

Lewd Attack Ranger and Dragon Knight Subclasses

Though there are certainly no few among the ranks of such adventuresses that full earn the reputation ascribed to them by the people of strange methods of taming beasts and dragons, best not spoken aloud of in polite company, most choose to instead join one of the great organizations and specialize in a particular field – these are the Banners of the Rangers and Leagues of the Dragon Knights.

Ranger Banner

With a world as hostile as this one, there is great need for capable rangers, who can traverse and scout the edges of civilization. These were historically assembled into banners each focusing and assembling the varied arts of traversal and carrying them unto their students. Due to the forested nature of their home, many elves are found as Wardens.

Taking a banner means replacing the Beast Training and Beast Taming class abilities with the abilities ascribed by the Banner.

Banner of the Warden

The imagine that comes up for most people of rangers, these women stand guard on the edge of civilization. The most common type, most rangers have some semblance of Warden training.

Their bonuses primarily apply in forests, that is (Forest, Winter Forest, Outer and Deep Fey Forest, Dark Forest).

Able Forester: +1 Success to Hunting and Investigation rolls towards hunting and gathering in the forest, as well as well as pursuing quest objectives, that demand a certain amount of successes in hunting.

Timber Paths: May skip a single scenario per adventure in a Forest.

Professional Huntress: +20% gold for selling hides.

Blessing of Dew: If the current forest table has an event to find a pond to relax in (like J1-15, for example) may begin a search for it requiring 1d4+1 Investigation or hunting successes, resolving the event as normal.

Banner of the Peakstrider

The rocky peaks that surround the lands of men are full of peril, and the grey robed Peakstrider Rangers train to answer it. That is of little worth if there are no mountains, so One questions the Peakstrider rangers sometimes found in the lowlands.

These bonuses primarily apply in Mountains, that means (Mountains, Northern Mountains).

Able Mountaineer - +1 Success to Hunting and Investigation rolls towards hunting and gathering in the mountains, as well as well as pursuing quest objectives, that demand a certain amount of successes in hunting.

Alpine Gear - May skip a single scenario per adventure in Mountains.

Trained Alpinist -+1 Success for Athletics checks in Mountains.

Long Range Fighter – Can fire One-handed Crossbows and Short bows in Long Range, gain +1 damage with Longbows and Two-handed crossbows (Long range capable weapons).

Greycloak – may reroll difficult and dangerous missions once if they are not in the Mountains.

Blessing of Sanctuary – You may seek out small caves to shelter from bad weather (M13 HN, M12 IK) with 1d4 investigation successes. Resolve the event as normal.

Banner of the Gloomstrider

Though not what one typically imagines when one thinks of Rangers, the sable cloaked Gloomstriders purvey their craft in the dark shadows of the below-world.

Their bonuses apply in caves (Cave, Slime Cave, Tentacle Cave, Goblin Cave, Fey Forest Cave, Cavern, Northern Cave, Sewer, Catacomb)

Rock Girl - Gain an additional die for Sneaking, Climbing, Running and Investigation in caves.

Walks in Darkness – The malus from darkness goes from -3 to -2 in all cases.

Hidden Signs – May skip one scenario in caves per adventure.

Able Spelunker - +1 Success to Hunting and Investigation rolls towards hunting and gathering in caves, as well as well as pursuing quest objectives, that demand a certain amount of successes in hunting.

Close Range Fighter – Short bows, one-handed crossbows and other ranged weapons not long range capable do not sustain a ranged penalty in melee range. Longbows and Two-handed crossbows sustain only a penalty of -1.

Sablecloak – may reroll difficult and dangerous missions once if they are not in Caves.

Echo Sense – May reroll 1's once for Reaction rolls in the caves.

Banner of the Ashkeeper

The disturbance of the graves of the ancients by the forces of darkness may be regrettable, but they form a unique ecology and system, which the Ashkeeper rangers master.

Their buffs apply in ruins (Ruins, Graveyard, Undead Ruins, Catacombs).

