

CLASS ACTS: RANGER SCIONS OF ONAT

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“This land is sacred to the primal spirits, and though metal and stone now stand where tree and field once did, those spirits remain. They stand by us, as echoes of our own souls. Together we guard Onat.”

*—Weltec Fjeron,
High Mediator of the Scions of Onat*

Those travelers who see the city of Onat from a distance find it hard to differentiate it from other points of light in the world. However, travelers who approach the gate feel an inhuman gaze settle on their weary backs, and many of them describe this feeling as that which makes Onat so unusual.

In the ancient past, primal spirits permeated the region that now holds Onat, and a tribe of people contentedly lived in harmony with them. Over time, the site grew to a village, and the village grew to a town; the spirits changed, and so did the town's people. Although most of the old religion has fallen by the wayside, the oldest and noblest families of Onat have

maintained tradition by founding an order known as the Scions of Onat. This elite guard stands sentinel over Onat vigilantly, but a single member never watches alone. In fact, each Scion of Onat is not one, but two watchers—a beast companion also stands guard with each Scion.

Entry into this order must occur before a youth reaches adulthood. The noble blood of Onat are given this opportunity, but any youth who stands guard over the community for five years can also take tests. In the final rite of passage, this youth is placed in a room with a powerful beast. If he or she can gain its respect before being torn to shreds, a lifelong bond forms between the pair, tying each to the fate of the other.

Once the initial bond forms, the two participate in a ritual that calls upon the primal spirits of Onat to strengthen the bond. Some claim that a primal spirit remains within each of the participants of the ritual, but this claim has not been verified. However, those visitors to the urban jungle admit to seeing a spark of intelligence in the eyes of Onat's bestial guardians—possibly an aftereffect of powerful and secret magic. If a traveler gains the trust of the people of

Onat, though, he or she hears the claim that the Scion of Onat and his or her beast are not two creatures at all, but a single soul born to two bodies. The rite and ritual reconnects the soul with the help of a primal spirit, causing the two, which were once separated, to merge back into one whole. The communication between the two borders on telepathy, to the point that the ranger might as well be in two places at once.

These rangers and their companions become protectors of the twisting streets and vaulted rooftops of the ancient site. Fearless of the shadows and protected by the light, each protector watches the community with not one, but two, pairs of eyes.

RANGER FEATS

The following feats emphasize the connection between rangers and their companions, and grant additional mastery and teamwork.

HEROIC TIER FEATS

The following feats are suitable for any character who meets the prerequisite.

CRITICAL TEAMWORK

Prerequisite: Ranger, Beast Mastery class feature

Benefit: When your beast companion scores a critical hit, it deals extra damage equal to 1d6 per plus of the weapon you are wielding.

FLANKING BEAST MASTER

Prerequisite: Scion of Onat feat

Benefit: While you are flanking a creature with your beast companion, you and your beast companion gain a +3 bonus from combat advantage against that creature instead of the normal +2 bonus.

KNOWING EYES

Prerequisite: Scion of Onat feat

Benefit: Whenever you are adjacent to your beast companion and make an Insight check, you can roll twice and keep the better result.

SCION OF ONAT

Prerequisite: Ranger, Beast Mastery class feature

Benefit: You gain training in Streetwise.

In addition, whenever you spend a healing surge while your beast companion is adjacent to you, it regains hit points equal to one-half your healing surge value, in addition to the normal benefit of spending a healing surge.

TERRIFYING DUO

Prerequisite: Scion of Onat feat

Benefit: While you are adjacent to your beast companion, you gain a +5 feat bonus to Intimidate checks.

RANGER POWERS

The powers below present new options for making your ranger and beast companion into a fierce and seamless team.

LEVEL 1 ENCOUNTER EXPLOIT

Ferocious Insight

Ranger Attack 1

Your companion exudes an air of ferocity as it attacks, which lends agility and allows you both to react to your foe's movements.

