

OLD SCHOOL RULES



HUNTER

The Hunter

Not all whom master the wilds are rangers or druids. Others equally adept outdoors stalk the forests and plains, hunting for prey as if they too were part of nature.

Hunters are a sub-class of fighter, especially adept with ranged weapons, and with wilderness skills

Requirements: Dexterity 12+, Constitution 10+

Races Allowed: Elf, Half Elf, Human, Half-Orc

Prime Requisites: Dexterity

Weapons Allowed: Any

Armor Allowed/Shields Allowed:
Any non-plate/None

To Hit/Saves: Fighter/Fighter

Class Abilities:

The hunter tracks as per a ranger as well as moves silently and hides in shadows as per a thief or rogue. In the latter case, penalties apply if the ranger is wearing armor heavier than leather armor. While a hunter has no backstab ability as per a thief/rogue, it does potentially allow them a +4 to hit bonus from hitting an unaware target from behind.

The hunter's agility gives him a degree of ambidexterity, allowing the hunter to dual wield weapons without penalty, depending on the armor worn. Hunters wearing leather or light may wield any two single handed weapons, but while wearing armor heavier than leather (even magical or elfin chain), the second weapon must be smaller than the first

Hunters often employ animals to help them hunt and have an extra loyal animal companion. This companion can be a wolf, dog, cat, lynx, emu, or other animal with no more than 2+2 HD.

This animal will generally follow the hunter's orders, but will not suicidally attack creatures stronger than itself.

The hunter may opt to not have an animal companion and gain an extra weapon proficiency every 4 levels (including 1st), thus allowing them to specialize in a melee weapon in addition to bow at 1st level.

Hunters are experts with missile weapons (excluding

darts, daggers, and knives), above and beyond any specialization they have with them.

They gain a +1 bonus to hit and damage at 3rd level, increasing to +2 at 6th, +3 at 9th, +4 at 12th, and +5 at 15th.

For bows, this also increases each range increment by 10 per +1.

This bonus is not magical in nature and does not allow them to damage monsters only hit by magical weapons.

Lastly a hunter is knowledgeable about wilderness lore. This allows them to identify plants and animals, determine if water is good to drink, etc, as per a druid. Unlike a druid, this knowledge is sometimes imperfect. It also allows them to know any legends of their hunting ground

This skill also allows them to mimic the sounds of animals as well as construct snares and similar traps as per a barbarian.

At 9th level, a hunter may build a hunting lodge (costing at least 25,000 gp, as it's a large and sturdy multi-room building, plus outlying sheds and possibly a wall) in the wilderness.

Doing so he attracts 2-5 hunters of 1st level (of similar demographics of surrounding area where lodge was built) and a 4th level hunter as a "major domo"

The First Edition Hunter Advancement Table								
Level	Experience Points Required	Hit Dice	Title	Special	Track	Move Silently	Hide in Shadows	Nature Lore
1st	0	1d10	Forester	Hunting Pet	20%	15%	10%	80%
2nd	2,250	2d10	Woodsmen		30%	20%	15%	82%
3rd	4,500	3d10	Chaser	+1 missiles	40%	25%	20%	84%
4th	10,000	4d10	Tracker		50%	30%	25%	86%
5th	20,000	5d10	Courser		60%	35%	30%	88%
6th	40,000	6d10	Pursuer	+2 missiles	70%	40%	35%	90%
7th	90,000	7d10	Stalker		80%	45%	40%	92%
8th	150,000	8d10	Huntsman		90%	50%	45%	94%
9th	225,000	9d10	Hunter	+3 missiles	100%	55%	50%	96%
10th	325,000	9d10+3	Huntmaster		110%	60%	55%	98%
11th	650,000	9d10+6	Huntmaster		120%	65%	60%	99%
12th	975,000	9d10+9	Huntmaster	+4 missiles	120%	70%	65%	99%
13th	1,300,000	9d10+12	Huntmaster		120%	75%	70%	99%
14th	1,625,000	9d10+15	Huntmaster		120%	80%	75%	99%
15th	1,950,000	9d10+18	Huntmaster	+5 missiles	120%	85%	80%	99%
16th	2,275,000	9d10+21	Huntmaster		120%	90%	85%	99%
17th	2,600,000	9d10+24	Huntmaster		120%	95%	90%	99%
18th	2,925,000	9d10+27	Huntmaster		120%	99%	95%	99%
19th	3,250,000	9d10+30	Huntmaster		120%	99%	99%	99%
20th	3,575,000	9d10+33	Huntmaster		120%	99%	99%	100%
21st	3,900,000	9d10+36	Huntmaster		120%	99%	99%	100%
22nd	4,225,000	9d10+39	Huntmaster		120%	99%	99%	100%
23rd	4,550,000	9d10+42	Huntmaster		120%	99%	99%	100%
24th	4,875,000	9d10+45	Huntmaster		120%	99%	99%	100%
25th	5,200,000	9d10+48	Huntmaster		120%	99%	99%	100%

