

Antarian Ranger Prestige Class:

The Antarian Rangers are a paramilitary force established around 620 BBY to assist the Jedi Order.

To be a Ranger meant knowing how to move in any environment. To blend in with the forest or grassland, to sail, to swim, to dive, to pilot. To be masters of our surroundings. We were good spies, good warriors, very adept at intrusion and escape."

—Tyria Sarkin on being an Antarian Ranger.

Their duties range from being deployed for reconnaissance duty to covert operations that are designed to make the work of a Jedi easier to conduct. This also meant that, at times, they are tasked to do tasks that are considered "*dirty work*". The Rangers consist of various different branches with its members constantly preparing for their service to the Jedi. The organization serves as a natural point where those without Force talent have a way of fulfilling their dreams of connecting to the Force by serving the Jedi cause. Despite this being the case, the life of a Ranger is not an easy path and only the most dedicated of beings as well as the most fit for the position thrive within the organization. As such, very few members actually coveted the rank of Ranger and most actually became support personnel for this elite body within the group.

Examples of Antarian Rangers in Star Wars: Tyria Sarkin, Lowarra, Sasha Swiftbird.

Requirements

To become an Antarian Ranger, a character must fulfill the following criteria.

Minimum Heroic Level: 7th.

Trained Skills: Stealth.

Talents: At least one talent from the Awareness or Camouflage talent trees.

Feats: Coordinated Attack.

Game Rule Information

Antarian Rangers have the following game statistics.

Hit Points

At each level, Antarian Rangers gain 1d8 hit points + their Constitution modifier.

Force Points

Antarian Rangers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the Antarian Ranger prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you select a talent. The talent may be selected from the Antarian Ranger talent tree, the Awareness talent tree, or Camouflage talent tree. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Antarian Ranger Talent Tree

Antarian Rangers are dedicated to assisting the Jedi Order. You have gained familiarity with the Jedi and their powers to aid you in your duties.

Familiar Wisdom: If you are within 6 squares, and line of sight, of a Jedi known to you, you may use that Jedi's Will Defense, as a reaction, instead of your own. The Jedi must be aware of you and allow it, as a free action.

Unseen Wisdom: As Familiar Wisdom (see above), except that the Jedi does not have to be in your line of sight.

Prerequisite: Familiar Wisdom

Distant Wisdom: As Familiar Wisdom (see above), except that the range increases to 12 squares.

Prerequisite: Familiar Wisdom

Shared Strength: If a Jedi, that you have the ability to use that Jedi's Will Defense, is subject to a Force Power that targets Will Defense or Fortitude Defense, you may, as a

reaction, have that Force Power effect you and use your Will Defense or Fortitude Defense instead. You will take any effects of the Force Power instead of the Jedi.

Prerequisite: Familiar Wisdom

Through My Eyes: You may allow, as a reaction, a Jedi to use you to check range and line of sight for a use of a Force Power instead of from the Jedi.

The range & line of sight restrictions, for this talent, are the same your ability to use the affected Jedi's Will Defense.

Prerequisite: Shared Strength

Table 1-1: The Antarian Ranger

Level	Base Attack Bonus	Class Features
1 st	+0	Defense bonuses, talent
2 nd	+1	Coordinated Attack +/- 1
3 rd	+2	Talent
4 th	+3	Coordinated Attack +/- 2
5 th	+3	Talent
6 th	+4	Improved Coordinated Attack I
7 th	+5	Talent
8 th	+6	Coordinated Attack +/- 3
9 th	+6	Talent
10 th	+7	Improved Coordinated Attack II

Coordinated Attack

Through close cooperation and training you become more adept at using the aid another action when helping a Jedi. At 2nd, 4th, and 8th level you gain a class bonus of +/- 1 to the use of the Coordinated Attack feat if you use it to aid a Jedi.

Improved Coordinated Attack I

You may use the feat Coordinated Attack as a move action instead of a standard action if you use it to aid a Jedi.

Improved Coordinated Attack II

You may use the feat Coordinated Attack as a swift action instead of a move action if you use it to aid a Jedi.