

Ranger Class

Description

Rangers are fighters that have the ability to cast some spells as well as possessing several woodcraft skills. Literary examples of Rangers include the obvious examples of Aragorn and the other rangers in Lord of the Rings by J.R.R. Tolkien, as well as the sons of Elrond.

Rangers mix the skills of druids, mages, and fighters as masters of woodcraft and fighters for law. They are the self-appointed guardians against chaos who seek to control chaos by trapping it in its own environs, rather than waiting for it to come to the cities and towns that are the usual residences of lawful folk. They patrol the wild, protecting it against the silent invasion of the forces of chaos that threaten to divide lawful lands from each other by making travel untenably dangerous. They also seek to protect the natural resources of the wild from depredation by anyone, though they are willing to allow the forces of law the use of these resources so long as such use does not become rapacious.

Their rough life has led them to develop a mix of arts that allows them to accomplish these goals while living without regular access to the benefits of civilization. A rapport with the forces of nature has given them access to minor powers of the supernatural, and a long history of lore and apprenticeship in learning to become a ranger has given them access to certain arcane magics passed down from the earliest rangers who are said to have been great mage-kings that turned to armed combat in the wild when their thrones were lost through intrigue and betrayal. Their use of arcane magic is often derided and disliked by mages, who perceive it as a sort of attack on the sanctity of their craft.

Players playing rangers should incorporate these views into their character's outlook on life, since these views are every bit as integral to the character of the ranger as their ability to cast spells and wield arms.

Requirements

Race:

Any race may play a ranger.

Characteristics:

There are no restrictions on characteristics to play a ranger, however:

To be able to cast Druid spells, the ranger must have a wisdom of at least 12.

To be able to cast Magic User spells, the ranger must have an intelligence of at least 12.

A character may acquire spells appropriate to their level even if they don't have the ability to cast them because of low attribute scores. Effects that adjust their attributes may give them the ability to cast the spells they have (once they have prepared them.)

Alignment Requirement:

Rangers must be of lawful alignment (when using only lawful, neutral, and chaotic as alignments in the game. Otherwise, the ranger must be of Good alignment in games where alignments include good, evil, and the composite alignments.) See Alignment under Class Restrictions, below.

Starting Conditions

A starting ranger will have the following possessions:

- A **worn tunic, trousers and leather belt**, of material appropriate to the climate where the ranger received their training.
- A **worn hood** of material appropriate to the climate where the ranger received their training.
- A pair of worn boots.
- One set of appropriate **undergarments**, including socks.
- A small leather **belt pouch**, of about 1 dry pint capacity.
- 3D6x10 **gold** pieces.

Ranger Combat

Ranger Attack Matrix

To Hit on D20

Level of Ranger	Armor Class of Target							
	9	8	7	6	5	4	3	2
1-2	10	11	12	13	14	15	16	17
3-4	8	9	10	11	12	13	14	15
5-6	5	6	7	8	9	10	11	12
7-8	3	4	5	6	7	8	9	10
9+	2	3	4	5	6	7	8	9

A roll of a “natural 20” (the number 20 appears on the die when rolled, as opposed to a 20 as a result of modifiers to the die roll) results in a “critical hit.” A critical hit causes any damage done to be double that rolled for the hit. If the roll requires a 19 or higher to hit, no critical hit occurs (i.e., if a roll of 19 or 20, or a roll of 20 is required to hit.) There is no automatic hit on a roll of 20, the roll must exceed the to-hit value. Through magic and other bonuses, if necessary.

A roll of a “natural 1” (the number 1 or 01 appears on the die when rolled, as opposed to a 1 rolled as a result of modifiers to the die roll) results in a “fumble.” A fumble results in the character losing the ability to act in the following combat round. If the roll to hit requires a 2 or less, no fumble occurs (i.e. if a hit would occur on a 2, or on a 1.) If the to hit roll would be a 1 (that is, it would be an automatic hit), the target gets a saving throw vs. Death Ray/Poison to see if they can halve the damage from the blow.

Class Combat Bonuses: Rangers attack at +1 per level of experience when fighting creatures of the giant/kobold class and animals as a result of their training in the ways of these creatures.

