



THE GENIUS GUIDE TO

MORE RANGER TALENTS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Owen K.C. Stephens

The idea of ranger talents (and why they are a good idea) is first presented in *The Genius Guide to the Talented Ranger*, along with a large number of talents (many adapted from the abilities of ranger archetypes). The new talents presented here can be used with that book, or added as new options for the traditional ranger class.

To use these talents with the core ranger class, simply allow a ranger to replace any of the following class features with an edge, talent, advanced talent, or grand talent as appropriate. Edges – combat feats, evasion, favored enemy, favored terrain, hunter’s bond, spellcasting (1 edge for each level of spells sacrificed, when the ranger would first be able to cast those spells). Talents – endurance, swift tracker, track, wild empathy, woodland stride. Advanced talents – camouflage, hide in plain sight, improved evasion, improved quarry, quarry. Grand talents – master hunter. The new hunter’s tricks use rules that can be found in *The Genius Guide to the Talented Ranger* or with the skirmisher archetype for rangers. Many of the prerequisites mentioned in these edges and talents are from *The Genius Guide to the Talented Ranger*, so a GM not using that book may need to replace them with similar talents or feats from resources appropriate to the campaign.

EDGES

Edges are similar to ranger talents, but are more fundamental to his background and worldview, and define that worldview and even his spirituality in very distinct and permanent ways. As a result, there’s a limit to how many edges a ranger can have. Even edges taken later in a ranger’s career represent refinements to tactics and abilities the ranger has long had a knack for, possibly even for his entire life. A ranger might decide to not take boar hunter until 7th level, but he has been training with spears and similar weapons for years.

A ranger may not take an edge more than once unless specified otherwise.

Boar Hunter (Ex): When armed with a weapon with the brace weapon feature, he also treats it as having the blocking, deadly, distracting, and trip features. Additionally if he successfully uses it with an attack of opportunity against a charging creature, he deals double damage on a successful hit against the charging creature.

Companion’s Tricks: The ranger’s animal companion learns the use of companion’s tricks, which typically grant a boon or bonus to the ranger’s animal. The companion learns two tricks when this edge is selected, and a third edge two levels later (e.g. if a ranger selects companion’s tricks at 5th level his companion gains two tricks at 5th, and a third at 7th).

The ranger’s companion can use these tricks a total number of times per day equal to 1/2 the ranger’s level + the ranger or companion’s Wisdom modifier (whichever has the higher Wisdom modifier). Tricks are usually swift actions, but sometimes are move or free actions that modify a standard action, usually an attack action. An animal companion cannot use more than one trick per round, and it cannot learn a trick with the same name as an ability it already possesses.

A companion uses a companion’s trick when the ranger desires, without needing any special command to do so (though the animal companion still otherwise acts and attacks normally). Once a trick is chosen for a specific companion, it can’t be retrained. However if a new companion is gained, it gains the same number of ranger tricks which may be selected specifically for that companion. A ranger cannot select an individual trick for his companion more than once.

Attach (Ex): The companion automatically latches onto its target when it successfully makes a bite or claw attack (or other attack able to grasp a foe, as determined by the GM). The companion is considered grappling, but the target is not. The target can attack or grapple the companion as normal, or break the attach with a successful grapple or Escape Artist check. The companion gains a +4 bonus to its CMB to maintain the attach, and once activated the attach lasts until broken or released without costing an additional use of companion’s tricks.

Blood Drain (Ex): The companion’s natural attack drains blood at the end of its turn if it grapples a foe, inflicting 1d2 Constitution damage. Creatures immune to critical hits are immune to this effect.

A ranger must be 10th level to select this companion’s trick.

Blood Rage (Ex): If the companion has taken damage in combat, on its next turn it can fly into a rage as a free action. It gains 1 temporary hit point per HD and a +1 bonus to melee attack and damage rolls, but takes a –2 penalty to its AC and cannot use any other companion’s tricks while raging. The rage lasts as long as the battle or 1 minute, whichever is shorter. The companion cannot end its rage

voluntarily, but as a move action the ranger can end it with a successful Handle Animal or wild empathy check with a DC of 15 + companion's HD.

Ferocity (Ex): As an immediate action if damage would cause the companion to fall unconscious, it may choose to activate ferocity. A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. The companion still dies when its hit point total reaches a negative amount equal to its Constitution score. Ferocity lasts until the end of a battle or one minute, whichever is shorter.

