

ORIGINAL DUNGEON RULES

Supplemental Material

The Ranger

The information found within is derived from a multitude of sources that are no longer printed in their original form. Much of the class is based upon that designed by Joe Fischer for the Strategic Review #2, which drew inspiration from literary characters appearing in J.R.R. Tolkien's LORD OF THE RINGS novel. Alterations of these ideas, and other materials that have been developed and appearing in the years since, are all interpretations of, and owe their existence to, the authors mentioned. Any original game mechanic, or component appearing here for the first time is to be considered Public Domain and free to use.

THE OD&D RANGER

Any Lawful or Neutral Fighting Man (human or half-elf) with a CON ability score of 15 or better can choose to become a "Ranger." If the player decides upon creation of the character to opt for this, the ranger will use a separate HD for advancement rate than the fighting man that decides to do so at a later time in his/her career. The two HD trajectories are seen as follows:

RANGER LEVEL	HD AT CREATION	HD AT LEVEL-SWITCH*
1 Tracker	1+3	1+1
2 Scout	2+2	2
3 Senior Scout	3+1	3
4 Master Scout	4	4
5 Chief Scout	5	5+1
6 Guide	6+1	6
7 Guardian	7+1	7+1
8 Pathfinder	8	8+2
9 Ranger**	9+1	9+3
10 Ranger Lord	10	10+1
11 Ranger Lord	11	10+3
12 Ranger Lord	11+1	11+1
13 Ranger Lord	11+3	11+3
14 Ranger Lord	12	12
15 Ranger Lord	12+1	12+1

* This column is identical to a fighting man. When a level 3 fighter(having 3HD) decides to become a ranger, he then converts to the ranger table, and gains 1hp(as shown). In some instances, the fighting man suffers a reduction of hp (at levels 5, 8, 9, and 10). This is due to the extensive training he undertakes in his ranger skills, to the detriment of his ability to sustain damage; think of it as a boxer who has been *out of the ring* for a while and then returns. (Ranger class skills are subject to this *switching* and explained later)

** This is the maximum level a Half-elf character can reach.

Rangers use the same XP to advance as the Fighting Man and Paladin.

Rangers can use all melee and missile weapons as a Fighting Man, and can wear any armor; they prefer not to use shields, as their two-handed use of weapons gains them certain advantages as indicated in the tables to follow.

RANGER CLASS SKILLS

TRACKING

At 1st level and thereafter all rangers gain the ability through extensive study of tracking any animal or creature/monster that leaves a physical trail. Whether going down a normal passage, or passing through a door of any sort, or up a chimney/tree, the ranger can follow residue signs left behind. To do so he/she must make an ability check for each turn following the trail; if at any time the check fails, he/she has lost the trail. In order to track, the ranger must take the average(dropping fractions)of his INT and WIS scores combined, and roll equal to or less than the derived number on 3d6. For each level gained the ranger can subtract a like number from his or her roll to achieve this. All "Giant class creatures" (Kobolds-Giants)gain the ranger a minus to his or her roll equal to the HD of the creature/s involved. (Those less than 1HD are treated as 1 HD)

<u>Track Conditions:</u>	<u>Tracking Modifier:</u>
Fresh(within 1-6 HR)	As rolled
Good(7-12 HRS old)	+1
Fair(13-24 HRS old)	+2
Poor (25+ HRS old)	+3
Hard packed trail	+2
Soft earth/soil trail	-1
More than 4 small creatures	-2
More than 1 large creature	-3

WEAPON EXPERTISE

All rangers can use the battleaxe, flail and sword with two-hands which gains them an additional 3 points of damage generated (d6+3) upon successfully striking an opponent. However, such strikes always come at the end of the round, even if the characters--as a group--won initiative and go first. When using the large Two-handed sword, they do not gain such a bonus. (If the optional system of variable weapon damage from Greyhawk supplement is used, the bonus is half of what the weapon normally inflicts.) When attacking "Giant-Class" creatures, rangers add 1 point of damage to their target-victim per every 2 levels they have achieved (i.e., +1 for 1st-2nd level, +2 for 3rd-4th levels, +3 for 5th-6th levels, etc.).