Weapons:

Rangers may use any normal weapons usable by fighters, clerics, or druids. They may use any magical weapons usable by fighters, and any magical weapons usable by clerics or druids subject to level restrictions as given below.

Armor:

Rangers may use any normal armor usable by fighters. They may use any magical armor usable by fighters, and any magical armor usable by clerics or druids subject to level restrictions as given below.

Creature Companion

At fourth level or later a ranger may seek to attract a creature companion. This companion will be a normal animal (non-magical and non-monstrous) of high intelligence for its type. The type of creature will be one which lives in the area where the ranger is when they seek a companion. The ranger should perform actions which they believe will attract the sort of creature which they desire, after which the dungeon master will determine the success and the type of creature which is actually attracted.

The creature thus obtained will develop a special bond with the ranger, and will respond to the ranger’s wishes with an ability approximate to that of a very well-trained dog (think *Lassie* or *Flipper*, perhaps.) The creature will have attributes common for its kind with intelligence being at or near the maximum for the creature type.

If the companion creature is killed, the ranger will not be able to attract another until they have gained another two levels of experience as a ranger.

Ranger Class Skills

Tracking

All rangers have the ability to track. The basic roll to track a creature in wilderness areas is given in the chart below. A successful roll must be made to continue tracking each time the path crosses a change in terrain or there is some change to the situation under which tracking occurs (such as nightfall.) Deduct 5% from the chance to track successfully for each of the following factors:

Poor lighting/night time

Poor terrain type (e.g. no tracks)

Each hour since the track was laid

Each measure taken by the target to evade tracking (concealing tracks, etc.)

This all assumes that it is within reason to find a track at all without magical means.

Where practical, the ranger can track in dungeon areas at half their wilderness level.

Tracking Matrix

Level of Ranger % Chance to Track Successfully

1	15
2	20
3-4	25
5-6	35
7-8	50
9-11	65
12-14	80
15+	95

Foraging

Rangers have the ability to forage for food starting at the third level. They may also forage for useful herbs (for healing or spells, for example.) They can also locate water for drinking in inclement environments. Foraging skills can only be used in wilderness areas. In dungeons and other environments, the ranger can forage for edible fungi and such at 1/10th of their normal foraging skill. Each successful forage produces enough material for use by 1 person for 1 day, unless a critical roll of 1/20th or less of the roll required is produced, in which case D6+1 times as much foraged material is produced.

The matrix assumes that the area includes any of the item to be foraged for. Foraging requires at least two hours with no other activity, and foraging rolls can only be made once every four hours of game time (excepting when the party moves into a new area where foraging is possible, e.g. shifting from desert terrain to a wooded terrain.)

Foraging Matrix

<u>Level of Ranger</u>	<u>% chance to:</u>		
	<u>forage food</u>	<u>forage herbs</u>	<u>find potable water</u>
2-3	10%	-	5%
4-5	30%	10%	20%
5-6	50%	20%	40%
6-8	70%	30%	60%
9-12	90%	50%	80%
13+	95%	75%	90%

Awareness

Rangers have the ability to avoid surprise. They will only be surprised by a roll of 1 on initiative against them, as opposed to a roll of 1 or 2.

Additional Skills

Rangers can select one of the following skills to add to their abilities at first level, and an additional one every third level (3,6,9,12,15):

Healing

The ability to provide immediate bandaging and treatment for wounds as well as the ability to treat diseases and speed recovery from wounds and energy losses. For immediate bandaging/field dressing of wounds, roll 3 or up on D20 for successful treatment. If treatment is successful, blood loss is stopped and the recipient is stabilized. Then roll D6-1 for points of health recovered. This treatment must be given within 30 minutes of game time since the wound was given.

For treatment, the ranger must successfully forage healing herbs and have time to prepare a poultice or other treatment (brew, slave, etc.) and administer it to the recipient, typically involving at least 2-4 hours of game time not including time used for foraging. On a successful treatment (3 or better on D20) the recipient will heal at twice the normal rate for the next D4 days for damage/life loss associated with the specific condition treated (existing wounds, disease, etc.)

