

RANGER PACK

The Ranger will have a backpack full of useful items for adventuring in nature. These items may be expensive, but they provide you an advantage over those that are not able to afford such equipment. Do not be scared off by the price however, as the items that you are provided with can be the difference between getting to the next town and being lost in the forest with all the scary monsters.

| Item | Cost | Weight |
|-------------------|--------|--------------|
| Backpack | 2 gp | 5 lb. |
| Compass | 25 gp | 1 lb. |
| Hatchet | 1 gp. | 2 lb. |
| 5 Hunter's Snares | 5 gp. | 1/2 lb. |
| Hunting Knife | 2 gp. | 1 lb. |
| Rope | 1 gp. | 10 lb. |
| Small Binoculars | 50 gp. | 5 lb. |
| Survival Guide | 25 gp. | 1/2 lb. |
| Tinderbox | 5 sp. | 1 lb. |
| Waterskin | 2 sp. | 5 lb. (full) |
| Whetstone | 1 cp. | 1 lb. |

Backpack A cloth or leather sack that is carried on one's back and secured with two straps that go over the shoulders. They can vary in size and shape, but all standard backpacks hold one cubic foot and up to 30 lb.

Compass A compass is an instrument used for navigation and orientation that shows direction relative to the geographic directions or points on a map. Usually, a diagram called a compass rose shows the directions north, south, east, and west on the compass face as abbreviated initials.

A compass provides the Ranger with an advantage no matter the terrain in which they may be traveling. Any Survival (Wisdom) checks involving travel are made at advantage when the Ranger uses their compass.

Hatchet A hatchet is a single-handed tool with a sharp blade on one side used to cut and split wood, and a hammer head on the other side.

Hunter Snare Snares are anchored rope nooses set to catch wild animals such as squirrels and rabbits. When used by a ranger, they have a 75% chance to trap any small game in the area within 1 hour of setting the trap. If the ranger fails to catch any game, the trap has a 50% of being destroyed as a small animal may have been able to escape by breaking out or possibly set off by a larger creature.

Hunting Knife A large sharp knife, usually with a handle shaped to fit a firm grip and a blade with a slight curve towards the tip, that is primarily used to skin and cut up game. The blade length is 5 inches and the total length is 11 1/2 inches. It includes a leather sheath.

Rope 50 ft. of hempen rope.

Set of Small Binoculars Binoculars allow the ranger to see far-away things more clearly. They are made of a pair of matched telescopes that the ranger can look through. The two telescopes focus light and magnify images in the distance. The binoculars included in the pack will allow the ranger to see 2.5X the normal distance of two miles, on a clear day. All images with also be magnified 5X their normal size

The ranger has advantage of all Wisdom (Survival) checks that may involve any action using the binoculars.

Survival Guide A notebook of lore and information passed down by rangers over the years. The guide contains information regarding the identification, benefits, and negative effects of plant life, included herbs, trees, bushes and berries. The guide also provides drawings of the plant life described within.

If the ranger fails an Intelligence (Nature) check involving plant life, they may choose to reroll and use the new total.

Tinderbox This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire.

Waterskin A container that is made from the bladder of a cow or goat, it can hold up to 4 pints of liquid.

Whetstone A small flat stone used to sharpen edged tools or knives.

