

Cleric & Ranger Class Options for Defying Danger RPG

version 1.01, by Brian Shourd

What is this?

This document adds the Cleric and Ranger class options to the *Defying Danger* RPG, created by Jeremy Strandberg and used under a CC-BY-SA 4.0 license. You'll need that game to play; download it at <https://spoutinglore.blogspot.com/2020/02/defying-danger-rpg.html>. The layout of this file is designed to match the layouts of the other classes there, and is also attributed to Jeremy Strandberg. You'll also benefit from knowing the basic rules to PbtA (Powered by the Apocalypse) games, such as *Apocalypse World* by D. Vincent Baker and Meguey Baker.

The Cleric and Ranger are inspired by tropes in classic fantasy RPGs, and in particular by the Cleric and Ranger classes in *Dungeon World* by Sage LaTorra and Adam Koebel.

Cleric

The Cleric has dedicated their life to the service of one or more deities. Because of this service, they have been granted the ability to channel divine power to perform minor miracles. Healing, purifying, repairing, and empowering others are the hallmarks of these kinds of spells. They may also be able to ask their god(s) for divine guidance.

Gods don't grant their powers to just anyone, though. The Cleric is expected to be virtuous and pursue justice at all times (whatever that means for their specific faith). GMs should lean into this by giving the Cleric some wrongs to right, some undead or incorporeal monsters to destroy, some downtrodden honest folk to liberate. And occasionally, give them an ethical conundrum with no easy answers. To do this, ensure that everyone is on the same page about what this Cleric's faith considers virtuous and vicious.

Unlike the wizard, the Cleric does not have access to powerful freeform magic. Most of their miracles are constrained to what is on the Favor options, or implied divine strength to themselves and their allies (Walk the Path). This is a fairly large departure from Clerics in other RPGs, but I think it helps to keep the Wizard and Cleric both unique in this lightweight game.

Ranger

The Ranger feels at home in the wilderness, and is adept at navigating, hunting, and tracking. When fighting, they prefer to keep their distance or otherwise maintain advantage by using their knowledge and comfort in the surrounding environment.

GMs should lean into this by giving a Ranger some beasts to track, some wilderness to navigate, and some enemies to pick off from a distance. Conversely, to put them in a spot, take away any or all of these advantages.

A note about animal companions: the ranger's animal companion is assumed to be around and helping during all aspects of play. The player should feel free to narrate how they and their animal companion are working together, without needing to expend Instinct to do so. The Instinct option only comes into play when the animal companion becomes fictionally significant, allowing the Ranger to perform feats that they otherwise couldn't do (e.g scout ahead, get out of the jail cell, etc.)

If the Ranger is using their animal companion as part of a Defy Danger move, then part of "what it might cost" could very well be taking the animal companion out of the action by marking ○.

Also note that the Ranger makes better use of their supplies (5 uses, vs 3 for every other class).

You are...

A Cleric

XP ○○○○○○ When you mark the last circle, erase them all and pick 1: an extra Defy Danger option, an extra Favor option, +1 max Favor, or change "What do you seek?"

You are called...

Your look

Pick one for each row

- feminine masculine ambiguous
- young mature elder _____
- human dwarf halfling _____
- humble ceremonial clean

What do you seek? *pick 1*

- Help the helpless (*against what?*)
- Enlightenment (*how?*)
- Teach the ways (*to whom?*)
- Spread hope (*where?*)
- Destroy evil (*what?*)
- Do what I must (*which is?*)
- Glorify the gods (*how?*)

When you make tangible progress, mark XP or regain 1 Favor. When everyone agrees that you've reached a milestone towards your goal, mark 5 XP or regain all your Favor.

Which one of you...

Ask your fellow PCs at least one of these

- ...seeks enlightenment?
- ...needs my teachings?
- ...has angered the gods?
- ...holds an ideal beyond yourself?
- ...has accepted my aid?
- ...has taught me much?