Weapon Proficiencies: 3 at first level, 1 additional every 4 levels. -2 non-proficient penalty (4 at 1st level, 2 every additional 4 levels if no animal companion is chosen).

Non Weapons Proficiencies: 4 at first level, 1 additional every 3 levels

Attacks Per Melee Round: 1st - 7th Level: 1/1, 8th - 14th Level: 3/2, 15th Level and up: 2/1

Starting Money: 20-120 gp (2d6x10)

Level Limits (if you use them): As Ranger.

Note: As a Fighter sub-class, the Hunter gains exceptional strength if their strength ability score is 18, and increased hit points due to constitution over 16. They may also specialize in weapons,

The Original Edition Hunter Advancement Table								
Level	Experience Points Required	Hit Dice	Title	Special	Track	Move Silently	Hide in Shadows	Nature Lore
1st	0	1d8	Forester	Hunting Pet	20%	15%	10%	80%
2nd	2,250	2d8	Woodsman		30%	20%	15%	82%
3rd	4,500	3d8	Chaser	+1 missiles	40%	25%	20%	84%
4th	10,000	4d8	Tracker		50%	30%	25%	86%
5th	20,000	5d8	Courser		60%	35%	30%	88%
6th	40,000	6d8	Pursuer	+2 missiles	70%	40%	35%	90%
7th	90,000	7d8	Stalker		80%	45%	40%	92%
8th	150,000	8d8	Huntsman		90%	50%	45%	94%
9th	275,000	9d8	Hunter	+3 missiles	100%	55%	50%	96%
10th	400,000	9d8+2	Huntmaster		110%	60%	55%	98%
11th	525,000	9d8+4	Huntmaster		120%	65%	60%	99%
12th	650,000	9d8+6	Huntmaster	+4 missiles	120%	70%	65%	99%
13th	775,000	9d8+8	Huntmaster		120%	75%	70%	99%
14th	900,000	9d8+10	Huntmaster		120%	80%	75%	99%
15th	1,025,000	9d8+12	Huntmaster	+5 missiles	120%	85%	80%	99%
16th	1,150,000	9d8+14	Huntmaster		120%	90%	85%	99%
17th	1,275,000	9d8+16	Huntmaster		120%	95%	90%	99%
18th	1,400,000	9d8+18	Huntmaster		120%	99%	95%	99%
19th	1,525,000	9d8+20	Huntmaster		120%	99%	99%	99%
20th	1,650,000	9d8+22	Huntmaster		120%	99%	99%	100%
21st	1,775,000	9d8+24	Huntmaster		120%	99%	99%	100%
22nd	1,900,000	9d8+26	Huntmaster		120%	99%	99%	100%
23rd	2,025,000	9d8+28	Huntmaster		120%	99%	99%	100%
24th	2,150,000	9d8+32	Huntmaster		120%	99%	99%	100%
25th	2,275,000	9d8+34	Huntmaster		120%	99%	99%	100%

Note: If using the OE retro-clone that uses a single saving throw, it starts at 15 at 1st level and decreases by 1 every level until reaching 4.

