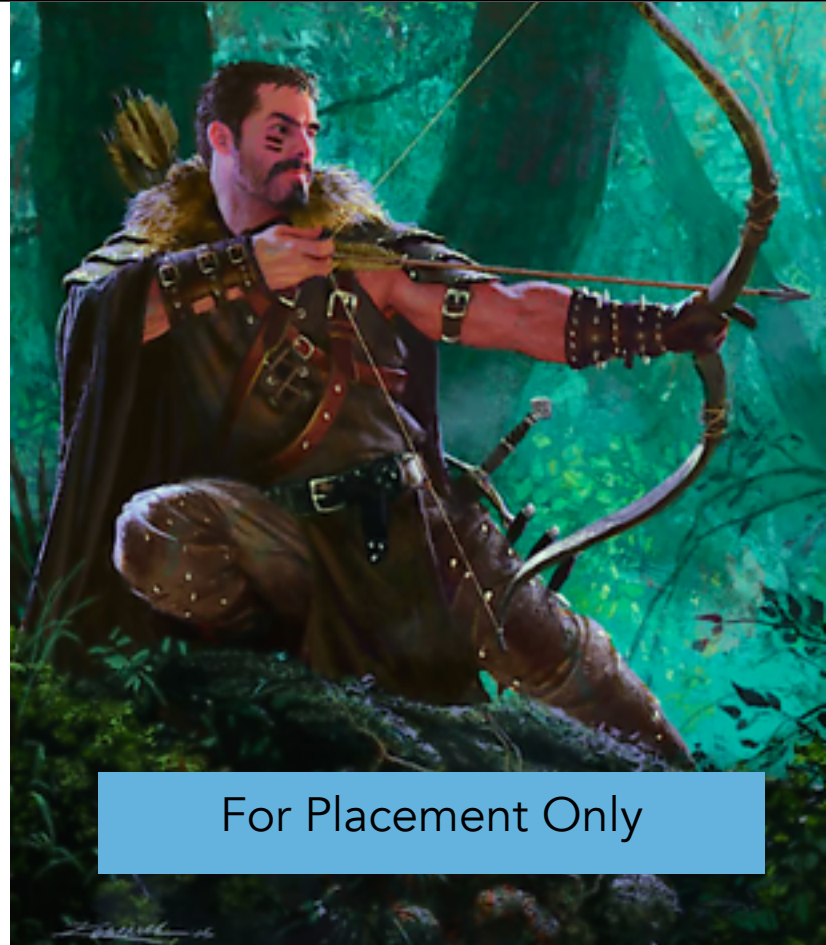


# RANGER X

by @ Quickleaf

This is my work-in-progress revision of the 5e ranger class, with the following goals:

- Accommodate both spell-less and spellcasting rangers (with magic akin to an eldritch knight rather than half caster).
- Encourage a play style that focuses on scouting, planning, and exploiting the enemy's weakness, rather than rushing headlong into the fray. This helps distinguish the ranger from other warriors.
- Reincorporate ideas presented originally in the exploration rules of the 5e playtest. Also, revise the Natural Explorer feature so it's easier to keep track of and remember in play.
- Give them an aura that boosts allies' awareness and advances as the ranger character levels.
- Maintain traditional features like favored enemy and favored terrain, but make them optional.
- Introduce "Wildcrafts" using a similar mechanic to warlock Invocations to encompass optional features (e.g. animal companions, favored enemy).



## CLASS FEATURES

As a ranger you gain the following class features. Any features not described below are identical to the corresponding features of the ranger class in the PHB.

### HIT POINTS

**Hit Dice:** 1d10 per ranger level.

**Hit Points at 1st Level:** 10 + your Constitution modifier.

**Hit Points at Higher Level:** 1d10 (or 6) + your Constitution modifier per ranger level after 1st.

## PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapon:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Dexterity

**Skills:** Choose three from: Animal Handling, Athletics, Insight, Investigation, Medicine, Nature, Perception, Stealth, and Survival

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) a martial melee weapon of your choice
- (a) dungeoneer's pack or (b) explorer's pack
- a longbow and a quiver of 20 arrows

## STUDIED STRIKE

As a bonus action you can be concentrating on a specific enemy you can see. Once per turn, when you attack that enemy (hit or miss) while concentrating, increase your damage against them by +2. This damage bonus may never exceed the summation of your Wisdom modifier and your proficiency bonus. When you stop concentrating on an enemy with studied strike, or switch the enemy you're concentrating on, you lose this damage bonus.

