

# Rangers and Paladins

## A Basic Fantasy RPG Supplement

### Release 4

Copyright © 2011-2012, 2018-2021

Chris Gonneman and Wynter Sturtevant III

All Rights Reserved

Distributed under the terms of the Open Game

License version 1.0a

Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

## INTRODUCTION

This supplement provides rules for playing Rangers and Paladins under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

## NEW CHARACTER CLASSES

The new classes described in this supplement are considered subclasses of the Fighter. As such, they have the same attack bonus and saving throws as Fighters of the same level. They should be treated as Fighters for all purposes, unless otherwise noted.

### Ranger

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,200	2d8
3	4,400	3d8
4	8,800	4d8
5	17,600	5d8
6	35,200	6d8
7	70,400	7d8
8	132,000	8d8
9	264,000	9d8
10	396,000	9d8+2
11	528,000	9d8+4
12	660,000	9d8+6
13	792,000	9d8+8
14	924,000	9d8+10
15	1,056,000	9d8+12
16	1,188,000	9d8+14
17	1,320,000	9d8+16
18	1,452,000	9d8+18
19	1,584,000	9d8+20
20	1,716,000	9d8+22

Rangers are specialized warriors who roam the borderlands, where their mission is to keep the beasts and monsters of the untamed lands at bay. They generally operate alone or in small groups, and rely on stealth and surprise to meet their objectives.

**Requirements:** To become a Ranger, a character must have a Strength score of 9 or higher (just as with any Fighter), a Wisdom of 11 or higher, and a Dexterity of 11 or higher. They may use any weapon and may wear any armor, but

note that some of the Ranger's special talents and abilities are unavailable when wearing heavier than leather armor. Humans, Elves, and Halflings may become Rangers. If the Half-Humans supplement is used, Half-Elves and Half-Orcs may also become Rangers.

**Special Abilities:** Rangers can Move Silently, Hide, and Track when in wilderness areas, at percentages given in the table below. Apply a -20% penalty when attempting these abilities in urban areas. Move Silently and Hide may not be used in armor heavier than leather (unless the **Thief Options** supplement is in use, in which case the adjustments in that supplement should be applied).

Level	Move Silently	Hide	Tracking
1	25	10	40
2	30	15	44
3	35	20	48
4	40	25	52
5	45	30	56
6	50	35	60
7	55	40	64
8	60	45	68
9	65	50	72
10	68	53	75
11	71	56	78
12	74	59	81
13	77	62	84
14	80	65	87
15	83	68	90
16	85	69	91
17	87	70	92
18	89	71	93
19	91	72	94
20	93	73	95

**Note:** If the GM allows Thief characters to allocate their ability percentages, as given on page 153 of the **Basic Fantasy RPG Core Rules**, then the Ranger may also be allowed to do so. Rangers gain 14 points per level from 2<sup>nd</sup> to 9<sup>th</sup> levels, 9 points per level from 10<sup>th</sup> to 15<sup>th</sup> levels, and 4 points per level thereafter.

When tracking, the Ranger must roll once per hour traveled or lose the trail.

## A BASIC FANTASY SUPPLEMENT

## RANGERS AND PALADINS

A Ranger must declare a **chosen enemy**. Against this chosen enemy, the Ranger gets a bonus of +3 to damage. This enemy might be a certain category of creature such as giants, humanoids, or dragons. With the GM's permission, the list might include rival organizations, nations, or similar agencies.

Rangers are always expert bowmen. When using any regular bow (shortbow or longbow, but not crossbow), a Ranger adds +2 to his or her Attack Bonus. At 5<sup>th</sup> level, a Ranger may fire three arrows every two rounds (a 3/2 rate of fire). This means one attack on every odd round, two on every even round, with the second attack coming at the end of the round. At 9<sup>th</sup> level, the Ranger may fire two arrows every round, with the second attack coming at the end of the round.

### Paladin

Level	Exp. Points	Hit Dice	Spells	
			1	2
1	0	1d8	-	-
2	2,500	2d8	-	-
3	5,000	3d8	-	-
4	10,000	4d8	-	-
5	20,000	5d8	-	-
6	40,000	6d8	-	-
7	80,000	7d8	-	-
8	150,000	8d8	-	-
9	300,000	9d8	-	-
10	450,000	9d8+2	1	-
11	600,000	9d8+4	2	-
12	750,000	9d8+6	2	1
13	900,000	9d8+8	2	2
14	1,050,000	9d8+10	3	2
15	1,200,000	9d8+12	3	3
16	1,350,000	9d8+14	4	3
17	1,500,000	9d8+16	4	4
18	1,650,000	9d8+18	5	4
19	1,800,000	9d8+20	5	5
20	1,950,000	9d8+22	6	5

**Requirements:** To become a Paladin, a character must have at least a Strength score of 9, a Wisdom score of 11, and a Charisma score of 11. There are no racial restrictions for the Paladin. They may use any weapon and may wear any armor or shield. If your GM is using the nine alignments option/supplement, you must either be Lawful Good or Chaotic Evil.

**Special Abilities:** Paladins emanate an aura equivalent to the spell **protection from evil** (or good, depending on the Paladin's particular faith) in a 10' radius. The Paladin can also **detect evil** (or good, as above) at will, as the spell.

