

Fred's World

The Craft of Combat, the Ways of the Forest

being a guide for the Fighter or Ranger

Table of Contents

Basic Skills

Fighter / Ranger Basic Skills Chart	1
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Local Lore

Things Fighters And Rangers Often Know	2
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Ranger Abilities / Knowledge

Plants and Berries	3
Tracking Information	4
Trapping Information	4
Non-Weapon Proficiencies	4-6

Fighter Abilities / Knowledge

Non-Weapon Proficiencies	6-7
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Fred's World

Proprietary Knowledge for the Fighter or Ranger

Fighter/Ranger Basic Skills Chart

<u>Level</u>	<u>THACO</u>	<u>PPD</u>	<u>PP</u>	<u>SW</u>	<u>DB</u>	<u>SPELLS</u>
1	20	16	17	18	20	20
2	20	16	17	18	20	20
3	19	15	16	17	19	20
4	19	15	16	17	19	20
5	18	14	15	16	18	20
6	18	14	15	16	18	20
7	17	13	14	15	17	19
8	17	13	14	15	17	19

Note: beginning at 9th level, fighters and rangers deliver 2 attacks/round

9	16	12	13	14	16	18
10	16	12	13	14	16	18
11	15	11	12	13	15	17
12	15	11	12	13	15	17
13	14	10	11	12	14	16
14	14	10	11	12	14	16
15	13	9	10	11	13	15
16	13	9	10	11	13	15

Note: beginning at 17th level, fighters and rangers deliver 3 attacks/round

17	12	8	9	10	12	14
18	12	8	9	10	12	14
19	11	7	8	9	11	13
20	11	7	8	9	11	13
21	10	6	7	8	10	12
22	10	6	7	8	10	12
23	9	5	6	7	9	11
24	9	5	6	7	9	11

Notes: Here is an explanation of the terms above, and how to use this table:

Level: Your current level.

THACO: This is an acronym for the words, “To Hit Armor Class Zero”. Simply put, your THACO is a way of getting around all those wonderful tables and matrices. A function of your level and class, THACO gives you one “to hit” number to work with in combat situations. By subtracting the armor class that you are attacking from your THACO, you determine your “to hit” roll on d20. As an example, Macduff is duking it out with a creature of AC 4. His THACO, as a 3rd level fighter, is 19. $19-4=15$, the minimum number needed to hit the creature. A negative armor class works the same way, simply subtract a negative number: $19-(AC -5)=19+5=24$.

PPD: Your saving throw vs. Poison, Paralyzation, and Death.

PP: Your saving throw vs. Petrification and Possession.

SW: Your saving throw vs. spells cast via Staves and Wands.

DB: Your saving throw vs. Dragon Breath.

SPELLS: Your saving throw vs. Spells cast by a Magic User

ALL SAVING THROWS ARE 1d20.

Fred's World

The Craft of Combat, the Ways of the Forest

Plants and Berries

One of the benefits of Rangerness is the increased likelihood that you will be able to make use of local herbs and vegetables, for various purposes. Some are listed below.

<u>Plant and/or Special Part:</u>	<u>Use and/or Powers:</u>
Gum Arabic	Tissue repair-close wounds, etc.
Wolfsbane	Making Lycanthrope repellant
Wound-Wart	Antiseptic
Bitter Aloe	Insect repellant
Sweet Aloe	Burn treatment
Amaranth	Anti-hemorrhaging
Ammoniacum	Stimulant
Arrach	Sedative
Hazelwort	Purgative
Ash Bark	Fever reducer-aspirin
Herb Bennet	Anti-weakness tonic/stimulant
Balmony	Tissue builder/strengtheners
Beladonna	Poison/painkiller
Birch Bark	Rashes and skin disorders
Felonwort	Reduces inflammation and swelling
Blue Flag Lily	Blood purifier vs. poisons
Bryony	Anti-paralysis
Mudar Bark	Skin leprosy treatment
Gum Camphor	Treatment for bruises, sprains, etc.
Comfrey Root	Treatment of fractures & gangrene
Foxglove	Poison
Dill	Nausea inducer
Figwort	Painkiller
Felwort	Antivenom
Touch-me-not	Itchy skin treatment
Lucerne	A necessary ingredient of strength potions
Plantain	Minor wound curative (1d4)
Poppies	Sleeeeeeep inducer

NOTE: Rangers have the knowledge to properly prepare any two of the above per level of experience. Additionally, these are only a few of the plants found on this planet. Experimentation is encouraged.