Rangers use bows in the wilderness over melee weapons more than any other class. Their experience in dropping fast moving targets at all ranges--and in herd groups--translates favorably for them in dungeon and melee situations. As long as they are not engaged in melee(i.e., fending off immediate attacks by beings and/or monsters with weapons or natural weapons) and have 10 to 30 feet available space, rangers can fire at opponents--even those attacking their companions--with but a small chance of the attempt turning bad and striking their associate/s. Rangers with Dexterity below 9 have a 5% chance per point (i.e., 5% for D8, 10% for D7, 15% for D6, 20% for D5, 25% for D4, 30% for D3) of accidentally shooting an associate only if the attempt to shoot the enemy target fails! For high Dexterity, the ranger is able to place the shot in a vital spot of the target, causing more damage. Thus, such hits with high Dexterity scores will add 1 point of damage per point above 14 (i.e., +1 for D15, +2 for D16, +3 for D17, +4 for D18), but only if the shot hits the enemy target. (Note; this does not include adding the ranger's melee bonuses vs. "Giant-Class" creatures.)

FOLLOWERS

Rangers attract woodland followers as a rule; only such types are willing to tolerate the wilderness life that their master requires of them. Because rangers are, by custom, loners and seldom gather in groups, they tend to attract these types earlier than other classes. However, in the beginning, these loyal followers are not very powerful, and easily killed by the ranger's numerous natural enemies. (Note: ranger followers will be cordial and friendly with humans and dwarves that respond in like to their master. They also look favorable upon elves and hobbits.) Use the following table to determine if and when the ranger attracts such types.

Ranger	Follower types								
Level	Black Bear	Blink Dogs(1-4)	Centaur	Druid	Giant Weasel(1-2)	Hawk	Pegasus	Treant	Wolves(1-6)
5	NA	01-25	26-35	NA	36-80	81-00	NA	NA	NA
8	01-35	NA	NA	36-55	56-65	66-75	NA	NA	76-00
9	01-45	NA	46-55	NA	NA	NA	56-75	76-00	NA
10	NA	01-35	NA	36-55	NA	56-75	76-00	NA	NA

POSSESSIONS

This class does not settle down per se, as others are inclined to. The love of the open range and skies above are to the ranger what the vast, open sea is to a sailor. Though temporary shelters are used to fend off the assault of inclement weather, and for retiring during winter months when most game is in hibernation, even then the ranger will be out-of-doors as much as possible; claustrophobia being a common trait among the folk. Because of this attitude, rangers travel light. They do not weigh themselves down with items and gear that are associated with city lusts. Even treasure and wealth, when artificial, does not interest the ranger much. Only if having such can obtain him or her things(i.e., equipment) to make wilderness life a bit less tedious.

Rangers are not interested in the accumulation of money. Most of their life they use the barter system among their own kind, and with beings of the wilder lands, to attain what they need. Through this system of exchange, they learn to speak and communicate in more tongues than the average person.

LANGUAGES

Because of their style of living(as just mentioned above), rangers develop a keen sense for picking up various languages. At first level(or the level at which a fighting man switches to be a ranger), the character begins with the ability to speak the Common tongue shared by all races, the Trade tongue of ranger folk, elf, druid and brownie. They can communicate through grunts, growls, hisses, shrieks, whistles, to their animal companions with 70% success, as long as the commands are simple actions the creatures can accomplish.

SPELL LIKE ABILITIES

Rangers have developed abilities that appear magical at times. What the source of these might be is not easily discovered; perhaps it is their zealotry regarding the natural world--perhaps the nature spirits that they worship and follow. Whatever the case, these should be treated with the same regard as those exhibited by the paladin.

1. They receive a +3 bonus to their Save vs. Paralyzation/Ghoul touch. If failed, the effect lasts only 1-3 rounds.
2. They are immune to Fear(from spells or monster abilities).
3. They Save vs. Illusion/s as if a Magic User of equal level. Only actual Ranger level is considered.
4. Using camouflage (natural or designed) the ranger can become invisible in natural surroundings and remain so until he or she attacks.
5. They can counter the singing charm of Harpies by chanting in poetic verse, allowing their self and all within a 10' radius protection while it is maintained. The ranger can do nothing else when engaging this ability, save to move slowly.
6. Can survive on 1/2 the rations of other classes for up to 14 days without threatening consequences. For each ranger level gained, the character can last an additional day without harm.
7. Can find water(a stream, pond, waterfall, in plants, etc.)by spending 6 Turns searching, if the source is within 3 miles when commenced. For each ranger level gained, 1/2 mile is added to the range of operation.
8. They cannot be surprised by others in the wilderness. In dungeons, they can only be surprised on a roll of 1, and when such is the case, the distance is always the greater range as described(20-30').
9. They can never become lost in the wilderness; they will always know the major compass directions (N, S, E, W) and--generally--what time of day it is. (i.e., pre-dawn, mid-morn, late morn, mid-day, late day, pre-dusk, etc.)