Archery

Enhanced combat ability using a bow. Attack using bow and arrow as one level higher than for standard combat. One additional die of damage is done for each 4 levels of the Ranger.

Camouflage

Ability to do the equivalent of casting invisibility on nonmoving creatures or objects in wilderness areas. Requires 2 hours of preparation for every 400 square feet or so of area concealed. Camouflaging a single individual requires about 15 minutes, assuming materials are at hand.

If missile weapons that would not otherwise give away the position of camouflaged individuals are fired from the cover of camouflage, a member of the target group will need to make their "see hidden" roll to locate the shooter. One attempt to see hidden may be made by each member of the target group once for each missile fired by the camouflaged shooter (each shooter must be spotted individually so long as they are more than 6' away from each other.)

Stealth

Ability to move stealthily through wilderness areas as a thief of 4 levels below the character.

Animal Sense

Ability to sense the state of mind or conditions affecting animals in wilderness areas, or to do basic communication with semi-intelligent animals. E.g., sensing danger approaching from animal behavior, communicating with semi-intelligent birds, etc. Roll 20-level or better to successfully gain information that would otherwise take a special language or saving throw roll.

Wilderness Survival

Increase all forage abilities by 10%, decrease ill effects of weather or terrain on self and party (e.g. reduce effects of severe thunderstorm to the effects of an ordinary rainstorm by careful selection of route or preparation of camp, etc.)

Hunting

Rangers with hunting skill add 4 to their roll to hit when attacking unintelligent, edible creatures that are otherwise nonaggressive. They also surprise their prey on a roll of 4 or higher on their initiative roll (on D12.) The ranger may prepare the equivalent of 1 week's standard rations for each 100lb of total body weight of the animal before butchering. Butchering requires 1 hour per week of standard rations worth of food acquired from the animal, and cooking requires 4 hours per week's rations as well as the appropriate equipment.

Ambush

Ability to surprise at will on initiative roll 50% of the time. Works on intelligent and unintelligent creatures whether an ambush is anticipated by the victim or not. Roll for surprise (50% chance), if successful, then the ranger achieves surprise on their initiative. If the roll fails, then roll for initiative normally.

Saving Throws

When struck by the following types of attacks, roll 1D20 to determine whether the full effect of the attack is taken by the character, or whether the effect is nullified or reduced as noted. Rolling the indicated number or higher results on no or reduced effects.

Level	Death Ray/ Poison	Wands	Stoning/ Paralysis	Dragon Breath	Staves, Rods, & Spells
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13+	4	5	5	5	8

On Save:

No Effect for Ray, 1/2 Damage for Poison	1/2 Damage	No Effect	1/2 Damage	No Effect for Spells, 1/2 Damage for Staffs, Rods
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Resurrection:

When an attempt is made to resurrect a character, the given value or lower must be rolled on percentile dice for the resurrection to be successful. A character can only be resurrected a number of times equal to their constitution using normal resurrection spells.

Constitution:	3-6	7-10	11-12	13-14	15	16	17	18	19+
	30%	50%	75%	85%	90%	95%	98%	99%	100%

Ranger Magic

All rangers have the ability to **minister to animals**. They are able to cast 1st through 3rd level cleric spells of a beneficial variety on animals starting with one spell per day at level one and gaining one additional spell for every two levels the ranger advances (Ranger Level divided by two plus one spells per day.) These spells can only be used on animals, and have the same effect on the animal as if the spell were cast by a cleric of half the Ranger's level (minimum level of one.) These spells are obtained independently of the other spells that Rangers receive, and do not affect the number of spells they have prepared or have available for preparation each day. The ability to minister to animals is not affected by a ranger's characteristics.

Rangers with sufficient wisdom and intelligence gain the ability to cast 1 new druid spell every level after level 1, and 1 new magic-user spell for every level starting at level 5 up to level 10 (see below.) All spells are cast as "clerical" spells, including magic user spells. Rangers do not have the ability to research spells, write scrolls, use spells that allow the writing of scrolls (like Write), provide spells for alchemical potions, or use their spells in any way other than to cast them for the spell's effects. The magic user spells they know cannot be communicated to other magic users in any way, since they are not truly the same spells as the mages use, but rather a class spell ability.