Berries: Properties:

Babbleberries	Useful in Comprehend Language potions.
Black and Blueberries	Bushes attack, doing 2d4. Berries can sprout new plants.
Crunchberries	1 supplies all human nutrition/1 day
Deathberries	Highly toxic, highly illegal
FeeFiFoFumberries	Ingredient of Giant Strength potions
Fizzberries	Ingredient of anti-spider foam
Flingleberries	Gives power of flight-varies with ripeness -1d4 rounds/berry.
Gooseberries	Useful to alchemists.
Gorfberries	Useful to Alchemists
Huckleberries	Increase sensory capability.
Midasberries	Useful to magic users.
Pdingledorfberries	Antibundersnudge capability.
Phinkleberries	An ingredient of Longevity Potions
Piffleberries	Useful for manufacture of Healing Potions
Raspberries	Bushes tease passersby. Berries useful to alchemists.
Resurrectionberries	A component of a potion to stabilize critically ill or wounded persons, until proper healing can be obtained
Strawberries	Horse and animal feed. Flammable.
Thwackleberries	The cause of Snorkelwhackeritis.
Tockleberries	Very flammable, source of Hydrogen.
Toffleberries	Universal poison antidote ingredient (except Deathberry)
Whiffleberry	1 Whiffleberry holds 1 gallon liquid; Whiffleberry juice cures Snorkelwhackeritis. Drives Crunchberry beasts mad. Useful to alchemists.
Yuckberries	Dragon-strength laxative. Highly toxic to humanoids
ZipZamZowie andZwoochberries	Dissolve in any ranger potion; doubles potion's effect/duration

Fred's World

Proprietary Knowledge for the Fighter or Ranger

Things that Fighters and Rangers often know:

Wood Xanadu bows and arrows are the absolute best, and come in different grades. They function as a magic weapon, but are non-magical, their qualities being a function of craftsmanship. Sometimes, the factory seconds can be had cheaply. Relatively.

For some reason, Abdullah's is best avoided in groups of under 4.

The Boss has better Knights than you do.

Klids are big, but not too bright, and worth about 25 humans in terms of fighting ability. The magic users know a thing or two about evening the odds.

The fighter's guild supplies clean, cheap lodging for members. Do not refer to Swenson as "Swenny".

When bivouacking/travelling in the dense forest, beware of spiders. They are rumored to have their own extensive highway network high in the forest canopy.

Odin is the generic god of the fighting person. Sometimes, he has been rumored to return the dead to life, if they died well, and entertainingly, while calling out to Father Odin. Sometimes. It is known that Odin sends Valkyries to observe battles, and carry off the dead heroes. This does not necessarily mean the dead bad guys, folks.

The Pot Luck Inn and the Inn of the Blue Dragon have been known to offer credit. The fighter's guild has also been known to do the same, to members.

The S.O.D. is not to be trifled with. Ditto the Riot Squad

There is a lot of money in getting rid of the Mean Little Kid.

It never hurts to tithe to your church.

The puppies like fighters. No one knows why. Carry a few snacks for them to stay on their good side.

Mithril armor, pure or alloyed, is superior.

Ted and Avatar's Famous Cloaks are incredibly tough and incredibly light. Well worth the investment.

Trick arrow heads are rumored to exist, that contain magic. No one seems to really know the scoop about these, though.

Famous swordmakers include Swenson, Mandelorean, Cecil, and anything Elvish.

You can usually beat a Purple-No-I'd-Better-Not. They just look scary. But beware of the Blue-What-The-Heck.

Don't bivouac near Bundersnudges.

Spidersilk is rumored to be flammable. Highly.

Anything with a little numeric keypad is best left to the magic users.