As a Fighter sub-class, the Hunter gains exceptional strength if their ability score is 18, as well as improved armor class if their dexterity is over 14.

The Basic and Expert Edition Hunter Table								
Level	Experience Points Required	Hit Dice	Title	Special	Track	Move Silently	Hide in Shadows	Nature Lore
1st	0	1d8	Forester	Hunting Pet	20%	15%	10%	80%
2nd	2,250	2d8	Woodsman		30%	20%	15%	82%
3rd	4,500	3d8	Chaser	+1 missiles	40%	25%	20%	84%
4th	10,000	4d8	Tracker		50%	30%	25%	86%
5th	20,000	5d8	Courser		60%	35%	30%	88%
6th	40,000	6d8	Pursuer	+2 missiles	70%	40%	35%	90%
7th	90,000	7d8	Stalker		80%	45%	40%	92%
8th	150,000	8d8	Huntsman		90%	50%	45%	94%
9th	225,000	9d8	Hunter	+3 missiles	100%	55%	50%	96%
10th	325,000	9d8+2	Huntmaster		110%	60%	55%	98%
11th	650,000	9d8+4	Huntmaster		120%	65%	60%	99%
12th	975,000	9d8+6	Huntmaster	+4 missiles	120%	70%	65%	99%
13th	1,300,000	9d8+8	Huntmaster		120%	75%	70%	99%
14th	1,625,000	9d8+10	Huntmaster		120%	80%	75%	99%
15th	1,950,000	9d8+12	Huntmaster	+5 missiles	120%	85%	80%	99%
16th	2,275,000	9d8+14	Huntmaster		120%	90%	85%	99%
17th	2,600,000	9d8+16	Huntmaster		120%	95%	90%	99%
18th	2,925,000	9d8+18	Huntmaster		120%	99%	95%	99%
19th	3,250,000	9d8+20	Huntmaster		120%	99%	99%	99%
20th	3,575,000	9d8+22	Huntmaster		120%	99%	99%	100%

Specialist Archery:

Specialization in the bow is different than melee weapons. Instead of giving a +1 to hit, +2 damage, it instead creates a "point blank" range (from 6' to 30') where the wielder gets a +2 to hit and +2 damage and causes double damage (generally 2-12 + 4) plus bonuses for strength, magic, and hunter's special ability with bows.. This bonus drops to +1 to hit and damage at short range (with no double damage).

In addition, there are special types of attack. These are available to anyone who has specialized in bows (thus fighters, rangers, and other classes capable of specialization), collectively called "the archer"

Aimed Shot – The archer does nothing for a combat round (or a minute) except aim. The next round, he fires a shot with +4 to hit. (This works with **snipe**)

Snipe – When firing at a target at medium range or the archer may forgo multiple attacks and aim for a weak point. On a successful hit damage is increased by the amount of the roll over the number needed.

For instance, Avorn the 10th level Hunter snipes at a Bugbear (AC 5 or 15). He needs to roll a 6, and has bonuses of +3 (due to dexterity), +3 due to his magical bow, and +3 due to being a 10th level hunter. He rolls a 15, plus 9, for a total of 24 . He needed a 6 and exceeded it by 18, so does 18 extra damage

Aimed shots (see above) and flanking bonuses also add to snipe damage

Split Shot – The archer notches two arrows to his bow instead of one and is able to shoot two targets adjacent to each other. This reduces his attacks per round by one

Hail of Arrows – The archer may opt to fire a volley of arrows at an area equal to twice his level in feet, making an attack against each target in that area. This may only be done with a bow and requires enough room to arc the arrows up into the air.