## TRACKING

When you inspect track & sign during a short rest you learn the number and nature of the creatures that have moved through the area in the past 24 hours. You determine the creatures' overall state of health and the age of the tracks. You ascertain when and where they entered the area, as well as when and where they left. Your first attack against a creature (or group of similar creatures) you have been tracking has advantage.

So long as the weather has been clear, you can learn information from even older tracks as you advance levels. At 4th level you can track back up to 2 days. At 11th level you can track back up to 3 days. At 17th level you can track back up to 5 days.

## \*WILDERNESS LORE\*

At 6th level you can anticipate natural hazards by recognizing changes in weather or subtle signs in the landscape. This alerts you to the potential of the threat, such as a storm that will break before nightfall or when you're entering an area of the Underdark where shrieker mushrooms grow.

At 10th level,

At 14th level,

## WILDCRAFTS

Your study of the wilds grants you abilities beyond other frontiersman that can appear almost mystical to those sheltered behind civilization's walls.

At 2nd level you gain 2 wildcrafts of your choice. Your wildcraft options are listed at the end of the class description.

As you gain ranger levels, you learn additional wildcrafts of your choice, as shown on the Ranger level advancement table.

Additionally, when you gain a level in ranger, you can choose one of the wildcrafts you know and replace it with another wildcraft that you could learn at that level.

## SKIRMISH

Beginning at 9th level, you can move half your speed (rounded down) as a reaction to being attacked or an enemy moving next to you. This movement doesn't provoke opportunity attacks, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

## FOE SLAYER

At 20th level, add your Wisdom modifier to all attack and damage rolls.

| Level | Proficiency Bonus | Wildcrafts Known | Class Features   |
|-------|-------------------|------------------|--|
| 1     | +2                | -                | <b>Studied Strike, Tracking, Wilderness Lore</b>         |
| 2     | +2                | 2                | Fighting Style, <b>Wildcrafts</b>                        |
| 3     | +2                | 2                | <b>Ranger Archetype</b>                                  |
| 4     | +2                | 2                | Ability Score Improvement                                |
| 5     | +3                | 3                | Extra Attack   |
| 6     | +3                | 3                | <b>Wilderness Lore improvement</b>                       |
| 7     | +3                | 4                | <b>Ranger Archetype feature</b>                          |
| 8     | +3                | 4                | Ability Score Improvement, Land's Stride                 |
| 9     | +4                | 5                | <b>Skirmish (one use)</b>                                |
| 10    | +4                | 5                | <b>Wilderness Lore improvement</b> , Hide in Plain Sight |
| 11    | +4                | 5                | <b>Ranger Archetype feature</b>                          |
| 12    | +4                | 6                | Ability Score Improvement                                |
| 13    | +5                | 6                | <b>Skirmish (two uses)</b>                               |
| 14    | +5                | 6                | <b>Wilderness Lore improvement</b> , Vanish              |
| 15    | +5                | 7                | <b>Ranger Archetype feature</b>                          |
| 16    | +5                | 7                | Ability Score Improvement                                |
| 17    | +6                | 7                | <b>Skirmish (three uses)</b>                             |
| 18    | +6                | 8                | Feral Senses   |
| 19    | +6                | 8                | Ability Score Improvement                                |
| 20    | +6                | 8                | <b>Foe Slayer</b>  |

