

# Ranger

Requirements: STR 10, CON 9, DEX 9  
Hit Dice: d4+2 (D8)  
Maximum level: 12  
Languages: native, common

## General Description

A Ranger is a specialized fighter who hunts the greatest of beasts to keep settlements safe from their depredations.

## Armaments

**Armor Allowed:** Any, shield

**Weapons Allowed:** Simple, Martial, Hurlled, Launched

**Beginning Proficiencies:**

- Ranger Bow
- Ranger Spear
- Two-handed weapon
- One-handed weapon

## Advanced Combat

Attack Bonus: +2

Defense Bonus: +2

**Shield Use Bonus:**

- +1 Defense w/small shields
- +2 Defense w/medium, large shields

**Fighting Stances**

Aggressive: +3 ATT, -3 DEF

Unbiased: +0 ATT, +0 DEF

Defensive: -3 ATT, +3 DEF

**Increased Damage:** +1/strike

**Notable Feats:**

**Cleave:** killing blow allows immediate attack on adjacent foe

**Move & Attack:** may half-move & attack @-3  
(or attack @ -3 and half-move)

**Snap Attack Penalty:**

May attack one phase earlier than normal with lesser penalty; -4 to roll

**Advanced Stunts:**

**En Passant:**

move past foe and strike

during movement; -4 to Attack; movement does not slow

**Disarm:**

Target foe's weapon or grip; attack at -3 penalty; successful attack forces save to retain weapon

**Body fighting:**

Grappling, sweeping, throwing, striking

## Expert Combat

(Acquired at 4th Level)

**Engage multiple foes**

Defense vs two attackers w/o penalty  
Shield Use bonus vs two attackers

**Immediate Counter:**

hazard foe's attack  
w/penalty on DEF of -1;  
immediate response  
w/attack @+1 bonus

**Minimum Damage:**

1 pt of damage to foe even on missed strike

## Specialty Combat

**Special Foes:**

+2 Defense, +2 Attack, +2 Damage vs monstrosities, dragons, giants

**Special Weapons:**

**Ranger Bow:** an exceptionally powerful arbalest

**Ranger Spear:** a very long, heavy boar spear

## Lore

Special Foe: Monstrosities

Special Foe: Dragons

Special Foe: Giants

## Athletics

Distance Running

Leaping

Throwing

## Level Progression

Lvl; Hit dice; Attack bonus; Saving Throws						
XP	HD	ATT	D	W	P	B S
0	d3+3	—	-2 for all			
1 0	+d4+2	+2	4	3	2	1 1
2	+d4+2	+3	5	3	3	2 2
3	+d4+2	+4	5	4	4	3 3
4	+d4+2	+4	8	4	5	5 4
5	+d4+2	+5	8	6	6	6 5
6	+2 hp	+6	9	7	7	7 6
7	+2 hp	+7	9	7	8	9 7
8	+1 hp	+8	10	8	9	10 8
9	+1 hp	+8	10	9	10	11 9
10	—	+10	11	9	11	12 10
11	—	+11	12	10	12	13 11
12	—	+12	13	10	12	14 12

D: Death / poison; W: Wands;  
P: Paralysis / petrify; B: Breath attacks;  
S: Spells / rods / staves.