Suppressive Fire – The archer fires a number of arrows (six) at an area equal to twice his level in feet. None of these arrows hit, but anyone in that area must make a saving throw vs. paralyzation or automatically lose initiative the next round (going last). Targets immune to fear (such as golems or undead) are immune to this.

Optional Crossbow Rules:

Crossbows cannot be built for a character's strength like bows, but inherently have 17 (+1 damage) for light crossbows and 18/76 (+4 damage) for heavy)

Animal Companions

The hunter's pet gains a hit dice every even level. In some cases this could represent the pet getting larger, but more likely is the pet just getting better at avoiding strikes (just like the character).

Hunter Level	Pet Hit Dice
2	3+3
4	4+4
6	5+5
8	6+6
10	7+7
12	8+8
14	9+9
16	10+10
19	11+11
20	12+12

Optionally, the pet's armor class and attack damage also improve. Given are several examples. (Note that movement stays the same and usually the tougher animals are slower than the faster ones. Like war dogs only move 12" to the wolves 18")

If using these optional rules for animal companion advancement, the hunter should not be able to employ any henchmen other than similar types (scouts, thieves, assassins, but not druids or rangers)

War Dog Pet Stats by Level (Move 12")			
Hunter Level	AC	Damage	Hit Dice
1	6 (14)	2-8	2+2
2	5 (15)	2-8	3+3
4	5 (15)	1-10	4+4
6	4 (16)	1-10	5+5
8	4 (16)	2-12	6+6
10	3 (17)	2-12	7+7
12	3 (17)	2-16	8+8
14	2 (18)	2-16	9+9
16	2 (18)	3-18	10+10
19	1 (19)	3-18	11+11
20	1 (19)	2-20	12+12

Wolf Pet Stats by Level (Move 18")			
Hunter Level	AC	Damage	Hit Dice
1	7 (13)	2-5	2+2
2	6 (14)	2-8	3+3
4	6 (14)	2-8	4+4
6	5 (15)	1-10	5+5
8	5 (15)	1-10	6+6
10	4 (16)	2-12	7+7
12	4 (16)	2-12	8+8
14	3 (17)	2-16	9+9
16	3 (17)	2-16	10+10
19	2 (18)	3-18	11+11
20	2 (18)	3-18	12+12

Cheetah Pet Stats by Level (Move 24")			
Hunter Level	AC	Damage	Hit Dice
1	5 (15)	1-2/1-2/1-6	2
2	5 (15)	1-2/1-2/1-8	3
4	4 (16)	1-3/1-3/1-8	4
6	4 (16)	1-3/1-3/1-10	5
8	3 (17)	1-4/1-4/1-10	6
10	3 (17)	1-4/1-4/1-12	7
12	2 (18)	1-6/1-6/1-12	8
14	2 (18)	1-6/1-6/2-16	9
16	1 (19)	1-8/1-8/2-16	10
19	1 (19)	1-8/1-8/3-18	11
20	0 (20)	1-8/1-8/3-18	12

Giant Lynx Pet Stats by Level (Move 12")			
Hunter Level	AC	Damage	Hit Dice
1	6 (14)	1-2/1-2/1-4	2+2
2	5 (15)	1-2/1-2/1-4	3+3
4	5 (15)	1-3/1-3/1-6	4+4
6	4 (16)	1-3/1-3/1-6	5+5
8	4 (16)	1-4/1-4/1-8	6+6
10	3 (17)	1-4/1-4/1-8	7+7
12	3 (17)	1-6/1-6/1-10	8+8
14	2 (18)	1-6/1-6/1-10	9+9
16	2 (18)	1-6/1-6/2-12	10+10
19	1 (19)	1-6/1-6/2-12	11+11
20	1 (19)	1-8/1-8/2-12	12+12