## RANGER ARCHETYPES

### BORDERLANDS GUARD

Defenders of the fringes of civilization, these rugged rangers protect hamlets and keeps where there are no standing armies, where noble lords fear to tread, where militias tremble beneath the shadow of what lurks in the wilds. Expected to operate independently with scant contact between fellow members of the borderlands guard, these rangers are the first line of defense against the savage orcs, giants, dragons, and all others sorts of horrors lurking at civilization's threshold. They master the ways of the wilderness in order to keep people safe, preventing the encroaching darkness from

snuffing civilization's light. Compared to other rangers, those of the borderlands guard tend to be better armored and more often are found on horseback. While some aristocrats may treat them as outcasts, they often receive a warm reception among folk living in the borderlands. Many, but not all, borderlands guards tend toward lawful or good alignments.

| Level | Borderlands Guard Features |
|-------|----------------------------|
| 3     | Horde Tactics, Vigilance   |
| 7     | Defensive Camp             |
| 11    | For Duty and Honor         |
| 15    | Borderlands Lord           |



## HORDE TACTICS

At 3rd level you are accustomed to fighting monsters in vast numbers. Your Studied Strike applies to groups of similar creatures. For example, you could use Studied Strike against a horde of orcs, gaining the damage bonus against any orcs you attack. However, if you were to attack an ettin, for example, you would lose your Studied Strike bonus.

## VIGILANCE

At 3rd level you are accustomed to long watches and can benefit from a long rest even while standing watch the entire time. You suffer no Perception penalty when sleeping. Also, add your proficiency bonus to your initiative rolls and when surprised you can still take reactions.

## \*DEFENSIVE CAMP\*

At 7th level you can set up a camp or watch rotation (whether in the wilderness or in town), granting your companions the following benefits when taking a long rest:

- Companions still benefit from a long rest even if they undertake strenuous activity like standing watch for more than 2 hours or honing weapons (though not fighting or spellcasting).
- Companions benefit from three-quarters cover from ranged attacks.
- 