Grab (Ex): The companion gains the grab universal monster ability with one attack (normally a bite or claw, though the GM may allow it to work with other attacks that could reasonably grasp a target) for 1 round.

Hold Breath (Ex): The companion can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Iron Conditioning (Ex): The animal companion ends any mind-affecting effect influencing it. It may do this even if it is not normally able to take actions, or would not normally select this action as a result of the mind-affecting effect.

Fighting Focus (Ex): For one round the animal companion treats all secondary attacks as primary attacks and adds +1 per 2 HD to all damage dealt.

Pounce (Ex): When a companion makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

A ranger must be 10th level to select this companion's trick.

Powerful Charge (Ex): When the companion makes a charge, its first attack deals 1d6 extra damage plus 1d6 per 4 ranger levels in addition to the normal benefits and hazards of a charge.

Push (Ex): The companion can choose to make a free combat maneuver check with a single attack that hits and deals damage. If successful, this check pushes a creature directly away as with a bull rush, but the distance is equal to 1/2 the companion's normal movement. This ability only

works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.

Rake (Ex): If the companion begins its turn with a creature grappled, it may immediately make two additional attacks using natural attacks associated with its limbs (normally claw, hoof, or slam attacks).

Sprint (Ex): The animal companion can move up to 10 times its normal speed when it makes a charge. This trick cannot be used more than once per hour.

Strangle (Ex): An opponent grappled by the companion cannot speak or cast spells with verbal components for 1 round. A companion must have the constrict special attack to use the strangle trick.

Trample (Ex): As a full-round action, the companion can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling companion does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to one natural limb-based attack of the companion



(normally a claw, hoof, or slam attack) + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a companion's trample attack is 10 + 1/2 the companion's HD + the companion's Str modifier. A trampling companion can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.



Trip (Ex): The companion can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with a primary natural attack. If the attempt fails, the companion is not tripped in return.

A ranger must be 4th level to select this edge. This edge may be selected more than once, but not more than once at each level. Each time it is selected it gives the ranger's companion an additional companion's trick, and yet another hunter trick 2 levels later.

Favored Ally (Ex): The ranger selects a creature type from the ranger favored enemies table. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on that table. Alternatively, he may select the members of a single, well-defined and organized settlement, organization, or guild as favored allies at the GM's discretion.

In regards to his favored allies the ranger gains a +2 bonus to Bluff checks to send secret messages, Heal checks, Perception checks, and Sense Motive checks to understand secret messages and to notice if a favored ally is under the effects of an enchantment spell. Favored allies gain a +1 bonus to attack rolls made against foes they flank with the ranger, and favored allies within 30 feet of the ranger gain a +1 bonus to their CMD if they can see and hear him.

Hunter's Tricks: These may be selected as hunter's tricks. (See *The Genius Guide to the Talented Ranger*.) The ranger must expend a use of his hunter's tricks edge to use one of these tricks. A hunter must have the hunter's tricks edge to select these tricks. Some tricks also have their own prerequisites.

Bow Block (Ex): If the ranger takes a full attack action with a ranged weapon, he gains a shield bonus to AC equal to the number of ranged attacks he made during the full attack.

Defensive Spell Stance (Ex): The ranger can use this trick as a swift action. Until the start of his next turn, he does not provoke attacks of opportunity by casting spells or using spell-like abilities.

Establish Dominance (Ex): Sometimes, the ranger just needs to show something who is the boss. The ranger can make a single attack as a standard action with a +4 bonus on the attack roll. The attack deals half damage, and all the damage is nonlethal. The attack does not deliver any other effects the ranger could normal add (such as poison, a stunning attack, another class feature, or a spell). If the attack is successful and deals damage, the ranger gains a +4 bonus on the next Intimidate check he makes against the target within 10 minutes.

Greater Aiding Attack (Ex): The bonus the ranger grants with aiding attack increases to +4.

A ranger must be 10th level and have the aiding attack trick to select this trick.

Greater Distracting Attack (Ex): The penalty the ranger imposes with distracting attack increases to -4.

A ranger must be 10th level and have the distracting attack trick to select this trick.

Greater Ranger's Council (Ex): The range of the ranger's council trick expands to 90 feet and the bonus lasts ten minutes per use, though allies still must be able to see and hear the ranger.

A ranger must be 10th level to select this trick.