Bear Pet Stats by Level (Move 12")			
Hunter Level	AC	Damage	Hit Dice
1	7 (13)	1-2/1-2/1-6	2+2
2	6 (14)	1-3/1-3/1-6	3+3
4	6 (14)	1-4/1-4/1-6	4+4
6	5 (15)	1-6/1-6/1-8	5+5
8	5 (15)	1-6/1-6/1-10	6+6
10	4 (16)	1-6/1-6/1-10	7+7
12	4 (16)	1-6/1-6/2-12	8+8
14	3 (17)	1-6/1-6/2-12	9+9
16	3 (17)	1-8/1-8/2-12	10+10
19	2 (18)	1-8/1-8/2-12	11+11
20	2 (18)	1-10/1-10/2-12	12+12

Emu Pet Stats by Level (Move 18")			
Hunter Level	AC	Damage	Hit Dice
1	7 (13)	1-4 or 2-8	2
2	6 (14)	1-4 or 2-8	3
4	6 (14)	1-6 or 1-10	4
6	5 (15)	1-6 or 1-10	5
8	5 (15)	1-8 or 2-12	6
10	4 (16)	1-8 or 2-12	7
12	4 (16)	1-10 or 2-16	8
14	3 (17)	1-10 or 2-16	9
16	3 (17)	1-12 or 3-18	10
19	2 (18)	1-12 or 3-18	11
20	2 (18)	1-12 or 2-20	12

Eagle Pet Stats by Level (Fly 24")			
Hunter Level	AC	Damage	Hit Dice
1	6 (14)	1-2/1-2/1	1+3
2	5 (15)	1-3/1-3/1-2	2+3
4	5 (15)	1-4/1-4/1-3	3+3
6	4 (16)	1-4/1-4/1-3	4+4
8	4 (16)	1-6/1-6/1-4	5+5
10	3 (17)	1-6/1-6/1-4	6+6
12	3 (17)	1-8/1-8/1-6	7+7
14	2 (18)	1-8/1-8/1-6	8+8
16	2 (18)	1-8/1-8/1-8	9+9
19	1 (19)	1-8/1-8/1-10	10+10
20	1 (19)	1-8/1-8/2-12	11+11

Hunting Dog Stats by Level (Move 15")			
Hunter Level	AC	Damage	Hit Dice
1	6 (14)	2-5	2+2
2	5 (15)	2-8	3+3
4	5 (15)	2-8	4+4
6	4 (16)	1-10	5+5
8	4 (16)	1-10	6+6
10	3 (17)	2-12	7+7
12	3 (17)	2-12	8+8
14	2 (18)	2-16	9+9
16	2 (18)	2-16	10+10
19	1 (19)	3-18	11+11
20	1 (19)	3-18	12+12

Owl Pet Stats by Level (Fly 18")			
Hunter Level	AC	Damage	Hit Dice
1	6 (14)	1-2/1-2/1-4	2
2	5 (15)	1-3/1-3/1-6	3
4	5 (15)	1-4/1-4/2-7	4
6	4 (16)	2-5/-2-5/2-8	5
8	4 (16)	2-5/-2-5/2-8	6
10	3 (17)	1-6/1-6/1-10	7
12	3 (17)	1-6/1-6/1-10	8
14	2 (18)	2-7/2-7/1-12	9
16	2 (18)	2-7/2-7/1-12	10
19	1 (19)	2-8/2-8/2-12	11
20	1 (19)	2-8/2-8/2-12	12

Giant Toad Pet Stats by Level (Move 6" + 6" Hop)			
Hunter Level	AC	Damage	Hit Dice
1	6 (14)	2-5	2+2
2	5 (15)	2-8	2+4
4	5 (15)	2-8	3+5
6	4 (16)	1-10	4+6
8	4 (16)	1-10	6+7
10	3 (17)	2-12	7+8
12	3 (17)	2-12	8+9
14	2 (18)	2-16	9+10
16	2 (18)	2-16	10+12
19	1 (19)	3-18	11+14
20	1 (19)	3-18	12+16