The player may select the spells their character acquires at each level. They may have the number of spells indicated prepared to cast at any given time, after appropriate preparation of course. Preparation requires about 1/2 hour of meditation/prayer per spell, while performing no other activities.

For spells with level-dependent characteristics, those characteristics are set as if the spell were cast by a character of half the ranger's level. For example, if a 12th level Ranger casts a spell that does 1D4 damage for each level of the caster, then the spell would do 6D4 damage.

Ranger Arcane/Supernatural Spells Available:

<u>Level:</u>	<u>Spells Prepared:</u>	<u>New Spells:</u>
2	1	1 level 1 druid spell
3	2	1 level 1 druid spell
4	3	1 level 2 or lower druid spell
5	3	1 level 2 or lower druid spell, 1 level 1 magic user spell
6	5	1 level 3 or lower druid spell, 1 level 1 magic user spell
7	5	1 level 3 or lower druid spell, 1 level 2 or lower magic user spell
8	5	1 level 3 or lower druid spell, 1 level 2 or lower magic user spell
9	6	1 level 4 or lower druid spell, 1 level 3 or lower magic user spell
10	7	1 level 4 or lower druid spell, 1 level 3 or lower magic user spell
11	7	1 level 5 or lower druid spell
12+		no further spells

Rangers can use magic items usable by a fighter of the same level, as well as cleric and druid items, which are used as a cleric or druid of a lower level. This means that chances to identify and properly use the item, level restriction on the item, etc. are all as the level at which they use the item when using clerical or druidic items.

<u>Level:</u>	<u>Uses Cleric/Druid Magic Items as a Druid of Level:</u>
1	-
2	1
3	2
4	2
5	3
6	4
7	5
8	6
9	6
10	6
11+	7

Ranger Advancement

The Prime Requisite for rangers is Strength, with a secondary requisite of dexterity. Rangers receive no experience bonuses for their prime requisite score.

<u>Level</u>	<u>Title</u>	<u>Experience Points Required</u>	<u>Hit Dice</u>
1	Greenhorn	0	(All characters start at 8 Hit Points)
2	Scout	2,300	add 1D6 hit points per level
3	Pathfinder	4,500	
4	Guide	9,000	
5	Trailblazer	18,000	
6	Strider	36,000	
7	Borderer	72,000	
8	Guardian	130,000	
9	Observer	250,000	
10	Ranger	370,000	
11	Ranger Lord	500,000	
12	Woodland King	650,000	
Each Additional Level		+250,000	+2 hit points

Class Restrictions

Alignment

Rangers must maintain Lawful alignment when the Lawful-Neutral-Chaotic alignment system is used. When the 9-alignment system is used, rangers must maintain Good alignment. Any alignment change to neutrality, chaos, or evil will result in the immediate loss of all spell-casting capabilities. This includes acts performed while under control or compulsion.

While other non-magical skills are retained, all further advancement will be as a fighter unless lawful (or good) alignment is re-established through quest and atonement before the next level is accepted by the player. The player may delay leveling until enough experience points have been earned to gain the level after the next one while seeking to restore their alignment to continue progressing as a Ranger, if they wish.

For example, if a Ranger performs a chaotic (or evil) act (whether on purpose or under control) at, say, 100 experience points prior to gaining 5th level, they may delay leveling until they have enough experience points to gain 6th level as a Ranger. If they succeed in atoning and completing a quest given to regain their lawful (or good) alignment prior to having the experience points to become 6th level, then they may return their alignment to lawful (good), and become a ranger again. They will then receive 5th level and all experience points above those required to gain 5th level will be lost, but they will continue to advance as a ranger. If they receive enough experience points to make 6th as a ranger, but do not satisfy the conditions to become a ranger again, then they will become a 5th level fighter and will lose all experience points above the number necessary to attain that level.

If they choose at the outset to lose the ranger class and not delay leveling, then they will level normally in the fighter class with their new alignment. If they manage to perform all necessary actions to atone and return to lawful (or good) alignment prior to earning enough experience points for their next level, then they level normally as a ranger and there is no experience point loss.

