



DZO MODERN:



THRILLING TALES



ADVANCED CLASS:

ROCKET RANGER

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"The Moon Men have kidnapped Polly, Ace! They say that they'll shoot down any aircraft that tries to follow them! Holy Socks! What're we gonna do?" Bucky Brown cried, pointing to the receding shape of the Moon Men's Flying Saucer, currently racing away to the hidden location of their invasion base somewhere in the Deserts of Utah.

Ace Adams leveled a flint-hard glare in the saucer's direction. "Good thing I won't be following them by plane, then...eh, Bucky? Get me my Rocket Pack."

The newsboy grinned and hurried to retrieve the fantastic device from the trunk of the Packard. He marvelled at its design: a

gleaming chrome chassis featuring two powerful rocket-jets, attached to two sturdy leather shoulder straps and a control belt.

When he returned with the pack, Ace had already strapped on his special aero-helmet, which protected the daredevil from the fantastic speeds generated by the pack, and helped him steer in flight via its unique aerodynamic shape.

Ace buckled the pack in place. "Stand back, Bucky---I'm off to rescue Polly. Have lunch ready for us when we get back," he said with a wink.

With a quick twist of a control knob on his belt, Ace

rocketed into the sky, and was out of sight within seconds.



Photo stills taken from Public Domain Film Serial: "King of the Rocket Men", 1949

The life of a Rocket Ranger is one of speed and danger. Harnessing the power of controlled explosions is a difficult science to master, and the risk involved deters all but the most stalwart heroes. The select few who dare to fly without an airplane are respected for their skill and daring.

The Rocket Ranger archetype can be found in many sources, including the classic *Rocket Man* serials of the 1940s, the *Buck Rogers* and *Flash Gordon* comic strips and radio programs of the 1930s, and latter-day homages such as Dave Stevens' comic book (and later film) *The Rocketeer*.

REQUIREMENTS

To qualify to become a Rocket Ranger, a character must fulfill the following criteria:

Skills: Craft (mechanical) 8 ranks, Jump 4 ranks, and Pilot 4 ranks.

Feats: Acrobatic

CLASS INFORMATION

Hit Die: The Rocket Ranger gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The Rocket Ranger gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills: The Rocket Ranger class skills are as follows:

Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Drive (Dex), Jump (Str), Listen (Wis), Navigate (Int), Pilot (Dex), Repair (Int), Profession (Wis), Swim (Str), Tumble (Dex)

Skill Points at each level: 4 + Int Modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+0	Rocket Pack, Roll	+1	+1
2nd	+2	+0	+3	+0	Rocket Mechanic	+2	+2
3rd	+3	+1	+3	+1	Dive	+3	+2
4th	+4	+1	+4	+1	Booster	+4	+3
5th	+5	+1	+4	+1	Fly-by	+4	+3
6th	+6	+2	+5	+2	Rocket Defense	+5	+4
7th	+7	+2	+5	+2	Cannonball	+5	+5
8th	+8	+2	+6	+2	Attack of Momentum	+6	+5
9th	+9	+3	+6	+3	Afterburner	+6	+6
10th	+10	+3	+7	+3	Rocket Legend	+7	+7

CLASS FEATURES

The following features pertain to the Rocket Ranger advanced class.

Rocket Pack: At first level, the Rocket Ranger gains the use of the signature vehicle of their class, the Rocket Pack. This can be the product of the Ranger's own invention, or bestowed upon the character from another source, depending upon the events that occur within the GM's particular campaign.

A rocket pack is an ingenious design--a small, yet powerful engine designed to grant the wearer high-speed flight for short periods of time. The design of the rocket pack varies from Ranger to Ranger, but generally follows this model: a back-mounted engine accented with various gauges, valves and controls, strapped to the user's back with thick, reinforced leather harness, along with some sort of control mechanism (either on the harness itself, or attached gloves, etc.). In addition to the rocket pack itself, the wearer must also use a special helmet designed to aid in maneuvering and hands-free flight. This helmet is usually aerodynamic (bullet-shaped, or finned, etc.).

Once activated, the rocket pack unleashes a controlled high-pressure explosion, which propells the wearer upward at high speed. To control himself during flight, a Rocket Ranger must use body positioning and the aerodynamic features of his helmet to modify his trajectory, while using the rocket controls to increase or decrease the thrust of the rocket. There is a 5% non-cumulative chance for the rocket pack to misfire during ignition, stalling the ignition system for 1d4 rounds unless a successful Repair skill check (DC15) is made to clear the flooded ignition valves.

In flight, the wearer has a top speed of 1000ft.

per round (200 squares). If the wearer reduces his speed to 50ft or less for two or more rounds, he must land or increase his speed to prevent the loss of momentum necessary to maintain his flight. In routine operation, the wearer of the rocket pack is typically not required to make Pilot checks with every action, however the GM may see fit to institute a brief learning period for the wearer. Maneuvers in combat also require Pilot checks.

