

Ranger



Requirements: INT 12, WIS 12, CON 15

Prime Requisite: STR, INT, WIS

Hit Dice: 1d6

Maximum Level: None

Rangers are fighters that specialize in wilderness survival, whether that wilderness be above or below ground. They adhere to their own sort of morals, such that they may be lawful, chaotic, or neutral with their larger world views, which may not reflect their disposition to other beings. In this regard, they have some similarity to the druids. Rangers must meet the prime requisite requirements for all of the prime requisite abilities listed above in order to receive a bonus to experience. Due to their vagabond lifestyles, rangers may only own what can be carried (on person and/or on a mount); any other items or treasure must be donated (but not to other PCs). Rangers can use any weapons and attack as fighters. Rangers can wear any armor and make saving throws as a fighter. Rangers cannot hire henchman until they reach 8th level. In addition, only three rangers can adventure together at a time, although there is no restriction of numbers of any other class in the adventuring party. Rangers have the following special abilities:

- Rangers receive +1 per level to damage against goblinoids and giants (bugbears, orcs, kobolds, goblins, hobgoblins, ogres, ettins, all giants, and trolls).
- Rangers are surprised only on 1 on 1d6; they may surprise others on 1-3 on 1d6.
- Rangers are able to track creatures in wilderness and underground environments. The base chance is 90% when in the wilderness, with +2% for every creature more than one in a party to be tracked. There is a cumulative penalty of -25% for every hour of rain, or -10% for every day that has passed since tracks were made. In underground environments, rangers must watch a creature to be tracked for 3 turns prior to tracking it, to observe its manner. The base chance in this case is 65% when underground, modified in the following manner:
 - -40% if the creature enters a secret door
 - -20% if the creature enters a concealed door or passage
 - -10% if the creature enters a normal door or otherwise takes a deviation from a path
 - No adjustment if the creature continues on a path without much deviation

Reaching 8th level: Rangers may use druid spells, as indicated below.

Reaching 9th level: Rangers may use magic-user spells, as indicated below.

Reaching 10th level: Rangers gain the ability to employ any magic item, excluding scrolls, which confers the ability to employ *clairaudience*, *clairvoyance*, *ESP*, or *telepathy*. Further, at this level rangers attain 3d6 followers of 1st or 2nd level from the ranger, fighter, cleric, or magic-user classes, to be determined randomly. Note that no more than two ranger followers may be attained.



Ranger Level/Spell Progression

Experience	Level	Hit Dice (1d6)	Druid Spells			Spell Level		Magic-User Spells	
			1	2	3	1	2	1	2
0	1	2	-	-	-	-	-	-	-
2,235	2	3	-	-	-	-	-	-	-
4,465	3	4	-	-	-	-	-	-	-
8,925	4	5	-	-	-	-	-	-	-
17,851	5	6	-	-	-	-	-	-	-
35,701	6	7	-	-	-	-	-	-	-
71,401	7	8	-	-	-	-	-	-	-
135,001	8	9	1	-	-	-	-	-	-
255,001	9	10	1	-	-	1	-	-	-
375,001	10	+2 hp only *	2	-	-	1	-	-	-
495,001	11	+4 hp only *	2	1	-	2	-	-	-
615,001	12	+6 hp only *	2	1	-	2	-	-	-
735,001	13	+8 hp only *	2	2	-	2	-	1	-
855,001	14	+10 hp only *	2	2	-	2	-	1	-
975,001	15	+12 hp only *	2	2	-	2	-	2	-
1,095,001	16	+14 hp only *	2	2	1	2	-	2	-
1,215,001	17**	+16 hp only *	2	2	2	2	-	2	-
1,335,001	18	+18 hp only *	2	2	2	2	-	2	-
1,455,001	19	+20 hp only *	2	2	2	2	-	2	-
1,575,001	20	+22 hp only *	2	2	2	2	-	2	-

*Hit point modifiers from constitution are ignored

**This is the maximum spell ability.

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None

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All text and tables.

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