If a ranger is converted to a fighter, all of the ranger's retainers and their animal companion will be lost as well as all ranger class skills and all spell-casting abilities.

Possessions

Rangers may not own any more possessions or money than they are capable of carrying. They will not use banks, allow others to hold possessions or money for them, or otherwise seek to extend their ownership to anything which they are not physically carrying with them. Any possessions they have which they are not capable of keeping they give away, they will not sell their possessions. They will only give their possessions to lawful characters or institutions, if they are unable to do this they will destroy or abandon any excess possessions. If they feel that some useful item may fall into the hands of chaos through abandonment, they will seek to destroy it, or give up some other possessions to allow it to be carried until it can be turned over to a trustworthy lawful owner or protector.

Hirelings and Followers

Rangers may not hire any hirelings or mercenaries or assistants of any sort until they reach level 10, at which time they may seek to attract a retinue as described below under Keeps and Retainers.

Keeps and Retainers

At or above 10th level, the Ranger may establish an outpost or stronghold in the wilderness. The outpost should be a secret place that can act as a base of operations for the ranger and their retainers within the wilderness area. The ranger will attract volunteer retainers to the number of $1D10 + (\text{Levels Above } 9 \text{ times } 2)$. The ranger and their retinue can subdue up to 3 miles of border, road, paths, or trails through the wilderness for each retainer. The ranger will receive 300GP per year in benevolent donations for each mile of road or path so protected that is used for commerce or by local inhabitants. There will be a 10% chance per new mile subdued each year that a significant magic item usable by the ranger or their retainers donated to support the cause. Each retainer will cost 20GP per level per year to support, though they will not need to be paid. For each retainer killed, there is a 10% chance that a new volunteer will replace them each month until a replacement appears.

All retainers will be of the same alignment as the ranger. If they change alignment permanently, they will leave the retinue.

Each year after the first that the stronghold is established and an area subdued there is a chance of the ranger's movement gaining notoriety and drawing an additional 1D10 retainers that year. The chance is 1% for each mile of land subdued and patrolled by the ranger and their retinue.

Ranger Leveling Guide

Upon reaching the level listed, perform the actions noted:

- 1: (New Character) Select one of the additional ranger skills to add to your character's skills.
- 2: Add 1D6 to hit points.
Select 1 level 1 druid spell to add to your spells.
- 3: Add 1D6 to hit points.
Select 1 level 1 druid spell to add to your spells.
Select one of the additional skills to add to your character's skills.
- 4: Add 1D6 to hit points.
Select 1 druid spell of level 2 or lower to add to your spells.
Obtain your creature companion.
- 5: Add 1D6 to hit points.
Select 1 druid spell of level 2 or lower to add to your spells.
Select 1 magic user spell of level 1 to add to your spells.
Update your character record sheet to show your new attack rolls.
- 6: Add 1D6 to hit points.
Select 1 druid spell of level 3 or lower to add to your spells.
Select 1 magic user spell of level 1 to add to your spells.
Select one of the additional skills to add to your character's skills.
- 7: Add 1D6 to hit points.
Select 1 druid spell of level 3 or lower to add to your spells.
Select 1 magic user spell of level 2 or lower to add to your spells.
- 8: Add 1D6 to hit points.
Select 1 druid spell of level 3 or lower to add to your spells.
Select 1 magic user spell of level 2 or lower to add to your spells.
- 9: Add 1D6 to hit points.
Select 1 druid spell of level 4 or lower to add to your spells.
Select 1 magic user spell of level 3 or lower to add to your spells.
Select one of the additional skills to add to your character's skills.
Update your character record sheet to show your new attack rolls.
- 10: Add 1D6 to hit points.
Select 1 druid spell of level 4 or lower to add to your spells.
Select 1 magic user spell of level 3 or lower to add to your spells.
You may establish an outpost or stronghold and attract followers.
- 11: Add 1D6 to hit points.
Select 1 druid spell of level 5 or lower to add to your spells.
- 12+: Add 2 to your hit points at each new level.