



15 PLAYER Paraphernalia



OLD SCHOOL RANGER
(NEW RANGER ARCHETYPE)

#28



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PLAYER PARAPHERNALIA #28

By the Knotty-Works

Welcome to the twenty-eighth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces a new ranger archetype, the old school ranger. It rolls the favored enemy back to its roots, but the benefit is just as meaty. Other abilities are also adjusted or replaced to give the ranger more of his original feel and texture from days of ole.

Old School Ranger (Archetype)

In days long past, rangers hunted goblins and giants that threatened their realms, learning to cut down the most fearsome with just a single blow. These men were cut with a different cloth, seemingly to vanish from view with little more than a thought yet able to see the slightest breeze in the air. The old school ranger was more than a simple wilderness fighter, he was a protector of the woodlands and defender of the innocent, scouring goblins and other vile creatures from the land.

Alignment: The old school ranger must be good in alignment.

Class Abilities

Giant Hunters (Ex): When facing creatures of either goblinoid or giant humanoid sub types, the old school ranger add his class level to the damage caused from his melee attacks beginning at 1st level. This ability replaces the ranger's [Favored Enemy](#) class ability gained at 1st, 5th, 10th, 15th and 20th level. For other class abilities that refer to the ranger's Favored Enemy class ability, goblinoids and giants are treated as the ranger's favored enemies.

Hyper Vigilant (Ex): The old school ranger gains a +2 circumstance bonus to both [perception](#) and [stealth](#) checks and +1 to his Initiative roll at 1st level. This bonus increases by +2 for [perception](#) and [stealth](#) and +1 for initiative every four levels beyond 1st level.

At 7th level the Ranger may still take either a move or standard action during a surprise round even if he fails his [perception](#) check.

At 12th level the old school ranger may move up to his normal movement rate in a single round while using [stealth](#) with no penalties.

This ability replaces [Wild Empathy](#), [Woodland Stride](#), and [Camouflage](#) class abilities.

Two Weapon Mastery (Ex): The old school ranger gains [Two Weapon Fighting](#) at 2nd level, [Improved Two Weapon Fighting](#) at 6th level, and [Greater Two Weapon Fighting](#) at 10th level. The old school ranger does not need to meet the prerequisites for these feats. In addition, he may choose from the following feats at 8th, 12th, and 16th level but must meet any listed prerequisites for them: [Bashing Finish](#), [Break Guard](#), [Combat Reflexes](#), [Double Slice](#), [Improved Off Handed Opportunity](#)*, [Improved Shield Bash](#), [Off Handed Opportunity](#)*, [Shield Master](#), [Shield Slam](#), [Two Weapon Defense](#), [Two Weapon Feint](#), and [Two Weapon Rend](#). This ability replaces the ranger's normal [Combat Style Feat](#) class ability gained at 2nd level and every 4 levels thereafter.

Durable (Ex): The ranger gains the [Toughness](#) feat as a bonus feat at 3rd level. This ability replaces the [Endurance](#) feat gained at 3rd level.

Track Identification (Ex): Beginning at 3rd level the old school ranger may make [Knowledge](#) skill checks while untrained when trying to determine a creature based on any visible tracks.

First the old school ranger must identify the creature type (and sub type as applicable) using the DC to identify the tracks based on the same DC calculation for tracking based on the ground conditions, number of creatures, size of creatures, etc. The target creature's CR is added to the tracking DC and if multiple creature types are in the general vicinity the DC is increased by +2 per additional creature type that comingles within the original tracks. The old school ranger may either use his [Survival](#) Skill or any pertinent

Knowledge skills that may apply to identify the creature type. The old school ranger does **not** add 1/2 his class level to the check to determine the creature type. If the old school ranger fails the skill check by 5 or less, he misidentifies the creature type and will come to the wrong conclusion as to the target creature's identity.

Once the old school ranger identifies the type of creature he may attempt to make a monster lore check, though the base DC is increased by 5, even if he has no ranks in the relevant knowledge skill. If successful the old school ranger correctly identifies the creature and if he has 1 or more ranks in the Knowledge skill used for the monster lore he may gain more information based upon how well he rolled above the DC.

At 8th level and every five levels thereafter the old school ranger adds +1 competence to both the roll to identify the creature type by tracks and then identifying the creature itself.

This ability replaces the [Favored Terrain](#) class ability gained at 3rd, 8th, 13th, and 18th level.

Spell Casting: The old school ranger may choose spells from the [Druid](#) list or the [Sorcerer/Wizard](#) list. The old school ranger uses Wisdom as his primary ability in regards to additional spells gained and the ability modifier used when calculating the DC of his spells regardless of the type of spell cast.

The old school ranger gains 2 1st level wizard spells and his own spell book at 4th level. He gains one additional wizard spell every other level thereafter in addition to any spells he finds or purchases to transcribe in his spell book. The spell book is the standard wizard spell book and all normal rules apply including the size and number of spells the old school ranger's book may hold.

The old school ranger may prepare either druid or wizard spells—or a combination of both—as part of his daily hour of preparation. Druid spells may be chosen from the druid list and he does not need to record them in a spell book as he does for the wizard spells. The old school ranger's effective caster level is equal to his class level -3.

This ability modifies the ranger's normal [Spell](#) casting ability.

Divine Attunement (Su): At 9th level the old school ranger may attempt to use magic items involving divination magic (including scrolls, wands, and staves) as if he possessed the [Use Magic Device](#)

skill. The old school ranger's effective rank is equal to his class level plus his Charisma modifier.

At 16th level the old school ranger may use [Detect Scrying](#) at will though the range of detection around the old school ranger is only 10 feet and is a standard action to actively detect any active magical sensors. If the old school ranger detects the scrying attempt, his opposed roll is equal to 1d20 + 1/2 his class level to gain a sense of the individual attempting to scry within the area of effect.

This ability replaces [Evasion](#) and [Improved Evasion](#) class abilities.

New Feats

Improved Off Handed Opportunity

Your off handed blade flashes beyond perception when enemies slide past.

Prerequisites: Off Handed Opportunity, Base Attack +11

Benefits: You can take up to one extra attack of opportunity with your off handed weapon per opponent that passes through your threatened area for a number of total attacks equal to your Dexterity bonus per round. Normal penalties for attacking with the off handed weapon apply, using your highest base attack bonus for each attack.

Off Handed Opportunity

You are just as quick with your off handed weapon as you are your primary weapon when looking for advantages to strike an enemy.

Prerequisites: Two-Weapon Fighting, Combat Reflexes, Base Attack +6

Benefits: If an opponent passes through more than one threatened square, you may attack him with your off handed weapon as a second attack of opportunity after the opponent has passed through the first threatened square. This is in addition to extra attacks of opportunity gained from the Combat Reflexes feat. Only one opponent may be attacked with your off-handed weapon per round, and all normal penalties for attacking with the off handed weapon apply though you do use your highest base attack bonus while attacking.

Normal: A character without this feat may not take attacks of opportunity with an off handed weapon in addition to the primary weapon.

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