

# Supplemental Lore (White Box)

## Additional Class for S&W :White Box

### 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. If not specified otherwise, Rangers perform as Fighting-Men.

### Ranger Class Abilities

**Weapon/Armor Restrictions:** Rangers may use any weapons, and may wear any armor.

**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 <sup>st</sup> level cleric spells and<br>1 <sup>st</sup> level m-u spells | 1/-/-          |
| 9            | 2 <sup>nd</sup> level cleric spells and<br>2 <sup>nd</sup> level m-u spells | 2/1/-          |
| 10           | 3 <sup>rd</sup> level cleric spells and<br>3 <sup>rd</sup> level m-u spells | 3/2/1          |

**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 replaced.

| 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 <sup>nd</sup> | 1-5                | Ranger level 1d4+2 |
| 11-13       | 3 <sup>rd</sup> | 6-8                | Unicorn            |
| 14-16       | 4 <sup>th</sup> | 9-11               | Pegasus            |
| 16-17       | 5 <sup>th</sup> | 12-15              | Werebear (lawful)  |
| 18-19       | 6 <sup>th</sup> | 16-17              | Hill Giant         |
| 20          | 7 <sup>th</sup> | 18-19              | Stone Giant        |
|             |                 | 20                 | Gold Dragon        |

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

**XP Bonus for Dexterity:** This class bonus is due to a high

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dexterity attribute.

## Ranger Disadvantages

In addition to the special abilities possessed by this class, 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-Men

Table 1: Ranger Advancement

| Level | XP      | HD  | BHB | ST |
|-------|---------|-----|-----|----|
| 1     | 0       | 2   | +0  | 16 |
| 2     | 2,500   | 3   | +1  | 15 |
| 3     | 5,000   | 3+1 | +2  | 14 |
| 4     | 12,000  | 4   | +2  | 13 |
| 5     | 25,000  | 5   | +3  | 12 |
| 6     | 50,000  | 6   | +4  | 11 |
| 7     | 100,000 | 6+1 | +4  | 10 |
| 8     | 170,000 | 7   | +5  | 9  |
| 9     | 270,000 | 8   | +6  | 8  |
| 10    | 540,000 | 9   | +6  | 7  |

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