Once per day, per level, a Paladin can make his or her non-magical melee weapon or attack form equivalent to a magic weapon for purposes of hitting creatures only able to be struck with a silver or magical weapon. This effect lasts for a turn.

Once per day, the paladin can **Lay on Hands** to any wounded character and heal 2 points of damage; add the Paladin's Charisma bonus to this figure. On each odd-numbered level (3<sup>rd</sup>, 5<sup>th</sup>, etc.) the Paladin may do this one additional time per day (so, twice per day at 3<sup>rd</sup> level, three times per day at 5<sup>th</sup> level, etc.) Starting at 7<sup>th</sup> level, the Paladin may choose to **cure disease** (as the spell) instead of providing healing as above. At 11<sup>th</sup> level, the Paladin may also substitute **neutralize poison**.

A Paladin can Turn (or **command**) undead as if a Cleric of a level equal to half his or her own, rounded down, starting at 2<sup>nd</sup> level.

Paladins gain the ability to cast appropriate Clerical spells at level 10. For purposes of spell effects that vary based on the Cleric's level, use one-half the Paladin's level, rounded down.

A Paladin must tithe, giving a minimum of 10% of all treasures gained or other profits as an offering to his or her deity.

A Paladin must obey a code of honor, as defined by the Game Master, and must try to perform duties assigned by his or her deity or religious hierarchy. If the Paladin breaks the code, all powers granted are taken away, and the character must atone for his or her actions as soon as possible. Until the Paladin successfully atones, as defined by the Game Master, he or she is considered an ordinary Fighter.

### FIGHTER CLASS OPTION

There is a valid argument that no one would want to play a standard Fighter in a game with Ranger and Paladin classes available, based on the relative power levels of the classes. If you feel that this is or may be an issue in your game, you may wish to apply the following optional rule:

#### Weapon Specialization

Under this rule, the player of a Fighter may choose a weapon in which the character is especially skilled. Specialization only applies to "true" Fighters, and not to any subclasses thereof which may appear in this or any other supplement, unless otherwise noted.

At first level, the player applies one **rank** of specialization to the chosen weapon. This choice must be quite specific; for instance, a specialization in the longsword will give no bonuses when using a shortsword.

Every third level after first (that is, 4<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup>, etc.) the player applies another rank of specialization. Each new rank

may be applied to an existing specialization, or to a new specialization.

For instance, at first level Darion's player assigns a rank to longsword. Darion gains a bonus of +1 on attack rolls when using a longsword. At 4<sup>th</sup> level, the player may assign the new rank to longsword, giving a bonus of +1 on attack rolls and +1 on damage; or, the rank may be applied to a new weapon, such as the longbow, in which case both weapons have +1 on attack rolls but no bonus to damage.

As indicated in the Attacks Per Round column, at higher ranks of specialization the Fighter is allowed to attack more than one time per round. 3/2 means that the character may attack three time in every two rounds, once in the odd-numbered round and twice in the even-numbered round. At 2/1 the Fighter is allowed to attack with the specialized weapon two times per round. Additional attacks always come after all other attacks are resolved; that is, the Fighter attacks once on his or her Initiative number, then again after all "first" attacks are done. If more than one weapon specialist is involved in a battle, count Initiative down twice, once for "first" attacks and again for "second" attacks.

Rank	Combat Bonuses (Attack / Damage)	Attacks per Round
1	+1 / +0	1 / 1
2	+1 / +1	1 / 1
3	+2 / +1	3 / 2
4	+2 / +2	3 / 2
5	+3 / +2	2 / 1
6	+3 / +3	2 / 1

Some GMs do not like the 3/2 rate, as it does involve keeping track of even and odd rounds. In such a case, the GM may either choose to use 1/1 for both ranks, or 1/1 for rank 3 and 2/1 for rank 4.

*NOTE: This is the same rule presented in the **Combat Options** supplement, Release 4. If you are using both this supplement and that one, and the Combat Options supplement is newer than Release 4, please verify whether this rule is different in the other supplement; if so, as GM you must decide which version to apply.*

## Open Game License

### INTRODUCTION

**Rangers and Paladins: A Basic Fantasy Supplement** (hereinafter "the Supplement") is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

**Designation of Open Game Content:** The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

**Designation of Product Identity:** Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase "make mine Basic"; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal mark of Chris Gonnerman for his various products, and which is Copyright © 2002 Chris Gonnerman, and the "Scribbled Dragon," which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

### 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 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 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip 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.

Basic Fantasy Role-Playing Game Copyright © 2006-2016 Chris Gonnerman.

Fighter Subclasses: A Basic Fantasy Supplement Copyright © 2006 William Smith.

Quasi Classes: A Basic Fantasy Supplement Copyright © 2009 R. Kevin Smoot.

Rangers: A Basic Fantasy Supplement Copyright © 2010-2011 Jason Brentlinger.

Rangers and Paladins: A Basic Fantasy Supplement Copyright © 2011-2012, 2018-2021 Chris Gonnerman and Wynter Sturtevant III

### END OF LICENSE