Dragonborn Ranger

**Prime Requisite:** STR or CON **Requirements:** INT and WIS of 9

Hit Dice: d6 Maximum Level: 13

**Weapons:** any one-handed melee weapons, all missile weapons

**Armor:** leather armor or lighter

Advances in attack throws as a Fighter, +2 every 3. Cleaves up to once per level. Missile and melee damage bonus at levels 1, 3, 6, 9, and 12.

Dragonborn Rangers are creatures close to nature; as such, they are Difficult to Spot, able to hide in the wilderness on a 3+, or a 14+ in dungeons. The character's party receives a +5 to Wilderness Evasion, and can evade evn while surprised on a 19+. The character can Speak with Animals, and has a Totem Animal similar to a Shaman.

Title	XP :	Lvl
Vagrant	100	1
Wanderer	2300	2
Roamer	4600	3
Rambler	9200	4
Nomad	18400	5
Traveler	36800	6
Scout	75000	7
Trailblazer	150000	8
Ranger	285000	9
Fronteersman	420000	10
Pioneer	555000	11
Explorer	690000	12
Pathfinder	825000	13

The character's looks have a vaguely dragon-like influences: a tint to their skin, hair and eyes the color of their dragon ancestry, and smooth patches of snake-like scales on their joints and the back of their hands. They have a dragon-like resistance to an element (which gives a +2 to saves against it, and renders them to basic mundane damage from that element), and three times a day, can produce a breath attack that does 1d4 damage per level, matching their place of birth:

Mountains (Blue): royal blue to cyan; lightning

Desert and the open plains (Brown): sand to burnt orange; wind Oceans and lakes (Sea): sea green to navy blue; cloud of steam

Tundra (White): icy blue to white; freezing vapor

Hills and mountains (Red): yellow-orange to deep red; fire

Forests and jungles (Green): olive to forest green; poison vapor

Swamps and wetlands (Black): dark green to black; acid

Sinkholes of evil (Wyrm): mottled black; fetid gas (chaotic only)

All breath attacks can be used up to three times per day, and a successful save vs Blast will reduce damage by half. Fire and Wind use a cone 20' wide by 40' long; Fire can set mundane items on fire, while Wind blows small items, ruffles pages, and anything a stiff wind could do. Lightning and Acid use a line 60' long and 5' wide, and can melt metal or burn/dissolve wood to extend its full distance. Steam, Freezing Vapor, and Poison fill a 20' cube; Steam and Freezing Vapor cause missile attacks in the next round to be at a -1. Instead of saving vs. Blast for poison, save vs Poison/Death.

All Dragonborn are immune to ghoul paralysis, and live a lifespan three times longer than humans. They have 45' Infravision, and are Expert Bargainers (as the proficiency). They can detect secret doors on an 8+, or a 14+ when not actively searching. They speak Draconic, Dwarf, Elf, and their choice of a beastman language.

Class Proficiencies list: Alertness, Ambushing, Animal Husbandry (G), Animal Training (G), Beast Friendship, Berserkergang, Blind Fighting, Caving (G), Climbing, Combat Reflexes, Combat Trickery: Disarm, Combat Trickery: Force Back, Combat Trickery: Incapacitate, Combat Trickery: Overrun, Endurance (G), Fighting Style, Magical Music, Mapping (G), Mimicry (G), Naturalism (G), Navigation (G), Precise Shooting, Riding (G), Running, Skirmishing, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

## Save information:

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