Improved Second Chance Strike (Ex): The second attack made with second chance strike no longer has a penalty to its attack roll.

A ranger must be 10th level to select this trick.

Masterful Control (Ex): The ranger can use this trick as a swift action. Until the start of his next turn, he may dictate every action his animal companion takes as if he was in telepathic control of it.

A ranger must have the hunter's bond: animal companion edge to select this trick.

Over, Under or Through (Ex): The ranger may move through one opponent's space without needing to make an Acrobatics check and without provoking an attack of opportunity. A ranger cannot use this trick if his movement is hampered by medium or heavy armor, or a medium or heavy load.

Prowl (Ex): The ranger may use this trick as a swift or immediate action. His animal companion can immediately take a bonus move action. The animal companion must be able to see or hear the ranger to take this move.

A ranger must have the hunter's bond: animal companion edge to select this trick

Return to Sender (Ex): Once per round if the ranger has a free hand, he may spend three uses of ranger tricks to snatch a ranged weapon attack directed at him or an adjacent target out of the air, preventing it from hitting its target. If it is a thrown weapon or ammunition for a weapon the ranger has in hand, the ranger may also use it to immediately make an attack back at the original attacker. He may use this ability even when it is not his turn. If the ranger has the Deflect Arrow feat this ability takes only two uses of hunter's tricks. If he also has the Snatch Arrows feat, this ability takes only one use of hunter's tricks.

Running Shot (Ex): As a standard action the ranger can move up to his maximum movement and make a single ranged attack. If the ranger has the Shot on the Run feat, he may make the ranged attack at any point during this movement.

A ranger must be 10th level to select this trick.

Salves (Su): When in his favored terrain, the ranger can take 1 minute to treat a wound with mystic salves and herbs. The target of this effort heads 1d8 points of damage, plus the ranger's level. At 10th level, this becomes 2d8 plus the ranger's level. If the target is the ranger's animal companion, the healing is doubled.

Vicious Attack (Ex): When the ranger attacks a favored enemy or makes an attack with a favored weapon, and the attack hits and is a critical threat, he may automatically confirm the attack as a critical hit.

A ranger must be 10th level to select this hunter's trick.

Windwalker (Su): As a move action the ranger can fly up to his movement. At the end of this movement, if not on solid footing, he falls.

A ranger must be 10th level and have the catfall, quick climb, or stag's leap hunter's trick to take this hunter's trick.

Impale (Ex): When wielding a piercing weapon that is not a light weapon, the ranger can charge with it as a standard action. This acts as charging as a partial action, except a move action may be taken before or after the charge.

Laugh in the Face of Danger (Ex): As a standard action the ranger can bellow with nearly inhuman mirth, or howl like a beast, or shout a mighty war-cry tied to his ancestors. Regardless of the form his cry of defiance and display of confidence takes it can shake his allies out of any metal ailment. Any ally able to see and hear the ranger may make a new saving throw against any mind-affecting effect they are suffering, with the effect ending if they make a successful save. A ranger may use this ability a number of times per day equal to his Charisma bonus (minimum 1/day).

Weapon Bond (Ex): The ranger may select a fighter feat. He must meet its prerequisites normally, using half his ranger level as his fighter level. If the feat requires the ranger to select a weapon, it must be a favored weapon, and he may use this feat only when wielding a favored weapon.

A ranger must be 8th level and have the favored weapon edge to select this edge.

TALENTS

As a talented ranger gains experience, he learns a number of talents that bonds he has made with the mystic forces of specific people, places, and things, or

represent knacks picked up as a result of living a life of mixes exploration and combat. A ranger may not take a talent more than once unless is specifically says so.

Favored Movement (Ex): The ranger gains a +10 foot increase to movement rates when in a favored terrain.

A ranger must have the favored terrain edge to select this talent. This talent may be taken a second time at 8th level, and a third time at 16th level. Its effects stack.

Forge Bond (Su): The ranger can forge a bond to a specific ally or region.

If forging a bond to a specific creature, that creature must face a significant and ongoing threat (as determined by the GM). The ranger swears to aid the creature against that threat. The creature then qualifies as a favored ally (see the edge, above) with a skill bonus equal to half his ranger level (and other bonuses from favored ally equal to half the skill bonus).