Giant Weasel Pet Stats by Level (Move 15")			
Hunter Level	AC	Damage	Hit Dice
1	7 (13)	1-10	2+2
2	6 (14)	2-12	3+3
4	6 (14)	2-12	4+4
6	5 (15)	2-12	5+5
8	5 (15)	2-16	6+6
10	4 (16)	2-16	7+7
12	4 (16)	3-16	8+8
14	3 (17)	3-18	9+9
16	3 (17)	2-20	10+10
19	2 (18)	2-20	11+11
20	2 (18)	2-24	12+12

Spider (Huge) Pet Stats by Level (Move 15" + 3" Leap, No Poison)			
Hunter Level	AC	Damage	Hit Dice
1	8 (12)	1-6	2+2
2	7 (13)	2-7	3+3
4	7 (13)	2-8	4+4
6	6 (14)	2-8	5+5
8	6 (14)	1-10	6+6
10	5 (15)	1-10	7+7
12	5 (15)	2-12	8+8
14	4 (16)	2-12	9+9
16	4 (16)	2-16	10+10
19	3 (17)	2-16	11+11
20	3 (17)	3-18	12+12

Warthog Stats by Level (Move 12")			
Hunter Level	AC	Damage	Hit Dice
1	7 (13)	2-5/2-5	2
2	6 (14)	2-8/2-8	3
4	6 (14)	2-8/2-8	4
6	5 (15)	1-10/1-10	5
8	5 (15)	1-10/1-10	6
10	4 (16)	1-12/1-12	7
12	4 (16)	1-12+1/1-12+1	8
14	3 (17)	1-12+1/1-12+1	9
16	3 (17)	2-16/2-16	10
19	2 (18)	2-16/2-16	11
20	2 (18)	3-18/3-18	12

Sample Hunters

Isi, 1st Level Human Hunter

Str 16 Int 10 Wis 10 Dex 18 Con 17 Cha 11 hp 11
AC 1(19); AL NG; Specialization: Long bow, Long
sword Track 20%, MS 15% HS 10% NL 80%

Gear: Longbow, chainmail, long sword, short sword,
hand axe

A young woman from the Federation of Free Tribes,
Isi is short but wiry, with copper skin and shiny
straight black hair worn short.

Piloqutinnguaq 2nd Level Human Hunter

Str 18/76 Int 11 Wis 11 Dex 16 Con 18 Cha 13
hp 20 AC 3 (17); AL CG; Specialization: Harpoon
Track 30% MS 20% HS 15% NL 82%

Gear: Harpoon, battle axe, hand axe, chain mail

Hailing from the north, Piloqutinnguaq (Quti to her
friends) is a large, muscular, somewhat round young
woman with long black hair. She brought along a
young polar bear she's known since childhood.

Pipaluk, Polar Bear Pet MV 12" AC 6(14); HD 3+3;
hp 17; Atk 1-3/1-3/1-6

Has a life's ambition to eat a penguin, a creature he
he never seen or smelt, but mysteriously haunts his
dreams.

Stelara, 4th Level Human Hunter

Str 12 Int 11 Wis 8 Dex 18 Con 17 Cha 16 hp 42
AC 0 (20); AL N; Specialization Hunting Rifle, Proton
Ax Track 50% MS 25% HS 25% NL 80%

Gear: Hunting Rifle (2-20), throwing disc, proton ax
(as vorpal battleaxe), armored bodysuit (AC as
banded mail), Misc technological items

Tall, beautiful and cold, Stelara would stand out in a
crowd even without her oddly colored hair (fuchsia)
and strange clothing and gear

She is here on safari from another world, interested
in killing any exotic animals (monsters) for trophies
and would be willing to tag along on any adventure
that promises same.