The rocket pack has a hardness of 10 and 30 hit points. If the rocket pack suffers enough damage to drop its hit points to 0, it explodes dealing 10d6 points of damage to the wearer.

Roll: With trial, error and a little luck, a Rocket Ranger develops several maneuvers to increase his effectiveness in combat situations. At 1st level, a Rocket Ranger may execute the roll maneuver. Whenever a Rocket Ranger passes through the threatened area of an opponent while in flight, he does not provoke an attack of opportunity. If a Ranger passes through multiple threatened areas in a single movement action, he may avoid a number of attacks of opportunity equal to 1 plus his Dexterity bonus (if any).

Rocket Mechanic: The Rocket Ranger gains a higher level of understanding and craftsmanship when modifying or repairing the complex device. At 2nd level, a Ranger gains a +4 competence bonus to all Craft (mechanical) and Repair checks while working on the rocket pack. The rocket pack also gains additional hit points equal to 5 plus the Rocket Ranger's Intelligence bonus (if any).

Dive: As with the Roll maneuver, a Rocket Ranger continues to develop new tactics for improving his combat ability. At 3rd level, a Ranger may execute the Dive maneuver. To execute this maneuver, a Ranger must begin his action at an altitude at least 30 ft. above an opponent. The Rocket Ranger dives at the opponent and makes a melee attack with a

+4 bonus on the attack roll. If successful, the attack deals 1d6 points of bonus damage and opponent must make a successful Strength check (DC 10 + damage dealt) or fall prone. If the attack misses, the Rocket Ranger must make a successful Pilot check (DC15) to avoid striking the ground. If he fails, he suffers 3d6 points of damage, plus damage as if he had fallen from the same altitude, and is knocked prone.

Booster:

With intimate knowledge of his rocket pack, a Rocket Ranger may use methods to push his pack to the limits, gaining more speed in the process. At 4th level, a Rocket Ranger may add his class level x 50 ft. to the speed of his rocket pack for a number of rounds equal to his class level.

Fly-By: By honing his

reflexes to a razor's edge, The Rocket Ranger gains the use of the fly-by maneuver. At 5th level, a Rocket Ranger may move and attack as a standard action and then move again. A Ranger may turn during his move action if he so chooses. The Ranger's total movement may not exceed his rocket pack's top speed, and

the maneuver does not provoke an attack of opportunity from the target of the attack.

Rocket Defense: With incredible speed and dexterity, a Rocket Ranger is increasingly difficult to hit in combat. Beginning at 6th level, a Rocket Ranger in flight gains a dodge bonus to Defense equal to his Dexterity Bonus (if positive).

Cannonball: As he gains experience, a Rocket

Ranger continues to develop new and increasingly effective maneuvers in combat. At 7th level, the Rocket Ranger gains the cannonball maneuver. To execute a cannonball attack, a Rocket Ranger in flight must move at least 50ft, and he gains a +4 bonus on his melee attack roll. If successful, the attack deals 1d6 extra points



of damage per class level of the Rocket Ranger. The opponent must make a successful Strength check (DC15 +damage dealt) or be pushed back 5 ft. and fall prone. If the attack is unsuccessful, a Rocket Ranger must make a successful Pilot check (DC20) or lose control of the rocket pack and crash into the ground,

suffering 4d6 points of damage. This attack does not provoke an attack of opportunity from the defender.

Attack of Momentum: With a greater understanding of his cannonball tactics, a Rocket Ranger may use less force and risk to increase his damage in combat. Beginning at 8th level, when a Rocket Ranger uses his cannonball attack, he deals an extra 1d6 points of extra damage per 20ft moved (rather than the flat 1d6 of extra damage he normally gets). If he misses his opponent, the Rocket Ranger must make a Pilot check (DC 25) or lose his next action as he regains control of his rocket pack.

Afterburner: By using a controlled build up and explosive burst from his rocket pack, a Rocket Ranger can deal fire damage to several opponents at once. At 9th level, a Rocket Ranger gains the afterburner maneuver. To execute this maneuver, a Rocket Ranger must land and charge his afterburner for one full round before use. Once the rocket pack is charged, he explodes into the air and must travel no fewer than 50 ft. On take-off, a 15-foot radius explosion erupts from the rocket pack, dealing 6d6 points of fire damage to everyone within the blast radius. A successful Reflex save (DC 15) allows for half damage.

Rocket Legend: As a master of the rocket pack, a Rocket Ranger becomes a legend. At 10th level, the Rocket Ranger gains the following abilities:

- The Rocket Ranger gains a +4 competence bonus on all Pilot checks when operating his rocket pack.
- The Rocket Ranger gains a +1 bonus to all attack rolls (melee or ranged) while in flight.
- The Rocket Ranger gains the benefits of the Shot on the Run feat when making ranged attacks in flight.