ALIGNMENT

Should a ranger ever become Chaotic, he or she will simply flee into the wilderness at the earliest opportunity, seeking out a reclusive existence until he or she goes mad and dies. Only magical intervention can stop and eradicate the condition. Moving from Lawful to Neutral or the reverse does not affect their abilities.

FIGHTER TO RANGER SWITCHING

Fighters that wait and decide to switch to ranger after gaining a few levels will find that, while doing so is possible, the ranger skills obtained will suffer in comparison to those that opted this choice from the beginning. From the table that follows it is clear to see that the sooner one switches, the lesser will be the discrepancies between the two choices. Why, then, would a Fighting Man wait before switching? It is possible that the fighter lacked the high CON score (15) to qualify for the class. Say the character only had a score of 12-13, but after many adventures as a fighter, he/she was able to raise his or her CON by magical means to 15. At this point it is now possible to make the switch. (Artificial means that are temporary: potions, rings, belts, etc., that might raise one's CON for a short time will not be sufficient to allow such a switch.)

To understand the table that follows apply this example. A L2 fighter decides to switch to L2 ranger. But he will now function in all ranger abilities and skills as if one level lower. A L3 fighter switches to L3 ranger, and functions at two levels lower! The further one delays, the lower in gained ranger ability one performs at. Eventually, it becomes pointless to switch at mid to high levels, only to perform at 1st level and have to begin working the ranger skills up all over again.

FM	RANGER LEVELS SWITCHED TO/LEVELS AT WHICH CHARACTER WILL OPERATE IN NEW CLASS										
LVL	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	10TH	11TH	12TH
2	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	10TH	11TH
3	---	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	10TH
4	---	---	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
5	---	---	---	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH
6	---	---	---	---	1ST	2ND	3RD	4TH	5TH	6TH	7TH
7	---	---	---	---	---	1ST	2ND	3RD	4TH	5TH	6TH
8	---	---	---	---	---	---	1ST	2ND	3RD	4TH	5TH
9	---	---	---	---	---	---	---	1ST	2ND	3RD	4TH
10	---	---	---	---	---	---	---	---	1ST	2ND	3RD
11	---	---	---	---	---	---	---	---	---	1ST	2ND
12	---	---	---	---	---	---	---	---	---	---	1ST

Thus checking the table above, one can see that a Fighting Man switching at L6 will only receive the skills of a Ranger L1, and reach his maximum ranger skills (L7) at character L12. While his friend, one who chose the ranger class at the beginning of his career, will attain 12th level ranger skills. **Note: not all ranger skills are tied to levels, and in those instances, there is no difference what level the ranger is in order to perform the skill.** (1,2,4 and 5 are examples of such.)

Only Fighting Men can choose to be a ranger. Those that become paladins cannot, unless they are stripped of all their paladin abilities, and become a Fighting Man again. Rangers cannot be paladins. There is no multi-class sharing of these classes, except regarding XP required per level, their combat rolls needed to hit AC, their Saving Throws, and their ability to use all types of armor and weapons, and certain magical items.

SPECIAL ITEMS CREATED FOR RANGERS ONLY

Bow of Giant Slaying. Versus all true giants(hill, stone, etc.)missiles from this bow receive a +3 bonus to hit, and cause 2d6+1 damage per strike.

Battleaxe +1/+3 vs. Giant-Class creatures.

Hide armor. This is created for the ranger by druids and is made from various hides the ranger obtains. Though this does not have a general + protection, vs. types that the hide comes from it is considered as the same AC as the creature attacking the ranger. (i.e., AC5 vs. Bugbear, AC7 vs. Lycanthropes, AC2 vs. Umlberhulk, etc.)It is very rare, and not available to anyone but a ranger. (It includes headgear, gloves and boots.)

Dust Scent. Like hide armor, this powder is concocted especially for rangers by druids. It comes in small leather pouches, and when sprinkled liberally over his person, the ranger will lose all human scent and blend into the natural surroundings he is in for 6 + 1d6 Turns. During this period animals/monsters indigenous to the location will not be able to detect his presence and he will always surprise them.