Selanel, 5th Level Wood Elf Hunter

Str 17 Int 13 Wis 11 Dex 19 Con 15 Cha 15 hp 41
AC 2(18); AL CG; Specialization: Long Bow,
Longsword (Double): Track 60% MS 35% HS 30%
NL 88%

Gear: + 3 longbow, +2 leather, +2 longsword, +1
longsword, 12 +2 arrows

Tall and wiry, if not for her ears and a hint of
ethereal beauty, Selanel might just pass for a
woody human. She eschews elfin finery for more
homespun, practical clothing, and ties back her curly
light brown hair with a brown bandana.

On the flip side, she is genuinely fond of humans
(though not city folk) and can be often found passing
through rural villages and camps, helping those in
need.

Carysa 6th Level Human Hunter

Str 16 Int 12 Wis 10 Dex 18 Con 17 Cha 11 hp 54,
AC 0(20), AL NG
Specialization: Long bow, long sword
Track 70% MS 40% HS 35% NL 90%

Gear: +1 Chainmail, +1 longbow, +2 long sword,
+1 dagger, Laser Crossbow (+2 to hit, 1-6+6
damage, 3 shots/round), 2 +2 arrows, 11 +1
arrows.

Carysa is a tall athletic woman with dark brown skin,
straight black hair (with a streak of white), and blue
eyes. She is attractive, but gruff and quiet, suffering
from an encounter with a vampire when she was
young.

Her adventuring group recently broke up, but not
before they looted a strange alien base where she
looted a laser crossbow. She considers this her
prized possession, but she only has 5 shots in one
magazine left, plus one full magazine (30 shots) and
is loathe to use it except when party members are
dying.

Xor, Hunter from the Past 6th Level Caveman Hunter
Str 19 Int 6 Wis 10 Dex 18 Con 18 Cha 15 hp AC:
4(16)

Track 70% MS 40% HS 35% NL 90%

Gear: Long bow, battle axe (stone), battle axe (also
stone), leather armor

Xor comes from the days when megafauna ruled the
world, brought to the present by means he cannot
explain. He is big, muscular, blond haired and very
tan with blue eyes. Although very attractive, he
doesn't speak much.

Sharp Paw, Giant Lynx from the Past MV 12", AC 4(16); HD 5+5; hp 40; Atk 1-4/1-4/1-6

There is actually some question as to if Sharp Paw is Xor's pet, or Xor is Sharp Paw's pet, as the latter is actually more intelligent than Xor.

Avorn the Archer 10th Level Human Hunter
Str 18/99 Int 11 Wis 10 Dex 19 Con 18 Cha 13
hp: 110; AC: -3(23); AL: NG

Gear: +4 Longbow, + 4 Chain mail, +3 Long Sword, +3 Axe of Throwing, Dozens of magic arrows
Specialization: Long bow, long sword (double)

Avorn is a tall man in his mid 30s, with weather beaten skin, a hawklike nose, and a mustache to go with his shoulder length black hair. He was one of those who rescued Carysa (see above) from the vampire lieutenant of a lich and taught her how to be a hunter. He can generally be found with her sister Kalen, a high level paladin

Notes:

The original ranger by Joe Fischer was of course directly inspired by Aragorn. But what about Bard of Laketown? Robin Hood? Crow the Elf? Yor the Hunter? Zobal the Archer?

This is essentially a distillation of a number of alternative rangers. Gary Gyax's hunter, the 2e ranger by Jeff Grubb, the archer by Len Lakofka.

It has actually been tested quite extensively over the last few years with two different characters, once currently at 7th and the other at 11th.

Initially I had a ranger style damage bonus, but I dropped that in favor of increasing the hit dice of the pet, which proved to be a necessity for mid level and higher (otherwise the pet would get one shot, basically)

I also toyed with the idea of the hunter's to hit also being able to affect magical critters but that's contrary to a lot of stories involving magic arrows. In practice, because of the lighter armor and no shield they don't make great front line combatants

Credits:

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The cover picture is an absolutely amazing piece of work by Brian Brinlee. Inspired by Joe Fischer, Len Lakofka, Jeff Grubb, and EGG.

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