If forging a bond to a specific region, that region must be a single well-defined area and face a significant and ongoing threat (as determined by the GM). The ranger swears to aid the region against that threat. The region then qualifies as a favored terrain (see the edge, above) with a favored terrain bonus equal to half his ranger level.

These bonuses do not stack with any other bonus gained from favored ally and favored terrain or similar abilities. This talent does not count as favored ally or favored terrain for prerequisites, but abilities that only function for a favored ally or in favored terrain do function for favorites bonded with this ability.

A ranger may only have one bond forged at a time, and it lasts until the ongoing threat is ended or the ally or terrain is destroyed (GM's discretion).

Gauged Shot (Ex): As a full-round action the ranged may gauge all the factors involved in a specific ranged attack against a target within line of sight. As long as neither the ranger nor the target move, and the ranger never loses sight of the target, on his next attack against the target he gains a +4 bonus to the attack roll and doubles his range increments.

Guard Animal (Ex): The ranger's animal companion does not suffer a penalty to perception checks when asleep, and if it senses a threat can wake the ranger and communicate the creature type of a potential threat (if known, most likely by spotting or smelling the threat) as a swift action. If the animal

companion goes in a surprise round, and the ranger can see or hear his companion, the ranger also goes in the surprise round.

Guerilla Fighting (Ex): When the ranger is in his favored terrain, and gains partial cover from objects native to that terrain, he treats it as normal cover. In the case of urban terrain, only permanent, stationary, constructed objects (such as buildings and walls) can grant this benefit.

A ranger must have the favored terrain edge to select this talent.

If A Tree Falls (Ex): The ranger can use his environment to create distractions that momentarily draw the attention of observers. When in a favored terrain, as a move action the ranger may make a Survival check to gain the momentary diversion needed for the ranger or an ally to attempt a Stealth check while people are aware of the character. The DC of this check is equal to 10 + the opponent's base attack bonus + the opponent's Wisdom modifier. If the opponent is trained in Sense Motive, the DC is instead equal to 10 + the opponent's Sense Motive bonus, if higher. The ranger makes a single check against all observers, with those not distracted able to see where the ranger or his ally attempts to hide.

For an ally to gain the benefit of this check, either the ranger must ready an action to distract a foe when an ally attempts stealth, or an ally must ready an action to attempt Stealth check the ranger distracts someone.

Improved Favored Ally (Ex): The ranger gains one new favored ally. Additionally, the skill bonuses with any one favored ally he has (including the one just selected, if so desired) increase by +2, and the other bonuses increase by +1.

A ranger must be at least 4th level and have favored ally edge to select this talent. The improved favored ally talent may be taken more than once, though not more than once per four ranger levels.

Mist Vision (Su): The ranger can see perfectly in foggy or smoky conditions (such as those created by *fog cloud*, *obscuring mist*, and the smoke cloud from *pyrotechnics*).

Reload Trick (Ex): Perhaps the ranger can brace a musket in the nook of his arm. Maybe he's rigged his crossbow with an underslung lever. Possibly his sling has a special grooved strap that lets him slide bullets into it more easily. Whatever the reason, the ranger may reload any ranged weapon that normally requires 2 hands to reload with just 1 hand.

Sharp Senses (Ex): When the GM randomly determines the maximum range at which a Perception check for detecting the nearby presence of others can succeed (using the rules for Stealth and detection for the various terrain types), the GM rolls once for general Perception and a second time for the ranger. If the ranger's result is farther than the general roll, he can potentially make Perception checks at the greater range.

Uncanny Stealth (Ex): When in a favored terrain, the ranger can move at full speed without taking a penalty to Stealth checks. Additionally, if the ranger has already successfully used Stealth at least 10 feet from his target while in favored terrain, he can make one ranged attack and then immediately use Stealth again. He takes a -10 penalty on his Stealth check to maintain his obscured location when doing so (rather than the normal -20).

A ranger must have the favored terrain edge to select this talent.

Unnatural Aura (Su): An animal does not willingly approach the ranger unless it has a master who makes a Handle Animal, Ride, or wild empathy check with a DC equal to 10 + ranger's class level + ranger's Cha bonus.

A ranger cannot have this talent if he also has an animal companion or wild empathy from any source. If the companion or wild empathy is gained after this talent is gained the talent ceases to function (and can be trained, as if retraining a feat).

