

# RANGER

**Requirements:** Minimum CON 9, minimum WIS 9  
**Prime requisite:** STR  
**Hit Dice:** 1d8  
**Maximum level:** 14  
**Armour:** Leather, chainmail, shields  
**Weapons:** Any  
**Languages:** Alignment, Common

Rangers are members of a secret society which protects their native lands from invasion and the influence of Chaos. They are skilled warriors who are adapted to life in the wilds. At higher levels, their connection with nature grants them the ability to cast spells.

**Alignment:** As protectors, rangers may only be lawful or neutral. If a ranger ever changes alignment to chaotic, they lose all special class abilities and become a fighter of the same level. The character may be able to regain their ranger status by performing a special quest.

## Awareness

Rangers are only surprised on a roll of 1. This may mean that a ranger is able to act in the surprise round while their companions are surprised.

## Combat

Rangers can use all types of weapons and can use leather armour, chainmail, and shields. Because of their need for stealth, they cannot use plate mail.

## Divine Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on divine magic.

**Spell casting:** From 8th level, due to a deep connection with nature, a ranger gains the ability to cast spells. The power and number of spells available to a

ranger are determined by the character's experience level. Rangers have the same spell selection as druids (see *Advanced Fantasy: Magic*).

## Foraging and Hunting

A party with a ranger can more easily find food when foraging (2-in-6) or prey when hunting (5-in-6). See *Wilderness Adventuring* in *Old-School Essentials Classic Fantasy*.



## Limited Possessions

A ranger may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes (not other PCs!).

## Pursuit

When the ranger's party pursues an opposing group in the wilderness (see *Evasion and Pursuit* in *Old-School Essentials Classic Fantasy*), the chance of evasion is reduced by 10%.

## Stealth

In the wilderness, a ranger has a 3-in-6 chance of hiding and a 3-in-6 chance of moving silently.

## Ranger Level Progression

Level	XP	HD	THACO	Saving Throws					Spells		
				D	W	P	B	S	1	2	3
1	0	1d8	19 [0]	12	13	14	15	16	–	–	–
2	2,250	2d8	19 [0]	12	13	14	15	16	–	–	–
3	4,500	3d8	19 [0]	12	13	14	15	16	–	–	–
4	10,000	4d8	17 [+2]	10	11	12	13	14	–	–	–
5	20,000	5d8	17 [+2]	10	11	12	13	14	–	–	–
6	40,000	6d8	17 [+2]	10	11	12	13	14	–	–	–
7	90,000	7d8	14 [+5]	8	9	10	10	12	–	–	–
8	150,000	8d8	14 [+5]	8	9	10	10	12	1	–	–
9	300,000	9d8	14 [+5]	8	9	10	10	12	2	–	–
10	425,000	9d8+2*	12 [+7]	6	7	8	8	10	2	1	–
11	550,000	9d8+4*	12 [+7]	6	7	8	8	10	2	2	–
12	675,000	9d8+6*	12 [+7]	6	7	8	8	10	2	2	1
13	800,000	9d8+8*	10 [+9]	4	5	6	5	8	3	2	1
14	925,000	9d8+10*	10 [+9]	4	5	6	5	8	3	2	2

\* Modifiers from CON no longer apply.

**D:** Death / poison; **W:** Wands;

**P:** Paralysis / petrify; **B:** Breath attacks;

**S:** Spells / rods / staves.

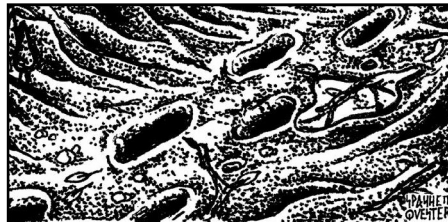
## Tracking

Rangers can identify and follow tracks. This skill improves as the character gains levels (see the table to the right). Success may be modified by the following factors:

- ▶ **Soft/hard ground:** +20% to –50%.
- ▶ **Size of group being tracked:** +2% per creature beyond the first.
- ▶ **Passing through an area where other tracks mingle:** –50%.
- ▶ **Age of tracks:** –5% per 12 hours.
- ▶ **Rainfall:** –25% per hour.
- ▶ **Efforts made to hide tracks:** –25%.

## After Reaching 10th Level

2d12 beings will join the ranger as followers. The nature of these followers is up to the referee—they may include human or demihuman adventurers, animals, fantastic mounts, sylvan creatures, or special monsters. If any of the followers die, they are not replaced.



## Ranger Tracking Chance of Success

Level	Tracking
1	20%
2	30%
3	40%
4	50%
5	60%
6	70%
7	80%
8	90%
9	100%
10+	110%