Walk the Path

When you exemplify the virtues of your god(s) at great cost to yourself, you and/or your allies receive a blessing of renewed vigor. Roll 3 dice and keep the 2 best.

On a 10+, pick 2. **On a 7-9**, pick 1. **On a 6-**, mark XP.

- Regain 1 Favor for yourself
- Regain 1 Mettle/Power/Cunning/Instinct/Favor for all allies

Defy Danger *pick 3*

When danger looms and you do something chancy, establish what you stand to gain and establish what it might cost.

If you are defying danger...

- ...vs. undead
- ...vs. corruption or decay
- ...for justice
- ...by enduring pain or discomfort
- ...by remaining calm
- ...by repairing or healing
- ...by sacrificing something of value to your deity
- ...to protect another
- ...with a wise plan

...then roll 3 dice and keep the best 2. Otherwise, roll 2 dice.

On a 10+, you get what you were after and avoid the cost. **On a 7-9**, you get what you were after -or- you avoid the cost (your choice), ask the GM what happens next. **On a 6-**, mark XP and prepare for the worst.

Favor ○○○○○○

Your max Favor is 6 (to start).

Spend Favor 1-for-1 to use divine magic to... *pick 2 more*

- ...reduce harm taken by 1 (*how?*)
- ...add +1 to a roll (*once per roll*)
- ...ask: "What should I do?"
- ...ask: "Is this just?"
- ...bless a weapon to briefly work against incorporeal/armored foes
- ...purify water and food
- ...prevent 2 harm against an ally
- ...restore a recently broken object
- ...ward a room or area
- ...blind an opponent temporarily
- ...speak with the recently dead

Regain 1 Favor when you catch your breath and use 1 Supplies. Regain all your Favor when you get a few hours' sleep and use 1 Supplies.

Inflict Harm

Roll 3 dice. If you inflict harm and...

- ...the cause is just and your heart is true, keep the **best**
- ...you harbor doubt or resentment, keep the **worst**

Suffer Harm

Ask the GM how much. Reduce it by...

- ...your divine Armor (*-1 harm*)
- ...spending Favor (*1 for 1 harm*)
- ...losing your footing/grip (*-1 harm*)
- ...getting stunned (*-1 harm*)
- ...something breaking (*-1 harm*)

Whatever's left, mark that many boxes.

Harm:

- Ouch
- 1 to all rolls
- Maimed
- It'll leave a scar
- Out of the action
- Dying

Deity/Deities

You worship and channel holy power from a deity (or deities), and are expected to uphold particular virtues and refrain from particular vices.

My deity is...

whose virtues include...

and vices include...

Inventory

Mark up to 4 x to start. Max load is 4.

Undefined

During play, move from here to specific items

- Supplies (uses ○○○○)
- Supplies (uses ○○○)

Use to recover or for expendables (torches, etc.)

- Sword (*quick, versatile*)
- Mace or Hammer (*forceful*)
- Staff (*innocuous*)

Coil of rope

Little things

Fit in pockets, purses, boots; pick 2 more

Holy Symbol (*works as light source*)

Tinderbox

- Knives
- Small parchment & charcoal pencil
- Incense

1 use, slow, ask "what should I do?"

Scripture

1 use, slow, ask "is this just?"

Smudge stick

1 use, slow, ward a room or area

Holy Water

1 use, purify water and food

You are...

A Ranger

XP ○○○○○○ When you mark the last circle, erase them all and pick 1: an extra Defy Danger option, an extra Instinct option, +1 max Instinct, +1 Animal Companion ○, or change "What do you seek?"

You are called...

Your look

Pick one for each row

- feminine masculine ambiguous
- young mature elder _____
- human dwarf halfling _____
- wild rugged ready distant

What do you seek? *pick 1*

- To hunt (*what?*)
- Protect civilization (*how?*)
- Become one with nature (*how?*)
- Punish transgressors (*who? why?*)
- Explore (*where?*)
- Freedom! (*which is?*)
- Write a guidebook (*why? of what?*)

When you make tangible progress, mark XP or regain 1 Instinct. When everyone agrees that you've reached a milestone towards your goal, mark 5 XP or regain all your Instinct.