## \*FOR DUTY AND HONOR\*

At 11th level

## \*BORDERLANDS LORD\*

At 15th level



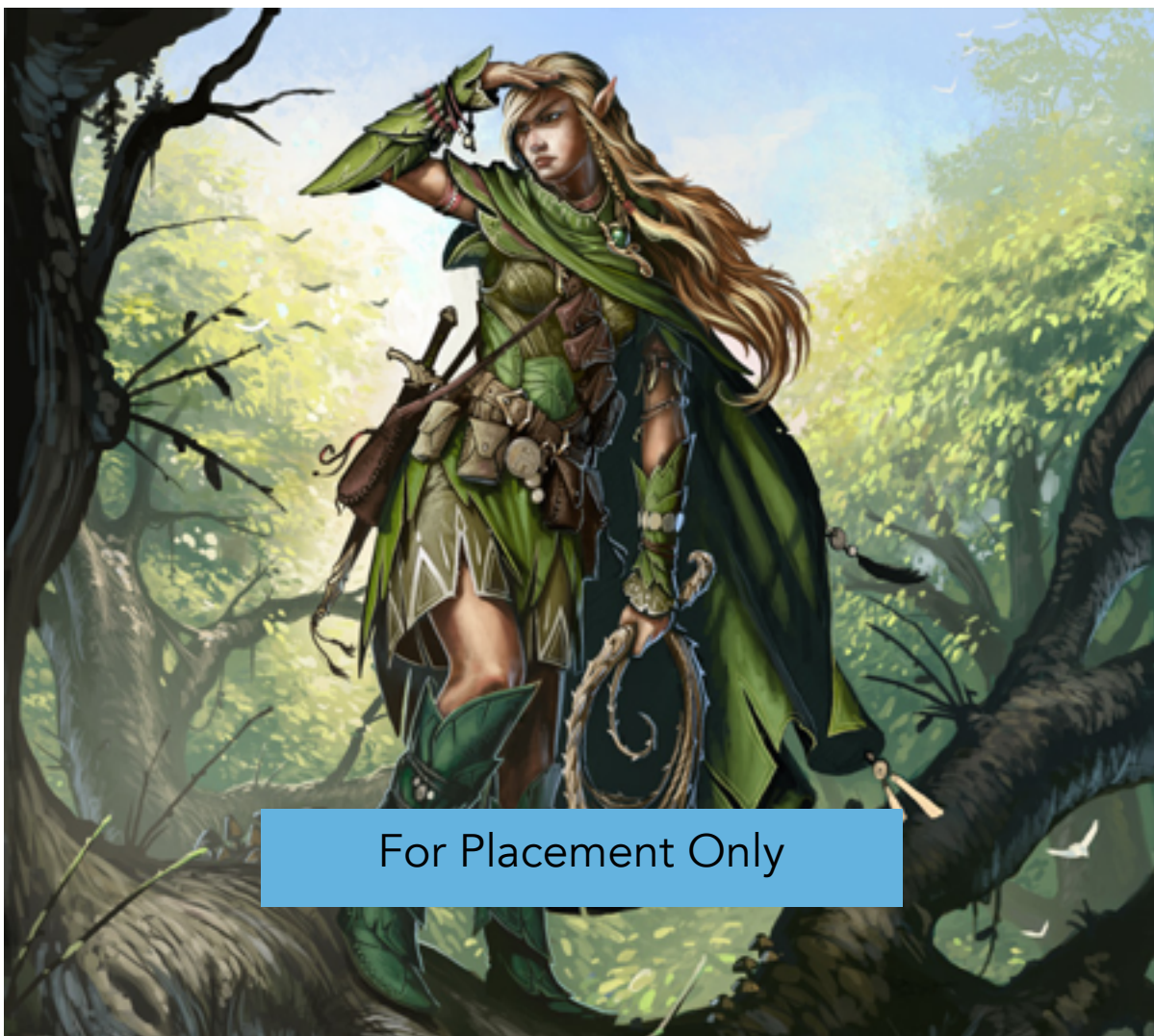
## HINTERLANDS SCOUT

Scouts can be part of both civilized militaries or scattered tribes in the wilderness. These adroit rangers are accustomed to traveling behind enemy lines, traversing the hinterlands that lie between the edges of civilization and the deepest darkest wilds. Masters of exploration, scouts are skilled at adapting to foreign environments, finding new trails thru desolate lands, and guiding parties safely to the lights of town.

## SCOUT'S MOVEMENT

At 3rd level your speed increases by 10 feet while you are wearing armor that doesn't impose disadvantage on Stealth checks (or no armor).

| Level | Scout Features             |
|-------|----------------------------|
| 3     | Scout's Movement, Scouting |
| 7     | Pathfinding                |
| 11    |                            |
| 15    |                            |



see 2e kits: Pathfinder (trail sense & overland guiding), Explorer (languages, find the path, culture sense)

## SCOUTING

At 3rd level gain Scouting. While under a clear sky, whether night or day, you always know the direction of true north and cannot get lost. In addition, when you have 1 hour of downtime (such as during a short rest), you can scout out a discrete area either 2,640 feet (1/2 mile) away or all around you in a 100 foot radius without being detected. You determine the presence and numbers of any creatures that are not hidden or invisible, and the general layout of the area scouted.

At 7th level, you know true north and cannot get lost while above ground no matter the weather conditions. The range you can scout increases to a discrete area 3,960 feet (3/4 mile) away or all around you in a 150 foot radius.

At 11th level, you know true north and cannot get lost while underground. The range you can scout increases to an area 5,280 feet (1 mile) away or all around you in a 200 foot radius.

At 15th level, you know true north (if it exists) and cannot get lost even while on other planes. You also detect any hidden creatures in the area.

