Delving Deeper

For Use with Labyrinth Lord™

Ranger

by John Adams & David Macauley
with Art by Andy "Atom" Taylor

Brave Halfling Publishing

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Ranger

by
John Adams
and
David Macauley
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Andy "Atom" Taylor

Quick Covers - Vol.1:
Leather and Brass
illustrated by Rick
Hershey, Small Niche
Games

Thanks for downloading this pdf! Brave Halfling Publishing wants to provide great resources for your role playing games. Thanks also goes to David Macauley his work proof-reading and "tweaking" two versions of the Ranger Class and to Moritz Mehlem, our proof-reader extraordinaire. And, of course, I cannot go one line further without giving special thanks my fantastic, Old-School artist, Andy "Atom" Taylor. He really does bring the words to life. I hope you find this pdf useful in your own Labyrinth Lord and Basic Edition games!

John Adams

(Coleston the Cavalier)

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Ranger (With Damage Bonus)

Requirements: STR 12, DEX 9, & WIS 12
Prime Requisite: STR and WIS
Hit Dice: 1d8
Maximum Level: None

Rangers are a sub-class of the fighter. They are masters of the outdoors, patrolling and protecting large stretches of wilderness from evil humanoids and monsters. Rangers often take on the role of spy, scout and the first line of defense for more civilized and settled areas. They are well-versed in combat and survival in wilderness settings. Rangers may use any weapons and armor, but they can only use their unique ranger abilities when wearing armor up through chain mail. They begin play with the standard 3d8x10 gold pieces (gp). Rangers use the Dwarf, Elf, Fighter, and Halfling Character Attack Table (LL, p. 60) and the Fighter Saving Throw table (LL, p. 55). Rangers have the following abilities:

Tracking Familiar with the signs left by humans, humanoids and various other creatures as they make their way through the wilderness, rangers can discover and follow the trail of those they are pursuing – sometimes even in the worst of conditions.

Move Silently As excellent hunters, rangers can move silently through wilderness settings.

Direction Sense Constantly traveling in unmapped and seldom-traveled areas, rangers learn how to keep their bearings.

Wilderness Survival Rangers learn how to live off of the land and survive even the harshest natural environments. If a ranger spends at least six hours a day gathering food and supplies (hunting, fishing, gathering fruits, berries, firewood, setting up a camp, etc.) they can keep a party of up to six adventures alive and well.

Damage Bonus Years of protecting human settlements from the ravages of evil humanoids and giants, allows rangers to closely study the fighting styles of these chaotic creatures. Knowing the best tactics to use against them, rangers adds a +1 damage bonus every third level against such creatures (Humans are not included in this list). Thus a 1st and 2nd level Ranger would receive a +1 bonus, +2 at levels 3-5, +3 at 6-8, +4 at 9-11, etc.

Ranger Level Progression

Experience	Level	Hit Dice (1d8)
0	1	1
2,5001	2	2
5,001	3	3
10,001	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9
460,001	10	+2 hp only*
610,001	11	+4 hp only*
760,001	12	+6 hp only*
910,001	13	+8 hp only*
1,060,001	14	+10 hp only*
1,210,001	15	+12 hp only*
1,360,001	16	+14 hp only*
1,510,001	17	+16 hp only*
1,660,001	18	+18 hp only*
1,810,001	19	+20 hp only*
1,960,001	20	+22 hp only*

Ranger Skills Table

Level	Tracking	Move Silently	Direction Sense	Wilderness Survival
1	23	23	17	14
2	27	27	23	17
3	30	30	27	20
4	37	37	31	23
5	40	40	35	33
6	43	43	45	43
7	53	53	55	53
8	63	63	65	63
9	73	73	75	73
10	83	83	85	83
11	93	93	95	95
12	95	95	97	97
13	97	97	99	99
14	99	99	99	99

Ranger (With Additional Skills)

Requirements: STR 12, DEX 9, & WIS 12
Prime Requisite: STR and WIS
Hit Dice: 1d8
Maximum Level: None

Rangers are a sub-class of the fighter. They are masters of the outdoors, patrolling and protecting large stretches of wilderness from evil humanoids and monsters. Rangers often take on the role of spy, scout and the first line of defense for more civilized and settled areas. They are well-versed in combat and survival in wilderness settings. Rangers may use any weapons and armor, but they can only use their unique ranger abilities when wearing armor up through chain mail. They begin play with the standard 3d8x10 gold pieces (gp). Rangers use the Dwarf, Elf, Fighter, and Halfling Character Attack Table (LL, p. 60) and the Fighter Saving Throw table (LL, p. 55). Rangers have the following abilities:

Tracking Familiar with the signs left by humans, humanoids and various other creatures as they make their way through the wilderness, rangers can discover and follow the trail of those they are pursuing – sometimes even in the worst of conditions.

Move Silently As excellent hunters, rangers can move silently through wilderness settings.

Hide Rangers are adept at hiding in the wilderness, becoming virtually invisible to those nearby. As they become more skilled, they can remain undetected by even the wild creatures of the area.

Direction Sense Constantly traveling in unmapped and seldom-traveled areas, rangers learn how to keep their bearings.

Listen Spending most of their time in the wild, Rangers soon become accustomed to the natural sounds of the land. This allows them to detect noise, or even a lack of noise, that is out of place or out of the ordinary.

Wilderness Survival Rangers learn how to live off of the land and survive even the harshest natural environments. If a ranger spends at least six hours a day gathering food and supplies (hunting, fishing, gathering fruits, berries, firewood, setting up a camp, etc.) they can keep a party of up to six adventures alive and well.

Ranger Level Progression

Experience	Level	Hit Dice (1d8)
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3	30	30	27	20
4	37	37	31	23
5	40	40	35	33
6	43	43	45	43
7	53	53	55	53
8	63	63	65	63
9	73	73	75	73
10	83	83	85	83
11	93	93	95	95
12	95	95	97	97
13	97	97	99	99
14	99	99	99	99

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