

Supplemental Lore

Additional Class for Swords & Wizardry

Ranger

These hunters and woodsmen are a sub-class of Fighting-Men. In order to qualify for the Ranger class, both INT and WIS scores must be at least 12, and CON must be 15 or more. In addition to these requirements, a Ranger is expected to act in a lawful manner at all times. Should the Ranger's actions shift his alignment from lawful to neutral or chaotic, he will lose all Ranger benefits and abilities and will become an ordinary Fighting-Man. A Ranger's Prime Requisite is STR. In combat, the Ranger uses the Fighting-Man's attack table. If not specified otherwise, Rangers perform as Fighting-Men.

The Ranger	
Hit Die Type	1d6+2 After reaching 10 hit dice, the ranger gains only 2 hit point per level
Armor/Shield Permitted	Any
Weapons Permitted	Any
Prime Attribute (5% xp bonus)	STR 13+

Ranger Class Abilities

Great Fortitude: At 1st level, Ranger roll their Hit Dice twice.

Spell Casting: High level Rangers may cast cleric and/or magic-user spell.

Ranger Level	Spell Abilities	Spells Per Day
8	1 st level cleric spells	1/-
9	1 st level m-u spells	
10	2 nd level cleric spells	2/1-
11	2 nd level m-u spells	
12	3 rd level cleric spells	3/2/1
13	3 rd level m-u spells	

Track (Outdoors): A Ranger has a 1-18 on a d20 chance of successfully tracking prey (animal, monster, or humanoid) outdoors. The chance of success decreases by 2 for each day old the tracks or signs are.

Tack (Indoors): Rangers may use their tracking ability to track prey indoors as well (including in dungeons). In order to

track a prey indoors, the Ranger must have observed the prey no more than 6 turns previously. The chance of successfully tracking the prey (on a d20) depends on the action the monster takes.

Monster's Action	Chance to Track (d20)
Goes down a passage	1-13
Goes through a door	1-11
Goes through a trap door	1-10
Goes through a secret door	1-6
Goes through a chimney	1-8

Alertness: Rangers reduce their chance of being surprised by half. Example; if the GM declares the chance of being surprised by a particular ambush is 50%, the Ranger's chance of being surprised is decreased to 25%.

Favored Foe: When fighting giant class foes Rangers gain a bonus to their damage equal to their level.

Rule Variant: Expanded Favored Foe

Later incarnations of this class expanded and clarified the term "Giant Class" to include the following; bugbears, giants, gnolls, goblins, hobgoblins, kobolds, ogres, ogre magi, orcs, and trolls.

Magic Items: In addition to being able to use magic items eligible to the Fighting-Man, upon reaching 8th level the Ranger may employ any magic items which heal or cure disease, as well as items or scrolls which deal with Clairvoyance, Clairaudience, ESP, Telekinesis, and Teleportation.

Followers: Although Rangers may not hire men-at-arms or servants, upon reaching 9th level they will attract 2d6 followers. Roll on the tables below for each follower to determine the Type, Class, and Level of the followers. Followers who are killed cannot be replace.

Type (d20)		Class (Men) (d20)	
1-12	Man	1-10	Fighting-Man
13-15	Elf	11-16	Cleric
16-17	Dwarf	17-19	Magic-User
18-19	2 halflings	20	Thief (If used) or choose one
20	Special		

Level (d20)		Special Type (d20)	
1-10	2 nd	1-5	Ranger level 1d4+2
11-13	3 rd	6-8	Unicorn

Supplemental Lore

14-16	4 th	9-11	Pegasus
16-17	5 th	12-15	Werebear (lawful)
18-19	6 th	16-17	Hill Giant
20	7 th	18-19	Stone Giant
		20	Gold Dragon

Rangers also possess certain disadvantages and limitations imposed upon the class.

Limited Wealth: Rangers may only own what they can carry with them, donating any excess to a worthy cause.

Solitary and Self Sufficient: No more than two Rangers may operate together. Rangers will hire neither servants nor men-at-arms.

Lawful: Rangers acting in a neutral or chaotic manner will lose all Ranger abilities and be treated as a Fighting-Man.

Establish Stronghold (9th): A Ranger may establish a stronghold at 9th level much like the Fighting-Man.

Ranger Disadvantages

In addition the the special abilities possessed by this class,

Ranger Advancement Table

Level	Experience Points Required	Hit Dice (d6+2)	Saving Throw
1	0	2	16
2	2,500	3	15
3	5,000	4	14
4	12,000	5	13
5	25,000	6	12
6	50,000	7	11
7	100,000	8	10
8	170,000	9	9
9	270,000	10	8
10	540,000	+2	7
11	800,000	+2	6
12	1,000,000	+2	6
13	1,300,000	+2	6

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural

Supplemental Lore

abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip

Supplemental Lore

Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

END OF LICENSE