance equal to the master's level + 5. To affect the companion with a spell, another spell caster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the companion's spell resistance.

Weapon of Choice (Ex): At 6th level, an arcane ranger can choose one type of weapon to be specialized in. He gains specialization as a virtual bonus feat for a weapon he has weapon focus in while wearing light armor or no armor. He may only gain this once and can not change this with any other weapon at a later date.

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

Improved Combat Style (Ex): At 8th level, an arcane ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 4th level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 4th level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Swift Tracker (Ex): Beginning at 8th level,

an arcane ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, an arcane ranger can avoid even magical and unusual attacks with Great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Shadow Jump (Su): At 11th level, an arcane ranger gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. An arcane ranger can Jump up to a total of 20 ft. each day; this may be a single Jump of 20 ft. or two Jumps of 10 ft. each. Every three levels higher than 11th, the distance an arcane ranger can Jump doubles (40 ft at 14th, 80 ft at 17th, and 160 ft at 20th) to a maximum distance of 160 ft at 20th level.

Combat Style Mastery (Ex): At 12th level, an arcane ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 4th level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. If the arcane ranger selected two-weapon combat at 4th level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Leadership: arcane rangers gain the leadership feat as a bonus feat. This is limited, however, to gaining animal or magical beast as followers. The arcane ranger may not have any humanoid followers and his arcane companion is considered his cohort and may begin to advance in a class that the arcane companion can qualify for. To spell cast, the arcane companion must be able to speak normally. (Example – Raven)

Hide in Plain Sight (Ex): At 14th level, arcane ranger has gained such a command of

the forces of nature that he can cloak himself in shadows and Hide in plain sight.

Supreme Combat Style (Ex): If you chose Two Weapon Fighting as your combat style at 4th level, you gain the benefit of Supreme Two Weapon Fighting. With this you can use two one handed weapons equal to your size and take only a -2 to the offhand and no penalty to the primary hand. If using a weapon one size smaller than you or a light weapon in the offhand, the arcane ranger takes no negative for fighting with two weapons. In either case, the arcane ranger gets the same amount of attacks with his offhand as his primary hand.

If the arcane ranger has chosen the Ranged combat style at 4th level, he is treated as having the Shot on the Run and Improved Rapid Shot feat even if he does not meet the prerequisites. In addition to Shot on the Run, he can move shoot and move and not incur an AAO while using a ranged weapon as long as he moves at least 10 feet. Improved Rapid Shop allows him to take no penalty for taking an extra attack.

18th: Tree Stride (Sp): At 18th level, an arcane ranger gains the ability to instantly transport though the trees. The ability functions as the spell of the same name, but can be used multiple times equal to the arcane rangers charisma modifier, minimum of once per day.