Fred's World

The Craft of Combat, the Ways of the Forest

Ranger Tracking Information Yet another of the many benefits of Rangerness is the enhanced ability to track animals and people through varying conditions, with greater accuracy than usually possible. Herewith is a table, that should clarify some of these issues. The base chance for outdoor tracking is 10% per level (50% @5th level, for example), with terrain modifications from table 1.0 as follows:

Table 1.0 - Terrain Tracking Modifications	
Soft ground, wet sand or mud:	+20%
Semi soft ground, forests, deep grass:	+10%
Solid ground, rocky surfaces:	no modifications
Solid rock, lava flows:	-50%
Each creature over five in a group	+2%
Each 12 hours of elapse time	-5%
Each hour of rainfall on the trail	-25%
Each hour of strong winds on the trail	-5%
Each hour of snow on the trail	-35%
Tracking at night without lights	-50%
Tracking at night with lights	-30%

Note: Remember that you need rest, and that lights may attract unwelcome attention, as well as advertising your position to your quarry long before you can see it.

Proficiency: Those who are proficient in tracking (see Proficiencies, below) may double or half the appropriate stat above.

Ranger Trapping Information Yet another of those benefits of Rangerness (do they never end?) is that you can generally have better luck trapping than the average schmuck. Here is the deal. There are three basic grades of pelts, Poor, Average, and Best. There is one category beyond these, called Exceptional. ONLY RANGERS CAN TRAP ANYTHING IN THE EXCEPTIONAL CATEGORY.

<u>Pelt</u>	<u>Poor</u>	<u>Average</u>	<u>Best</u>	<u>Exceptional</u>
Beaver	1	2	4	8
Ermine	2	4	8	16
Fox	2	4	8	16
Marten	2	4	8	16
Mink	3	6	12	24
Sable	4	8	16	32
Seal	4	8	16	32
Dragon, colored	20,000 and up			
Dragon, metallic	40,000 and up			

Note: the trapping or general killing of metallic dragons, if undertaken in the lands of law or neutrality, is a very risky, albeit lucrative, proposition. If Papa Dragon himself bags you, don't worry about ever seeing the inside of a courtroom...

Processing: Pelts are generally marketed in a form known as the Plu. A plu consists of 100 processed pelts of the same kind, bundled and ready for sale. A trained ranger, working full time, can produce 1 plu/ month. To determine their value roll d6 once per plu. A roll of 1-2 equals Poor quality. A roll of 3-4 equals Average quality, and 5-6 equals Best quality. A Ranger automatically bumps up one category (a Poor becomes and average, and so on), but cannot go above Exceptional. Generally, you can find a market for these products in any city or town, although the larger cities usually offer better prices. Look for commercial furriers, or clothing shops.

Ranger proficiencies, non weapon

Like other classes, Rangers have a few skills that other people don't. Herewith is a brief list of these accomplishments. For every 3 levels of experience, you may add ONE of these proficiencies, or add a plus to one of your current proficiencies. As a starting character, you will have 2 of these proficiencies. All proficiencies are based on the roll of d6. You must roll 1d6 to an equal or lesser amount than your given proficiency, for the attempt to be successful. For example, a character with a proficiency of 3 in Animal Lore must roll a 1, 2, or 3 in order to gain any information.

R-1 Alertness: Simply, how difficult is it for you to be surprised? Conversely, how easy is it for you to surprise someone else? Unlike the normal progression, if you have no proficiency ("0") in this department, you have a base chance of 1 in 6 to avoid being surprised. With a proficiency of "1", this increases to 2 in 6. A "2" would give you 3 in 6, and so on.

R-2 Animal Lore: What do you know about the creatures with which you share this lovely planet? I. E., is it interested in killing you and if so, what is its

Fred's World

Proprietary Knowledge for the Fighter or Ranger

preferred method? For each level of animal lore proficiency, you gain one on a d6 to correctly interpret the signs that creatures are giving you.

R-3 Bow/Fletching: Wood Xanadu is a Ranger. For each level of proficiency, given proper materials and a successful proficiency check, you can crank out one bow and 20 arrows per month. At the sixth level of Bow/Fletching proficiency, the arrows become +1. At the 7th level of proficiency, the arrows become +2, and so on.

R-4 Direction Sense: Working above or below ground, this makes it a good deal more difficult to become lost. The standard progression applies. For total darkness (a cave or starless night), add 3 to your roll. If you have been teleported, dimension doored, or magically transported in any fashion, you will be totally disoriented until you come across something familiar to get a bearing from.