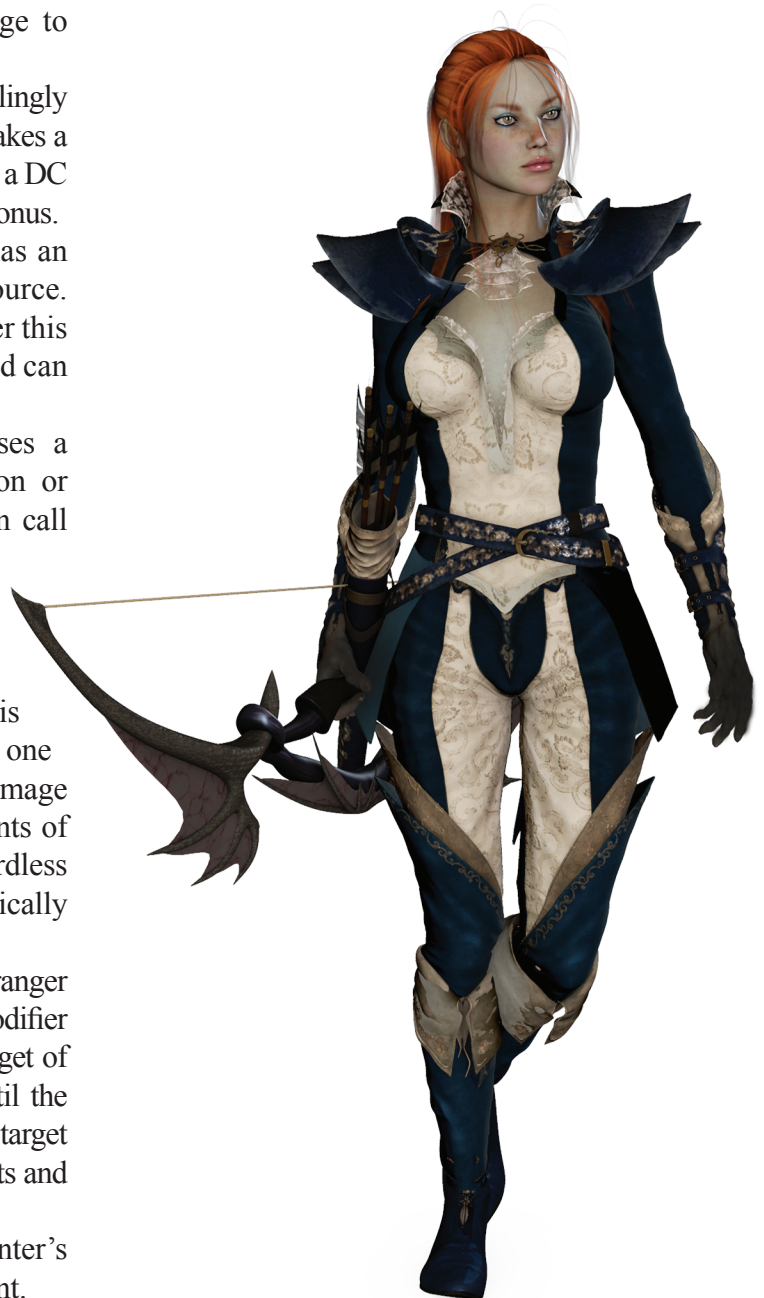
Vengeful Smite (Su): If the ranger witnesses a creature killing the ranger's animal companion or a favored ally, as a swift action the ranger can call upon the severed mystic bond to the slain ally to fuel his vengeance against that creature. The ranger adds his Cha bonus (if any) to his attack rolls against the killer and adds his ranger level to all damage rolls made against the target of his vengeful smite. If the target of the smite is also one of the ranger's favored enemies, the bonus to damage on the first successful attack increases to 2 points of damage per level the ranger possesses. Regardless of the target, vengeful smite attacks automatically bypass any DR the creature might possess.

In addition, while vengeful smite is in effect, the ranger gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. The vengeful smite effect remains until the target of the smite is dead, the ranger selects a new target for vengeful smite, or the next time the ranger rests and regains his spells per day and/or daily abilities.

A ranger must have the favored ally edge or hunter's bond: animal companion edge to select this talent.

ADVANCED TALENTS

Beginning at 10th level, a ranger can choose one of the following advanced talents in place of a ranger talent. Advanced talents otherwise follow the rules for talents. A ranger should not automatically expect to take advanced talents – many effective ranger builds will simply select additional talents even at 10th level and higher. Advanced talents represent a higher degree of specialization, rather than options that are expected of all higher-level rangers.



