

This document details the progression and class details for rangers.



Ranger

Description: Striding the vast wildlands outside of civilization, rangers are masterful survivalists, hunters and scouts. Their skills stem from a deep understanding of the base rules of nature. Rangers often act as guardians of specific locations, or are affected by a forceful wanderlust and a desire to see all that nature has to offer. These people of the wilds are often solitary souls, much preferring the company of animals and the song of the trees to the complexities of urban life. Self-sufficiency, adaptation and animal cunning are all traits a ranger approves of heartily, for they are the marks of an able survivor.

Hit Points: Rangers gain 1d8 hit points per level.

Weapon training: Rangers are skilled in the use of spears, clubs, axes, staves, daggers and short swords. For ranged combat they train to utilize slings, short bows, longbows, crossbows and blowguns. Rangers usually opt for lighter armour types, as their lifestyle often relies on mobility and their skills may be hindered by armor check penalties.

Alignment: The call of nature comes to people of all alignments. Lawful rangers are usually protectors of specific areas, and lucky is the township with a ranger watching over their fringes and borders! Neutral rangers often concern themselves with the balance of nature, weeding out monstrous invasions and facing unnatural threats with grim conviction. Chaotic rangers rarely settle down, preferring to traverse the myriad paths of the wilds to see and experience all that nature has to offer.

Favoured terrain: Upon reaching 1st level the ranger chooses their favoured terrain (*forest, mountains, swamps, and plains* are usually all valid examples, but the ultimate definition is left up to Judge's discretion). The ranger may roll all rolls in this terrain on a +1d on the dice chain.

Archfoes: Upon reaching 1st level and every other level thereof (i.e. 3rd, 5th, 7th and 9th) the ranger may choose one enemy type as their archfoe. The ranger has usually met these creatures, studied their ways, and developed a deep seated enmity against them for whatever reason. The enemy category should be fairly wide, such as *goblinoids, undead, fae or aberration*, although the ultimate definition is left up to the Judge's discretion.

When rolling skill checks or attack rolls concerning creatures of this type the ranger may add their foe die to the roll; the foe die functions as the warriors deed die (DCC rulebook pg. 42), with the added benefit of being available for skill check rolls as well as attacks. For skill checks the mechanics of success remain the same: a success on the foe die on a skill check indicates an added benefit for the successful roll, such as additional information revealed on a tracking check, or a specific weakness discovered through a perception roll.

Stealth: Rangers are experts at stalking their prey. They have the stealth skill as halflings (DCC rulebook pg. 60).

Stealth is modified by Agility.

Animal empathy: Rangers are skilled at reading and handling natural creatures. This ability can be used to command, woo or frighten animals. Friendly targets are likely to comply easily, while hostile or suspicious targets receive a Will save against the ranger's result.

Animal empathy is modified by Personality.

Wildcraft: Wildcraft encompasses all of the skills necessary for survival in the wild. Tracking, trapping, hunting and gathering, finding useful herbs or secure campsites are all valid uses for the wildcraft skill.

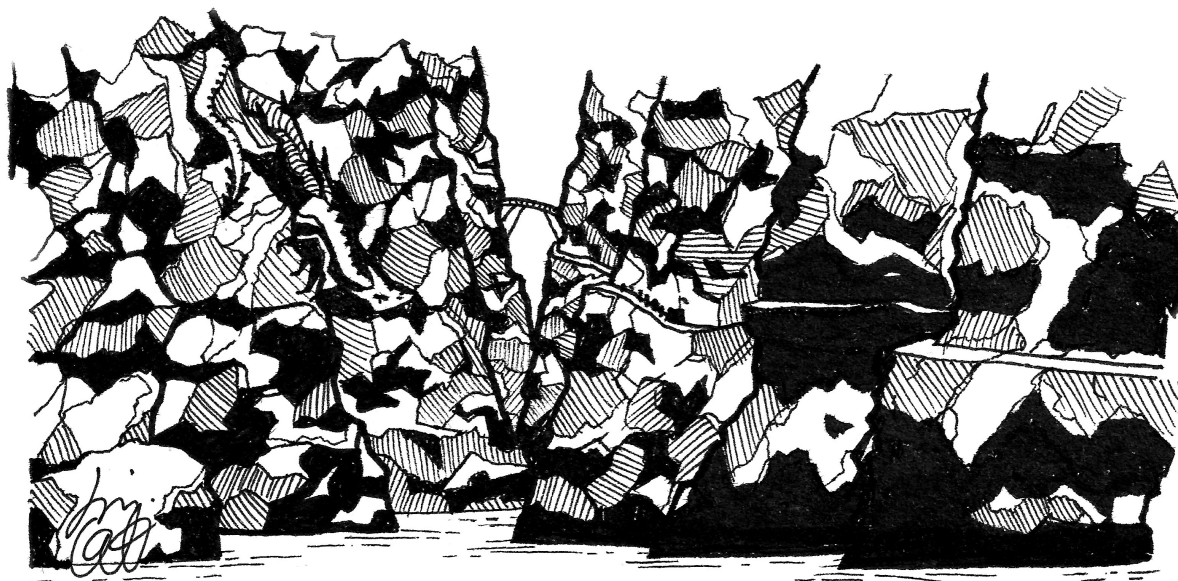
Rangers also use this skill to safely traverse obstacles such as crossing wild rivers or climbing mountains. Refer to the below table for approximate skill DCs for various activities.