R-5 Endurance: A person with this proficiency can last longer, physically, than someone who doesn't have this, in the performance of physical tasks. You can run or sprint twice as long as someone else, without a longer recovery period. NOTE: A character either has this proficiency, or does not have it, there is no progression.

R-6 Firebuilding: Building fires! Enables the holder to start a fire without a Mk I fire kit, or enables someone with the fire kit to build a fire in half the time. Also allows persons so endowed to start fires from materials that are less than completely dry.

R-7 Fishing: For all those times when a little rainbow trout would be nice, this adds to a character's chances to successfully catch fish. For each level of proficiency, you can catch fish sufficient to feed 3 people (as opposed to 1), as well as determining whether or not the stream or lake is even worth your time. NOTE: A character either has this proficiency, or does not have it, there is no progression.

R-8 Foraging: Like it's cousin, Fishing, this enables

the holder to locate twice as much food of a vegetable nature in the same amount of time, as well as knowing that there is no point in looking in a certain area. NOTE: A character either has this proficiency, or does not have it, there is no progression.

R-9 Healing: Through pure skill, the holder of this proficiency can immediately restore 1d4 in hit points to an injured / wounded person. Using any of the commercially available first aid kits (see your player's handbook), make that 2d4. Not a lot, but it might just be enough. To intelligently use any of the special plants or berries listed above, the Ranger must be proficient in both Healing and Plant Lore.

R-10 Hunting: Foraging for things that walk and taste good grilled, with a little butter sauce. You must work alone here (or with another Ranger, preferably one who is also proficient in this skill), rather than directing others. You can feed 6 people, if successful, as well as know whether or not there is any game to be hunted in the first place.

R-11 Plant Lore: A prerequisite for safe and successful berrying, this skill enables the holder to have a better chance of knowing the useful, pleasant, or dangerous applications of various bits of vegetation. For each level of skill, you may learn twice as much as before. A Ranger with a zero proficiency knows any two plants on the above list per level of experience. A proficient person gains twice as much knowledge. For example: a 6th level Ranger, non proficient in plant lore will know about 12 plants. The same person with one proficiency level knows 24 plants. Two levels would give him

R-12 Rope Work: More than simple noose-making, this enables the proficient person to escape being tied up, when successful, as well as build rope bridges and construct charming potholders and attractive placemats for your church rummage sales. Additionally, it enables the holder to construct rope and rope-like things (twine, bowstrings, etc.) from native plants, if the materials are available. In the case of escape artistry, you roll your proficiency check at plus 3.

Fred's World

The Craft of Combat, the Ways of the Forest

R-13 Running: Useful for running away. Can be added to Endurance to allow you to run four times longer than an untrained person. Or, by itself, it allows you to run or sprint (at your normal rate) for twice as long, with the normal rest period. NOTE: A character either has this proficiency, or does not have it, there is no progression.

R-14 Tracking: All Rangers are blessed with a certain amount of innate tracking skill, as explained by the table, above. Those who are proficient, double their skill on a successful proficiency check. NOTE: A character either has this proficiency, or does not have it, there is no progression.

R-15 Trapping: While all rangers have certain trapping skills (see the above table), those who are proficient add 1 plu/month for each successful proficiency check. Tracking can also double the plues/month, when successful. Therefore a Ranger with one proficiency in Trapping can produce 2 plues/month. If he or she adds their Tracking skills to this, it becomes 4 plues/month.

R-16 Wine: It is a little known fact that Rangers produce some of the finest wines and spirits this side of the empire. For each level of proficiency, the holder can produce an alcoholic beverage of roughly twice the value and potency of the non-proficient. Additionally, since you are doing all this wine producing, you subtract 15% / level of proficiency from your chances of becoming inebriated.

Fighter proficiencies, non weapon

Like other classes, Fighters also have a few skills that other people don't. Herewith is a brief list of these accomplishments. For every 3 levels of experience, you may add ONE of these proficiencies, or add a plus to one of your current proficiencies. As a starting character, you will have 2 of these proficiencies. All proficiencies are based on the roll of d6. You must roll 1d6 to an equal or lesser amount than your given proficiency, for the attempt to be successful. For example, a character with a proficiency of 3 in Direction Sense must roll a 3 or less in order to successfully travel without becoming lost.