## \*PATHFINDING\*

At 7th level

\*?\*

At 11th level

\*?\*

At 15th level

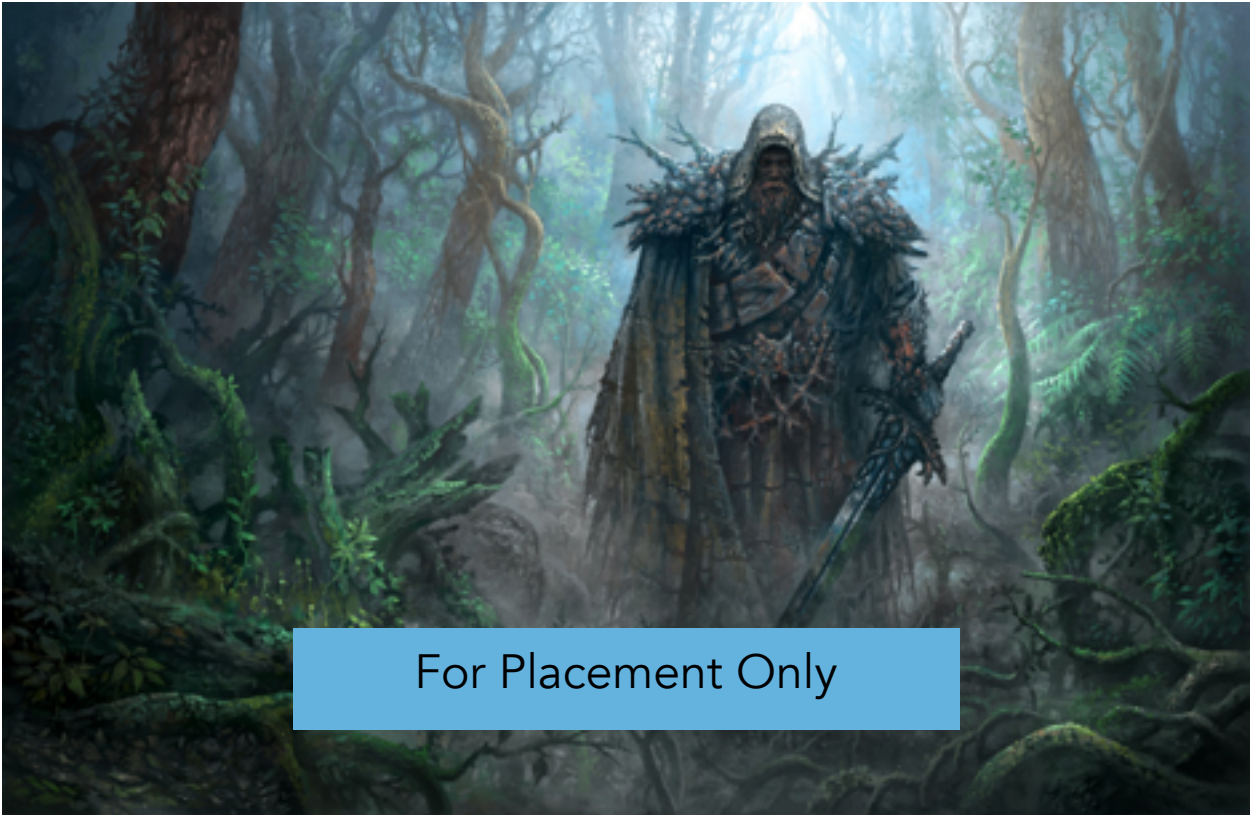
WILDLANDS WARDEN

Far from civilization, in the deepest wilds and forgotten places of the world, wardens stand watch of ancient mountains, sacred groves, and magical oases. Trained by shamans or druids and invested with the power of the land in ancient rites, these rangers defend the wilds from the despoils of civilization. They exist in the forgotten remote places of the world, far from civilization, and they are often critical of how civilization despoils the wilds and threatens indigenous ways of life. Their magic is drawn from a personal connection to the land and is dynamic like a druid’s magic rather than codified like a wizard’s. Such rangers tend to see the world in terms of natural balance more so than civilized social codes, and usually come across as outsiders when visiting settlements. They are often, but not always, chaotic or neutral aligned.

SPELLCASTING

At 3rd level you gain the ability to cast spells from either the druid or ranger spell list. You choose which spell list you use when you gain this feature, and it doesn’t change. If you choose the ranger spell list, you may still select cantrips from the druid spell list. You prepare a number of spells that are available for you to cast after finishing a long rest. When you do so, choose a number of spells equal to your Wisdom modifier + half your ranger level (rounded down, minimum of one spell). The spells must be of a level for which you have spell slots.

| Level | Wildlands Warden Features        |
|-------|----------------------------------|
| 3     | Spellcasting, Primeval Awareness |
| 7     | Bonded Land                      |
| 11    | Warden’s Wrath                   |
| 15    | Aspect of the Wild               |





## PRIMEVAL AWARENESS

At 3rd level you gain the PHB ranger's Primeval Awareness feature.

