



Level	Title	Exp. Points	Hit Dice	Spells Cleric			Spells Magic-User		
				1	2	3	1	2	3
1	Runner	0	2d6	---	---	---	---	---	---
2	Strider	2250	3d6	---	---	---	---	---	---
3	Scout	4500	4d6	---	---	---	---	---	---
4	Guide	10,000	5d6	---	---	---	---	---	---
5	Pathfinder	18,000	6d6	---	---	---	---	---	---
6	Warder	37,000	7d6	---	---	---	---	---	---
7	Guardian	84,000	8d6	---	---	---	---	---	---
8	Ranger-Knight	145,000	9d6	1	---	---	---	---	---
9	Ranger-Lord	215,000	10d6	1	---	---	1	---	---
10	10th Level Ranger-Lord	240,000	10d6+2*	1	2	---	1	---	---
11	11th Level Ranger-Lord	420,000	10d6+4*	1	2	---	1	2	---
12	12th Level Ranger-Lord	585,000	10d6+6*	1	2	3	1	2	---
13	13th Level Ranger-Lord	705,000	10d6+8*	1	2	3	1	2	3
14	14th Level Ranger-Lord	825,000	10d6+10*	2	2	3	1	2	3

RANGERS

Rangers are human protectors of the civilized lands, guarding against the dangers of the wilds. Great literary heroes such as Aragorn were rangers. Rangers are a sub-class of Fighters and they must always remain Lawful or lose all the benefits they gained (except, of course, experience as a fighter).

The prime requisite for a Ranger is strength, but they must also have both Intelligence and Wisdom scores of at least 12 each, and a Constitution of at least 15. A Ranger character whose Strength, Intelligence, or Wisdom score is 13 or greater will receive a 5% bonus to earned experience. Rangers whose Strength, Intelligence, and Wisdom scores are 13 or greater will receive a bonus of 10% to earned experience.

RESTRICTIONS:

- Rangers use six-sided dice (d6) to determine their hit points. They receive (2d6) hit dice at first level, unlike other classes who only receive one hit die.
- They may use any weapon, wear any type of armor, and may use shields.
- They may own only that which they can carry with them, and excess treasure or goods must be donated to a worthy cause.
- They may not hire any men-at-arms or other servants or aides of any kind whatsoever until they attain 8th or higher level.
- Only two characters of the Ranger class may operate together.
- Drawbacks which apply to the 8th and higher levels are: Followers who are killed cannot be replaced, although regular hirelings can be. As already mentioned, if a Ranger turns Neutral or Chaotic he loses all benefits of the class, becoming an ordinary Fighter.

*Constitution adjustments no longer apply.

SPECIAL ABILITIES: They have the ability to track the path of most creatures when outdoors, and even in dungeons they are often able to follow: The ranger so tracking must have observed the monster no more than three turns previously when in dungeon situations.

Use the following percentages each time one of these is encountered while tracking underground:

<u>Creature's Action</u>	<u>Chance to Track</u>
going along normal passage or room	65%
passes through normal door or uses stairs	55%
goes through trap door	45%
goes up or down a chimney or through concealed door	35%
passes through secret door	25%

- In the outdoors, the Ranger has a basic 90% chance of following a trail, with a 10% reduction for every day old the signs are, a 25% reduction for every hour of precipitation, and a 2% bonus for each creature above 1 in the party being tracked. Tracking must begin at a place where the creature was observed.
- Because of their ability to track Rangers also are difficult to surprise, requiring a roll of 1 instead of 1 or 2. They are stealthy and surprise opponents 50% of the time (d6, score of 1 through 3).
- All Rangers gain a special advantage when fighting against monsters of the Giant Class. For each level they have gained they add +1 to their damage die against these creatures, so a 1st Level Ranger adds +1, a 2nd Level +2, and so on. Giant class creatures are: Bugbears, ettins, giants, gnolls, goblins, hobgoblins, kobolds, ogres, ogre-magi, orcs, and trolls.
- Upon reaching the 8th and higher levels, Rangers begin to accrue a number of advantages besides the use of spells already indicated.
- From 2-24 followers will join the character as soon as 9th level is attained by him. These followers are detailed later. Special Followers: for each of the 2-24 followers the Ranger gains, a dice roll must be made to determine what the follower's class is. Further dice rolls to determine type, class, and/or level will also be necessary.
- Ranger-Knights are able to employ magic items which heal or cure disease, including scrolls.
- Ranger-Lords are able to employ all devices which deal with Clairvoyance, Clairaudience, ESP, Telepathy, Telekinesis, and Teleportation, including scrolls.
- Attacks per round vary depending on the level of the ranger: Levels 1-7 rangers may attack 1 time per round. Levels 8-14 rangers may attack 3 times in 2 rounds, alternating once in first round, then twice in next round. Levels 15 and up rangers may attack twice per round.

9th Level Ranger-Lord Follower Type	Percentile Roll Result	Level (roll separately from Class)
Cleric	1-14%	1-50% - 2nd Level
Dwarf	15-29%	51-65% - 3rd Level
Elf	30-44%	66-80% - 4th Level
Fighter	45-70%	81-90% - 5th Level
2 Halflings	71-74%	91-99% - 6th Level
Magic-User	75-88%	100% - 7th Level
Ranger (only one)	89-93%	
Thief	94-99%	
Extraordinary (see special table)	100%	

Extraordinary Followers	
1-20%	Griffon
21-40%	Lawful Werebear
41-55%	2 Unicorns
65-70%	Pegasus
71-80%	Hill Giant
81-90%	Stone Giant
91-99%	Golden Dragon
100%	Take two rolls ignoring any 100s which might come up

