

## はじめに

本記事、レンジャー・ルネサンスで紹介するのは、“第5版”のレンジャーに使える新たな類型である。かなり癖があるデータであるため、注意して導入し、セッションの結果が参加者の想定と悪い意味で異なるようなら、すぐに使用を停止することをおすすめする。

## レンジャーの類型

本記事で紹介するのはレンジャーの類型、レンジャー・ルネサンスである。この類型は“第1版”のレンジャーを参考に作られた“強い”類型である。

活躍しすぎる可能性も強いいため、慎重な導入をおすすめする。

## レンジャー・ルネサンス

はるか過去、レンジャーとは大いなる力を持つ者たちが得る栄誉あるクラスだった。

だが、徐々にその門戸は広くなり、それに合わせて能力は調整され、当たり障りのない姿に零落していった。

この類型、レンジャー・ルネサンスは失われた過去を回復するための類型である。かつての強さには及ばないが、その粗削りな強さを体感させるために彼らは帰ってきたのだ。

### 得意な敵強化

3レベル以降、君が“得意な敵”で選んだ種別を持つ敵に武器攻撃をヒットさせたとき、そのクリーチャーが受けるダメージに君の習熟ボーナスを加えることができる。

### 野伏の知恵

7レベル以降、君は1日に1回、その他の条件に関わらず不意討ちを行なうことができるようになる。また、君が不意討ちを受けることはなくなる。

### 天衣無縫の才

11レベルの時点で、君は呪文を修得するさい、レンジャー呪文リストの他にウィザード呪文リスト、ドルイド呪文リストを使えるようになる。

### 魔法装置使用

15レベルの時点で、君は魔法のアイテムの使用にあたってクラス、種族、レベルの条件をすべて無視する。

## あとがき

“第5版”の日本語版が発売された記念がてらに、ネットワーク上でも一部が未だに盛り上がっている初代レンジャー様を再現する類型を作ったです。

本当はこれでも足りないくらいに能力があるけど、ひとつひとつを強めにしたところで勘弁していただきたいです。

それでは、また今度の同人誌か何かでお逢いできれば幸いです。

## 奥付

レンジャー・ルネサンス

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