F-1 Alertness: Simply, how difficult is it for you to be surprised? Conversely, how easy is it for you to surprise someone else? Unlike the normal progression, if you have no proficiency ("0") in this department, you have a base chance of 1 in 6 to avoid being surprised. With a proficiency of "1", this increases to 2 in 6. A "2" would give you 3 in 6, and so on.

F-2 Animal Handling: This proficiency enables the character to properly care for pack animals, as well as those animals that fighters are accustomed to dealing with, war dogs, horses, etc. It allows the proficient to calm excited animals, preventing them from running amok. The non-proficient player must roll 1 or less in order to do this, while the proficient character gains 1



Elven Archer

Fred's World

Proprietary Knowledge for the Fighter or Ranger

point per level of proficiency. (2 or less at 1st, 3 or less at 2nd, etc.). Also, this proficiency enables the fighter to care for wounded creatures of a similar nature, permitting the restoration of 1 d6 hit points / creature /week, only for non player creatures.

F-3 Blind Fighting: Those proficient in this arcane skill attack at -2 (as opposed to -4) when fighting in darkness, while blinded (magically or otherwise), or versus invisible opponents. Upon reaching the 12th level, the proficient character can detect the

F-4 Direction Sense: Working above or below ground, this makes it a good deal more difficult to become lost. The standard progression applies. For total darkness (a cave or starless night), add 3 to your roll. If you have been teleported, dimension doored, or magically transported in any fashion, you will be totally disoriented until you come across something familiar to get a bearing from.

F-5 Endurance: A person with this proficiency can last longer, physically, than someone who doesn't have this, in the performance of physical tasks. You can run or sprint twice as long as someone else, without a longer recovery period. NOTE: A character either has this proficiency, or does not have it, there is no progression.

F-6 Firebuilding: Building fires! Enables the holder to start a fire without a Mk I fire kit, or enables someone with the fire kit to build a fire in half the time. Also allows persons so endowed to start fires from materials that are less than completely dry.

F-7 Hunting: Foraging for things that walk and taste good grilled, with a little butter sauce. You must work alone here, rather than directing others. You can feed 6 people, if successful, as well as know whether or not there is any game to be hunted in the first place.

F-8 Military Skill An extremely useful proficiency, Military Skill allows the player character to do many things. There are several levels of skill:

1st: Identification of military units at long range, coupled with knowledge of their strengths, common tactics, and normal equipment.

2nd: Add detailed weapons identification, to include type and potential damage of any weapon, as well as weapons lore: who makes the good stuff, and what it is worth.

3rd: Add the ability to manage up to 10 non-proficient characters in tactical situations. This adds 1 to all saving throws except cast spells, and the group functions on the leader's initiative roll. Effectively a Sergeant, this person can charge the appropriate fees for mercenary duty.

4th: As above, but up to 100 people, +2 to all saving throws except cast spells, and all 100 persons move on the leader's initiative. Effectively a Captain, this person can charge the appropriate fees for mercenary duty.

F-9 Riding, Land based: Characters with this skill can conduct combat while mounted, guiding their mount without the use of their hands, and able to safely jump obstacles (² 3 ft. high or 12 ft. wide), take evasive action, etc. A group of characters with this proficiency can function as a cavalry unit. A character having at least 4 levels of Riding proficiency can train horses or similar animals to function as war horses. Additionally, any fighter possessing at least 4 levels of Riding may attend the UMA workshop in Air Combat Maneuvering, to gain the first level of Riding, Air based.

F-10 Conspicuous Consumption: Upon reaching the 12th level, all Fighters become proficient in drinking and eating and making general pigs of themselves. Characters blessed with this proficiency will take twice as much alcohol to become inebriated, and, when inebriated, fight without any penalties whatsoever, for the first 10 combat rounds. Additionally, those so proficient can actually behave themselves when the occasion warrants, and not embarrass a party with their ill manners. Characters beyond the 15th level additionally add 25 to their Phur Phactor, while drunk.