Favored Charge (Ex): When charging in favored terrain, or charging a favored enemy, or charging with a favored weapon, the ranger gains the pounce special ability (allowing him to make a full attack at the end of a charge).

A ranger must have the favored enemy, favored terrain, or favored weapon edge to take this advanced talent.

Greensight (Su): The ranger can see through thick plant matter as though it were transparent, out to a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the ranger's vision, though solid wood still blocks its line of sight.

A ranger must have the favored terrain edge for forest or jungle to select this advanced talent.

Path Less Traveled (Ex): The ranger can move through areas with hard-to-see impediments his pursuers might not notice. When in favored terrain, if the ranger is engaged in overland travel he can slow a group traveling behind (or chasing) his group by 10%. If using pursuit rules using skill or abilities checks, the ranger can apply a -2 penalty to the check of any creature farther back in the race than he is.

Additionally, when in favored terrain, as a swift action a ranger can make an adjacent square difficult terrain. He may choose to ignore the difficult aspect, and to make any animal companion and favored ally immune as well. It requires a Perception check (DC 10 + ranger's Survival skill bonus) to notice the square is difficult terrain. It remains difficult terrain for 1 hour, or until it has impeded the movement of 1 creature per 4 ranger levels.

A ranger must have the favored terrain edge to select this talent.

Tolerance (Ex): The ranger gains tolerance to disease and poison. He gains a +4 bonus to saves against these afflictions, and ends any ongoing disease or poison with the first successful saving throw he makes against it.

A ranger must have the Endurance feat to select tolerance.

Where It Hurts (Ex): The ranger knows how to hit his enemies where it hurts. As a standard action he can make a single attack against a favored enemy. If the attack hits, the ranger makes a level check (1d20 + ranger level) with a DC of 10 + target's HD. If the check is successful, his blow prevents the target from using one racial ability (other than spells or spell-like abilities) for 1d4 rounds + 1 round per 5 ranger levels. The ranger must select the ability to be blocked by observing it or identifying it with an appropriate Knowledge check.

A ranger must have the favored enemy edge to select this advanced talent.

GRAND TALENTS

At 20th level, a ranger can choose one of the following grand talents in place of a ranger talent.

Grand Alliance (Su): The ranger's bond with his allies is so strong, he can call them back from the lands of the dead. Once per week, he may restore life to a fallen favored ally as if he had cast *resurrection*.

Grand Bailiwick (Su): The ranger's bond to his favored terrains empowers him. When in a favored terrain the ranger gains a +4 bonus to attack rolls to confirm critical threats, a +4 luck bonus to saving throws, and is always treated as having rolled a 20 (as if the die roll was a "20") when making Survival skill checks.

The ranger must have the favored terrain edge to select this grant talent.

Grand Companion (Su): The ranger's animal companion (or companions, if he has more than one) gains the advanced creature template. The GM may opt to allow other appropriate templates of no greater than +1 CR in place of the advanced template.

The ranger must have the hunter's bond: animal companion edge to select this grant talent.

Grand Style (Ex): The ranger gains three additional feats from his combat style. If there are fewer than three feats in his combat style he does not have, he may select additional feats from one other combat style of his choice that would be available to him at 6th level.

The ranger must have the combat style edge to select this grant talent.

Harrying Strike (Su): If the ranger successfully hits a foe, he may take the withdraw action as a move action.

No Respite (Su): When attacking a favored foe, the ranger's attacks bypass all DR, do not suffer miss chances due to concealment, cover, or magic effects, cannot be healed by fast healing or regeneration, and affect foes who are ethereal, insubstantial, or swarms.

The ranger must have the favored enemy edge to select this grant talent.

Spell Bond (Su): The ranger selects one spell for each level of spells he gains the ability to cast as a ranger. He may use these spells three times per day as supernatural abilities.

Trackless Spirit (Su): The ranger gains permanent *nondetection*, as the spell. He may choose to suspend or restore this ability as swift actions.

TALENTS BY THEME

While an alphabetical list makes it easy to take a completed ranger character sheet and look up what each talent does, when thinking about what talent to take next, the list of abilities can form a nigh-impenetrable “wall of text” for players and GMs alike. To help with this issue, we’ve categorized all the talents into themes and sub themes, based on common ranger character concepts. This allows a GM or player looking for a new option to see which talents are most likely to match a desired character concept without reading through the entire list of new options.

