

**RANGER (Strength)**

Every king, prince, general or mercenary captain needs specialized warriors whose skills go beyond sword and shield. It is knowledge of a foe, including their strengths weaknesses, movements, encampments and intentions, that is often vital to defeating an enemy. A ranger specializes in gathering this information and often fulfills this need for prince and king. Rangers are also inspired by causes or creeds, whether noble or ignoble, to battle enemies along the frontiers of their civilization, keeping in abeyance the vile depredations of evil marauders or mean beasts. They spend their lives in the trackless wastes and wilderness of the world traveling barren escarpments and dense forests in search of their foe, while studying, tracking and gaining an intimate knowledge of their manners and ways.

The ranger occasionally finds employment with a lord, baron, or other leader, and is usually commissioned to guard large tracts of land against interlopers or to serve as a scout for large armies. As often, rangers have committed themselves to a forsaken, bloody, yet noble cause – defending civilization, at all costs, against those creatures that would overrun them. The willingness of most rangers to take extreme measures in this defense ostracizes them from their more urbane brethren.

Often waylaying and combating these enemies alone or in small groups, with or without the knowledge or permission of their liege lords, the ranger can be driven by a cause greater than that of feudal loyalty. These brave and stalwart souls often live lonely and brutal lives far from the places they deem worthy of their protection. This isolation occasions skepticism and distrust from those who benefit from their vigilance.

The ranger is a warrior skilled at combating particular creatures which pose the greatest threats to the lands they protect. They have honed their skills at combating these foes through years of constant surveillance and combat – their knowledge extending well beyond fighting their enemies. Rangers can track their enemies, speak their tongues when possible, and learn their ways. The ranger's distance from cities and towns requires them to be dependent upon the land for sustenance and excellent outdoorsmen and are capable of living off land others may find barren or empty.

Rangers are found in the service of many disparate types of people and causes, whether good or evil, lawful or chaotic. Knowledge of subterfuge and combat prowess are not restricted to those who are of a noble nature, and some are desperate outlaws confounding local authorities and merchants alike.

The ranger's ability in combat is renowned. They take up armor and shield to stride stone battlements and fight alongside the best of warriors. However, a ranger's true expertise lies elsewhere and requires skills of a nature wholly unknown to others; hunting, interdiction, escape and evasion are often the ranger's most powerful weapons. Compound this with a ranger's focus on their foe's weaknesses, and it makes them a truly fearsome enemy.

Rangers must be able to move quickly through a variety of terrains. Heavy or bulky armor can seriously impair mobility, and so some restrictions apply to the armor types available for use by rangers. A ranger may utilize any medium shield or helmet. However, the use of any shield larger than a medium shield, or the wearing of a helmet larger than a normal helm, may limit mobility and restrict the use of abilities as the Castle Keeper deems fit.

**ABILITIES**

**COMBAT MARAUDER:** Rangers possess an extraordinary ability to combat their most common foes, humanoids and giants, due to intense training and study of their enemy's fighting techniques. When fighting humanoids (bugbears, gnolls, goblins, hobgoblins, kobolds, orcs and the like) or giants (giants, ogres and the like), a ranger inflicts extra damage. This damage bonus is +1 at first level, with an additional +1 gained at every level beyond first. For example, a 5th level ranger would inflict an additional 5 hp of damage for each successful hit against a humanoid or giant. The use of this ability is dependent upon the armor worn. Wearing armors other than those allowed reduces the ranger's mobility and swiftness of arm such that he cannot effectively use this ability.

**CONCEAL (Dexterity):** Rangers can conceal themselves extremely well in wilderness areas. With a successful dexterity check, rangers can camouflage themselves so well as to be unnoticeable by most passers-by. Rangers cannot conceal themselves and move silently at the same time until they reach 5<sup>th</sup> level. At this level and beyond, a ranger can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

Rangers cannot conceal themselves if being observed, even casually, before the conceal check is attempted. If the observer is momentarily distracted, the ranger can attempt to use this ability. While the observer averts its attention, the character can attempt to get to a hiding place of some kind. The attribute check, however, is at a -10 penalty because the character has to move quickly to the hiding place.

This ability cannot be used if armors other than those allowed are worn.

**DELAY/ NEUTRALIZE POISON (Wisdom):** A knowledge of flora and fauna enables a ranger to identify dangerous toxins and their symptoms, and rangers can apply remedies to slow or even nullify their effects. This ability can only be used with natural poisons (animals, plants, fungus, etc.) familiar to the ranger – usually those found in the region where the ranger spends most of their time, be it forest, desert or mountain. The only manufactured poisons with which a ranger is familiar are those produced by their favored enemy (see below). To succeed at this task, the ranger must have access to herbs and antidotes. The Castle Keeper must decide if the herbs are available or antidotes can be produced.

On a successful delay poison roll, the ranger can temporarily delay the effect of poisons. The onset or continuation of the effects of the poison are delayed for one hour per level of the ranger. This does not cure any damage the poison may have already caused. It takes one round to perform this action and the ranger may make only one attempt at this task.

If the delay poison roll exceeds the total score needed for success by 6 or more, the ranger has successfully neutralized the poison in the victim. The afflicted creature suffers no additional damage or effect from the poison, and any temporary effects are ended, but the neutralization of the poison does not reverse any damage or effects that have already occurred.