Wildcraft is modified by Intelligence.

Table A: Suggested Wildcraft skill DCs				
DC	Tracking	Hunting	Herbology	Climbing
5	Spotting recent tracks.	Finding food for one.	Collecting simple spices.	A tree.
10	Seeing a few days old traces.	Snaring small game.	Picking petals for poultices.	A steep slope.
15	Following a stealthy predator.	Hunting big game.	Gathering curative roots.	A rocky outcropping
20	Tracing an intentionally hidden trail.	Capturing enough food for a village.	Discovering magical flora.	A sheer mountain face.

Natural remedies: Rangers are adept at using natural materials to stave off disease and to nullify the effects of poison. The natural remedies ability functions as the spell *Neutralize poison or disease* (DCC rulebook pg. 277) with the following changes:

- This roll is not a spell check, but is rolled with a bonus of Int mod + ranger level.
- A roll of natural 1 indicates that the target suffers the immediate effects of the poison or disease again, as the ranger’s remedy worsens their condition.
- All references to prayer in the spell description are replaced with suitable fiction to support the rangers efforts to ease their patient’s suffering.



Languages: Upon reaching 1st level rangers gain one additional language per point of Intelligence modifier. Roll d100 (re-roll duplicates): (01-03) Alignment tongue; (04-06) Chaos; (07-09) Neutrality; (10-12) Law; (13-15) Dwarf; (16-18) Elf; (19-21) Halfling; (22-24) Bugbear; (25-27) Goblin; (28-30) Gnome; (31-33) Harpy; (34-36) Hobgoblin; (37-39) Kobold; (40-42) Lizardman; (43-45) Minotaur; (46-48) Ogre; (49-51) Orc; (52-54) Troglydte; (55-57) Centaur; (58-60) Dragon; (61-63) Pixie; (64-66) Giant; (67-69) Griffon; (70-72) Bear; (73-75) Eagle; (76-78) Ferret; (79-81) Horse; (82-84) Wolf; (85-87) Spider; (88-90) Cat; (91-93) Songbird; (94-96) Snake; (97-99) Rodent; (00) choose two animal languages.

Action dice: Rangers may use their action dice for skill checks and attack rolls.

Level	Attack	Crit die / table	Action die	Foe die	Wildcraft*	Stealth*	Animal empathy*	Ref	Fort	Will
1	+1	III/d8	1d20	+d4	+3	+2	+3	+1	+1	+0
2	+1	III/d10	1d20	+d5	+4	+4	+4	+2	+2	+1
3	+2	III/d12	1d20	+d6	+4	+6	+4	+3	+2	+2
4	+3	III/d12	1d20+1d14	+d6	+5	+6	+5	+3	+2	+2
5	+4	III/d14	1d20+1d14	+d7	+7	+7	+7	+4	+3	+3
6	+5	III/d14	1d20+1d16	+d7	+8	+7	+8	+4	+3	+3
7	+6	III/d16	1d20+1d16	+d8	+10	+9	+10	+5	+4	+3
8	+7	III/d16	1d20+1d20	+d8	+11	+9	+11	+5	+4	+2
9	+8	III/d20	1d20+1d20	+d10	+13	+10	+13	+6	+5	+4
10	+9	III/d20	1d20+1d20+1d14	+d10	+15	+12	+15	+6	+5	+4

*: Note that wildcraft is modified by Intelligence, stealth is modified by Agility, and animal empathy is modified by Personality.

Titles: Rangers often use the following titles depending on their alignment.

Level	Lawful	Neutral	Chaotic
1	Sentinel	Seeker	Traveller
2	Vigilant	Trapper	Wanderer
3	Keeper	Hunter	Vagabond
4	Warden	Tracker	Wayfarer
5	Waywatcher	Stalker	Explorer