Rubble Girl - Gain an additional die for Sneaking, Climbing, Running and Investigation in caves.

Able Archaeologist – Become Trained in lockpicking. If you run into a language challenge to open a treasure room in a language you do not know, you may roll a Very Hard Studying check to make an educated guess. You may also reroll the reward dice for treasure you find in ruins once.

Forgotten Paths - May skip one scenario in ruins per adventure.

Ashkeeper's Oath – +1 Success to Miracle tests in ruins, -1 to all sanity damage and lust gain inflicted by unholy forces in the ruins.

Ashkeeper's Blessing – For three mana, bless your next attack to count as holy and deal the enemy's corruption in damage.

Close Range Fighter – Short bows, one-handed crossbows and other ranged weapons not long range capable do not sustain a ranged penalty in melee range. Longbows and Two-handed crossbows sustain only a penalty of -1.

Ashcloak – may reroll difficult and dangerous missions once if they are not in ruins.

Dragon Knight League

Though many consider the habit of some free dragon dames to galivanate around with the reptiles to be the origin of the term “Dragon Knight”, which is the common colloquial for all monster hunters, it was in fact the dragon scale armour they generally came to acquire from their most common prey. Over time, the hunters were led by common interests and targets to form what are today known as Leagues – loose associations of styles and praxis, focusing on particular foes.

The abilities of the Leagues replace the Class Abilities of Dragon Taming and Dragon Training.

League of the Dragoon

By some considered the proper Dragon Knights, these armored soldiers primarily hunt dragons.

Eros of the Hunt – gain 1d4 lust when seeing enemies of the Dragon type.

Drakebane Bolts – For a cost of 4 Stam and not doing any damage to the enemy, may fire with a Two Handed crossbow an attack that grounds a flying foe, making it stop flying and be unable to take flight again for the duration of the fight.

Zenith Fighter - +1 Dice to attacks against flying foes.

Dragonscale Armour – All armor gains +1 DR (not clothes and not when naked).

Dragonsbreath Training – +1 Success to dodging dragon breath attacks.

Legend of the Lancers – May reroll a Difficult or Dangerous mission once if it is not about hunting or fighting dragons.

League of the Trollbane

Dragons are far from the only kind of oversized foe to trouble the children of men. Large, barbarous humanoid creatures, greenskin and otherwise present a formidable challenge, that the Knights of the League of the Trollbane seek to answer.

The bonuses of this league apply to any humanoid creature of the size Enormous or bigger (Ogres, Trolls, Giants, Minotaurs etc.)

Eros of the Hunt – gain 1d4 lust when seeing enormous humanoid enemies.

Stench Training – 1 automatic success in rolls defending against stench effects.

Red Blade – No penalties to parrying from size difference.

Black Shield – Your shields withstand Shield break

Desperate Defense – If an enemy has Always Strike Last, reroll 1's on your last defense roll.

Legend of the Slayers - May reroll a Difficult or Dangerous mission once if it is not about hunting or fighting large humanoids.

League of the Tendrilpyre

Tentacles and slimes are a pest, but an extraordinarily dangerous one, for which the cost of carelessness is paid in great personal and communal tragedy. The Dragon Knights of the Tendrilpyre focus on weeding such vile creatures from the world, even if it seems less noble than dragon hunting.

Armor of Contempt - -1 Lust gain from aphrodisiac mist, +1 Success to attempts to resist lust gain caused by tentacles or slimes.

Adapted Armor - +1 Rape Protection for all tiers of armor.

Grenadier – Trained in Throwing, +1 Damage from bombs and flasks per success.

Constraint Training - You -1 the total penalty you gain from Slimed/Entangle. Meaning you start gaining penalties from the second stack.

Nose for Trouble - +1 Success for investigation and reaction rolls against mimics.

Gift of the Mages – Start with the Cleaning spell.

Legend of the Cleansing – May reroll a Difficult or Dangerous mission once if it is not about hunting or fighting slimes or tentacles.