**MOVE SILENTLY (Dexterity):** The ranger is able to move silently in wilderness areas with a successful dexterity check. The ranger can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging. Rangers cannot perform this ability indoors. See *conceal* above for information on moving silently while attempting to conceal oneself.

This ability cannot be used if armors other than those allowed are worn.

**SCALE (Dexterity):** This extraordinary ability allows a ranger to climb up, down, or across a dangerous natural slope or inverted incline that others would find impossible to climb. When doing so, the ranger moves at one-half the character's normal speed. A failed scale check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and must suffer falling damage. Nothing can be carried in the ranger's hands while climbing. When climbing typical natural slopes and inclines, such as steep but rocky hillsides, a ranger need not make an attribute check to scale the surface.

This ability cannot be used if armors other than those allowed are worn.

**TRAPS (Wisdom):** A ranger is able to detect and build simple traps in a wilderness environment. When passing within 25 feet of a wilderness trap, a ranger is entitled to an attribute check to spot it. When actively searching for traps, the ranger receives a +2 bonus to the check. It takes one round to locate a trap in a 5 x 5 foot area, or one turn spent searching to locate a trap in a 25 x 25 foot area. A ranger cannot find magical traps with this ability.

A ranger can set simple traps in a wilderness environment. These include snares, pit traps and similar devices. Rangers cannot set complicated mechanical traps such as those found on treasure chests or on doorways. On a successful traps check, the ranger successfully builds and conceals a snare or pit trap. Snares can capture and hold creatures of up to medium height, and pit traps can be dug to deliver 1d4 points of damage (halved if the creature falling in it makes a successful dexterity saving throw). Rangers can also disable simple wilderness traps (of any type they can build) with little or no effort. No traps check need be made to do this.

**SURVIVAL (Wisdom):** In wilderness environments, rangers can provide shelter for themselves and others, and can provide decent food and water for several people, all without the need for an attribute check unless it is a large number of people. The ranger can forage and hunt for food and water. The ranger must spend 8 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the ranger wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is necessary. If successful, the ranger must spend an additional 8 hours gathering food to feed and water an additional 2-8 people. This additional effort allows the ranger to gather food and water for up to 4-16 creatures. The ranger can only hunt and forage for food twice per day.

For example, a ranger is attempting to feed 12 people. For 8 hours of effort, the ranger feeds 2-8 people automatically. The result is a 6, so the ranger has to feed 6 more people. On a successful wisdom check, the ranger can forage for another 8 eight hours and feed 2-8 more people.

In addition to the ability to provide food and shelter in the wilds, a ranger can automatically determine where true north lies in relation to the character in normal wilderness environments.

**TRACK (Wisdom):** The ranger can successfully track any creature in a wilderness setting that leaves a discernable trace. They can also determine characteristics about the creature being tracked. With a successful wisdom check, a ranger can find and follow a creature's tracks or trail for 5 hours. The ranger can also hide tracks at the same level of ability.

When tracking or hiding tracks from humanoids or giants, a ranger receives a +2 bonus to the attribute check. The Castle Keeper may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door.

A successful track check may also impart information about the creature(s) being tracked. Once a trail is found, a track check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (6-30), troop (20-100), or army (100+), and also one from the following categories: beast, fey, giant, humanoid, plant, vermin, or other (aberration, construct, dragon, elemental, magical beast, ooze, outsider, shapechanger, or undead). For many creatures, the ranger can not identify its exact type; only that it is a creature of such nature until some experience has been gained tracking it. A ranger can identify specific animal tracks with no effort. After having tracked a particular type of creature several times, the ranger can later identify its tracks. At 5th level, a ranger can identify the specific type of creature(s) being tracked if belonging to one of the following categories and with which the ranger has had some interaction: beast, fey, giant, humanoid, plant or vermin.

At 3rd level, a ranger can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects or wearing certain armor. The ranger might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Castle Keeper's imagination and desire to provide or enhance story elements during game play.

**FAVORED ENEMY:** At 6th level, a ranger chooses one specific type of creature as a favored enemy. For example, a ranger might choose goblin, or gnoll or hill giant. The Castle Keeper should require the player to choose an enemy that is consistent with the past history and storylines involving the character; ideally, a type of creature that the character has encountered and fought on several occasions in past adventures.

Knowledge of the favored enemy confers numerous bonuses to the ranger's ability checks. When combating a favored enemy, the ranger gains additional combat bonuses due to an advanced fighting style developed through the experience of repeatedly fighting that type of creature. The ranger gains a +2 bonus to hit against a favored enemy. The ranger also receives a +2 bonus to armor class when fighting a favored enemy. Further, when tracking the favored enemy, the ranger receives a +2 bonus to the tracking check. The ranger is also able to neutralize poisons of the favored enemy, whether manufactured or natural.

The combat bonus' of this ability cannot be used if armors other than those allowed are worn.

**PRIME ATTRIBUTE:** Strength

**HIT DICE:** d10

**ALIGNMENT:** Any

**WEAPONS:** Any

**ARMOR:** Breastplates, chainmail hauberk & shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather

**ABILITIES:** Combat marauder, conceal, delay/neutralize poison, favored enemy, move silently, scale, traps, survival, track

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	40,001
7	d10	+6	75,001
8	d10	+7	150,001
9	d10	+8	250,001
10	d10	+9	500,001
11	+4 HP	+10	725,001
12	+4 HP	+11	950,001

13+ 225,000 EP per level