Encounter ♦ Beast, Martial

Standard Action

Melee beast 1

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 2[B] + your beast's Strength modifier damage. If you and your beast companion are flanking the target, the first time the target moves or shifts before the end of your next turn, you and your beast companion can shift 3 squares as an immediate reaction.

LEVEL 1 DAILY EXPLOIT

Seismic Strike

Ranger Attack 1

You strike at your foe and your companion aids you in keeping the fools who oppose you within arm's reach.

Daily ♦ Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, you can give your beast companion the following command:

Minor Action (1/turn)

Melee beast 1

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: The target falls prone.

LEVEL 5 DAILY EXPLOIT

Beastly Protector Ranger Attack 5

Your situation looks bleak, but your companion comes quickly to your rescue.

Daily ♦ Beast, Martial

Standard Action Melee beast 1

Requirement: You must be bloodied.

Target: One or two creatures

Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast's Strength modifier damage, and you gain 10 temporary hit points.

Miss: Half damage.

Effect: Until the end of the encounter, each time an enemy adjacent to your beast companion makes a melee attack against you, your beast companion deals damage equal to its Strength modifier to the attacker as a free action.

LEVEL 9 DAILY EXPLOIT

Shepherding Slice Ranger Attack 9

In a flurry of movement, you send your enemies careening toward your beast companion, which is unlikely to let them escape.

Daily ♦ Beast, Martial, Weapon

Standard Action Melee weapon

Effect: You shift 4 squares.

Target: One, two, or three creatures adjacent to you at any point during the shift

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and slide the target 5 squares to a square adjacent to your beast companion. If you targeted only one creature with this power, it deals 1[W] extra damage.

Miss: Half damage, and slide the target 3 squares to a square adjacent to your beast companion.

Effect: Until the end of the encounter, you can command your beast companion to make an opportunity attack as an opportunity action instead of an immediate interrupt.

In addition, you can give your beast companion the following command until the end of the encounter:

Minor Action (1/turn) Melee beast 1

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: Slide the target 1 square.

LEVEL 15 DAILY EXPLOIT

Aligned Strike Ranger Attack 15

You and your companion coordinate your strikes to land on two different foes.

Daily ♦ Beast, Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Make a secondary attack.

Melee beast 1

Secondary Target: One creature other than the primary target

Secondary Attack: Beast's attack bonus vs. AC

Hit: 3[B] + beast's Strength modifier damage.

Miss: Half damage.

LEVEL 17 ENCOUNTER EXPLOIT

Lights Out Ranger Attack 17

In a sudden move, you and your companion attack the eyes of your foes, making them easy prey.

Encounter ♦ Beast, Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is blinded until the end of your next turn.

Effect: Make a secondary attack.

Melee beast 1

Secondary Target: One creature other than the primary target

Secondary Attack: Beast's attack bonus vs. AC

Hit: 1[B] + beast's Strength modifier damage, and the target is blinded until the end of your next turn.

LEVEL 25 DAILY EXPLOIT

Fearsome Roar Ranger Attack 25

Your beast companion bursts into thunderous roars of anger, shocking your foes and preventing their escape.

Daily ♦ Beast, Martial

Standard Action Close burst 3 (beast)

Target: Each enemy in burst

Attack: Beast's attack bonus vs. Will

Hit: 3[B] + beast's Strength modifier damage, and the target is dazed (save ends).

Miss: Half damage, and the target is slowed until the end of your next turn.

Effect: Until the end of the encounter, you can give your beast companion the following command:

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Beast's attack bonus vs. Will

Hit: 1[B] + beast's Strength modifier damage, and the target is slowed until the end of your next turn.

About the Author

Jared Glenn is a connoisseur of DUNGEONS & DRAGONS® in general, and 4th Edition in particular. A determined freelance writer, he has written and published two classes, The Explorer and The Jester, with Alluria Publishing. He also manages and produces a weekly D&D podcast, The Power Source, on the d20 Radio Network. Jared lives in Utah with his wonderful family, where he writes by night and works in the Special Education Program by day.