ANIMALS, PLANTS, AND VERMIN

- Companion’s tricks (edge)
- Grand alliance (grand talent)
- Grand companion (grand talent)
- Guard animal (talent)
- Vengeful smite (talent)

FAVORED ALLIES

- Favored ally (edge)
- Forge bond (talent)
- Grand alliance (grand talent)
- Improved favored ally (talent)
- Laugh in the Face of Danger (edge)
- Vengeful smite (talent)

FAVORED ENEMIES

- No respite (grand talent)
- Vengeful smite (talent)
- Where it hurts (advanced talent)

FAVORED TERRAIN

- Forge bond (talent)
- Grand bailiwick (grand talent)
- Guerilla fighting (talent)

FIGHTING PROWESS

- Boar hunter (edge)
- Favored charge (advanced talent)
- Gauged shot (talent)
- Grand style (grand talent)
- Harrying strike (grand talent)
- Impale (edge)
- Reload trick (talent)
- Tolerance (advanced talent)
- Weapon bond (edge)

SPELLCASTING AND SUPERNATURAL POWERS

- Greensight (advanced talent)
- Mist vision (talent)
- Spell bond (grand talent)
- Unnatural aura (talent)

SKILLS, KNACKS, AND MOVEMENT

- Favored movement (talent)
- Guard animal (talent)
- Harrying strike (grand talent)
- Sharp senses (talent)

STEALTH

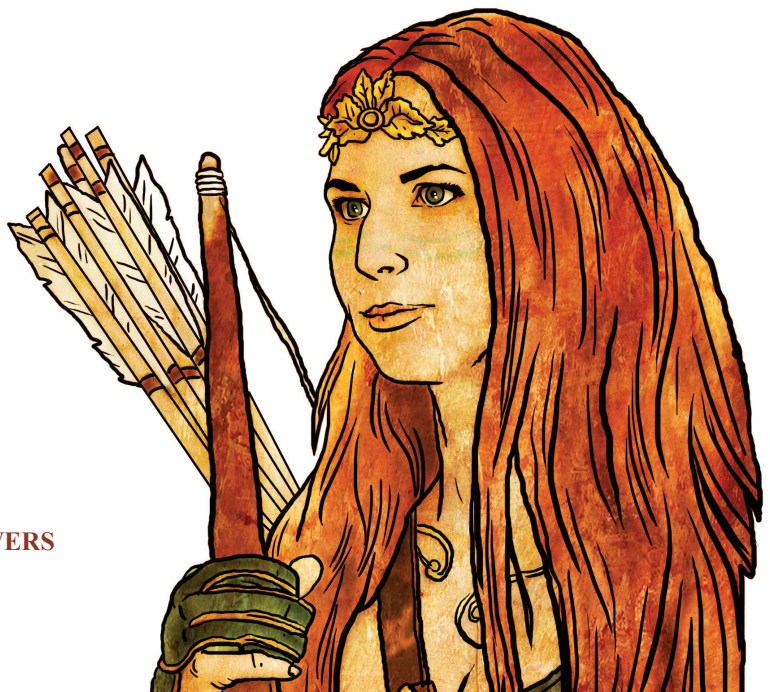
- If a tree falls (talent)
- Trackless spirit (grand talent)
- Uncanny stealth (talent)

TRACKS, TRAPS, AND TRICKS.

- Companion’s tricks (edge)
- Hunter’s tricks (edge)
- Path less traveled (advanced talent)

YET MORE TALENTS?

There are a few products that can offer additional abilities a GM can use to create yet more ranger edges and talents. Some material from **Rogue Genius Games’** *Ranger’s Options: Knacks of Nature* have already been adapted in the Talented Ranger book, but not all of them. Kobold Press’s excellent spell-less ranger class (available both in their *New Paths Compendium* and *New Paths: Expanded Spell-Less Ranger*) has numerous class abilities that could be converted to an edge/talent system, or this product’s edges and talents could become new class options to be selected in place of the spell-less ranger’s existing class abilities. Indeed, we here at RGG are such big fans of Kobold Press’s spell-less ranger we wrote #1 *With a Bullet Point: 6 Spell-Less Ranger Feats* to work with it, and every feat from that pdf could also be used as a ranger talent.



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