Which one of you...

Ask your fellow PCs at least one of these

- ...has been somewhere I haven't?
- ...hears the call of the wild?
- ...has hunted challenging game?
- ...is an ignorant city-slicker?
- ...knows to fear the dark forests?
- ...has heard tales of my kind?

Track & Scout

When you track or hunt a creature, or seek a path through the wilderness, roll 3 dice and keep the 2 best.

On a 10+, pick 2. **On a 7-9**, pick 1. **On a 6-**, mark XP, and good luck.

- Find what you seek
- Find something unexpectedly beneficial, the GM will tell you what
- Make especially good time
- Don't hit any snags

Defy Danger *pick 2*

When danger looms and you do something chancy, establish what you stand to gain and establish what it might cost.

If you are defying danger...

- ...vs. beasts
- ...vs. elementals
- ...by exploiting a weak spot
- ...against a natural phenomenon (*endure weather, ford a river, scale a cliff, etc.*)
- ...to get a better position
- ...by coordinating with your Animal Companion
- ...by preparing a trap/snare
- ...by relying on your keen senses
- ...by falling back/retreating

...then roll 3 dice and keep the best 2. Otherwise, roll 2 dice.

On a 10+, you get what you were after and avoid the cost. **On a 7-9**, you get what you were after -or- you avoid the cost (your choice), ask the GM what happens next. **On a 6-**, mark XP and prepare for the worst.

Instinct ○○○○○○

Your max Instinct is 6 (to start).

Spend Instinct 1-for-1 to... *pick 2 more*

- ...reduce harm taken by 1 (*how?*)
- ...add +1 to a roll (*once per roll*)
- ...ask: "What kind of creature was here?"
- ...ask: "What are the weak spots?"
- ...order your Animal Companion to do an independent task
- ...hide in natural surroundings with nary a trace
- ...speak with an animal
- ...sense nearby creatures
- ...keep a perfect lookout

Regain 1 Instinct when you catch your breath and use 1 Supplies. Regain all your Instinct when you get a few hours' sleep and use 1 Supplies.

Inflict Harm

Roll 3 dice. If you inflict harm and...

- ...attacked from range, keep the **best**
- ...got up close and personal, keep the **middle**
- ...don't have freedom to maneuver, keep the **worst**

Suffer Harm

Ask the GM how much. Reduce it by...

- ...your Armor (*see Inventory*)
- ...spending Instinct (*1 for 1 harm*)
- ...marking your animal companion (*○ for 1 harm*)
- ...losing your footing/grip (*-1 harm*)
- ...getting stunned (*-1 harm*)
- ...something breaking (*-1 harm*)

Whatever's left, mark that many boxes.

Harm:

- Ouch
- 1 to all rolls
- Maimed
- It'll leave a scar
- Out of the action
- Dying

Animal Companion ○○○○

You have trained an animal companion of some kind (what's the story there?). When your Animal Companion takes harm, mark ○. If your Animal Companion has no more ○, it can no longer help you. Regain all ○ whenever you regain Instinct.

My Animal Companion is a...

named...

Inventory

Mark up to 5 x to start. Max load is 5.

Undefined

During play, move from here to specific items

- Supplies (uses ○○○○○○)
 - Supplies (uses ○○○○○○)
- Use to recover or for expendables (torches, etc.)*

- Sword (*quick, versatile*)
- Bow *or* crossbow
- Quiver (shots ○○○○○○○○○○○)
- Cuirass/brigandine (+1 Armor)

- Coil of rope
- Telescope

+1 to Track & Scout if applicable

- Lantern

- _____
- _____
- _____
- _____



Little things

Fit in pockets, purses, boots; pick 1 more

- Tinderbox
- Knives
- A map (*to what?*)
- Bait (*1 use, +1 to set a trap*)
- Companion treat (*1 use, refresh all ○*)