## BONDED LAND

At 7th level you can forge a connection to an area of wilderness by meditating there for 8 hours. This area is a single named region, such as the Griffonback Mountains or Bleeding Forest. You may only have one bonded land at a time. While in your bonded land, you gain the following benefits:

- When using Primeval Awareness, you detect the number and type of any creatures in the area.
- You can make saving throws at the start of your turn instead of at the end.
- You can spend hit dice to heal as a bonus action without needing a short rest.

## WARDEN'S WRATH

At 11th level, as a bonus action you can mark all enemies within 5 feet of you or one enemy you can see and name out loud. Until the end of your next turn, your opportunity attacks against marked enemies have advantage and do not expend your reaction. If a marked enemy moves toward a creature beside you, the terrain becomes difficult for that enemy, requiring 2 feet of speed be expended for every 1 foot moved.

## ASPECT OF THE WILD

At 15th level, you can cast *commune with nature*, *tree stride*, or *meld into stone* once per long rest. When you do, you can spend hit dice to heal without needing a short rest.

## WILDLANDS WARDEN SPELLCASTING

| Ranger Level | Cantrips Known | Spell Slots per Spell Level |     |     |     |
|--------------|----------------|-----------------------------|-----|-----|-----|
|              |                | 1st                         | 2nd | 3rd | 4th |
| 3            | 2              | 2                           | —   | —   | —   |
| 4            | 2              | 3                           | —   | —   | —   |
| 5            | 2              | 3                           | —   | —   | —   |
| 6            | 2              | 3                           | —   | —   | —   |
| 7            | 2              | 3                           | —   | —   | —   |
| 8            | 2              | 4                           | 2   | —   | —   |
| 9            | 2              | 4                           | 2   | —   | —   |
| 10           | 3              | 4                           | 2   | —   | —   |
| 11           | 3              | 4                           | 3   | —   | —   |
| 12           | 3              | 4                           | 3   | —   | —   |
| 13           | 3              | 4                           | 3   | 2   | —   |
| 14           | 3              | 4                           | 3   | 2   | —   |
| 15           | 3              | 4                           | 3   | 2   | —   |
| 16           | 3              | 4                           | 3   | 3   | —   |
| 17           | 3              | 4                           | 3   | 3   | —   |
| 18           | 3              | 4                           | 3   | 3   | —   |
| 19           | 3              | 4                           | 3   | 3   | 1   |
| 20           | 3              | 4                           | 3   | 3   | 1   |

## WILDCRAFTS

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Animal Companion  
 Animal Empathy  
 Beast Speech  
 Enhanced Darkvision  
 Favored Enemy  
 Favored Terrain  
 Group Stealth  
 Plant Speech  
 Poison Tolerance  
 Poultices  
 Sign Language  
 Trapping & Snaring  
 Travel Hardened  
 Uncanny Senses

### ANIMAL COMPANION

*Prerequisite: Proficiency in Animal Handling*  
 You have an animal companion that accompanies you on your adventures; choose from bird of prey, mount, or predator. The specific types of companions available depends on the DM's campaign, though it should be a beast of CR 1/2 or less. Your animal companion acts independently of you, though you can direct its actions with a free Animal Handling check (the Difficulty determined by the situation and what you're asking them to do). When not being directed it generally follows you. Your animal companion cannot be killed outright while you are alive; it can only be knocked unconscious and rendered dying. The animal can perform many tricks, such as: attack, come, fetch, guard, heel, retrieve, sit, "speak", and withdraw. In addition, each "class" of animal companion has a unique trick it knows: lookout (bird of prey), stunt riding (mount), and track (predator).

**Bird of Prey:** This includes eagles, falcons, ravens, and in some campaigns less traditional winged creatures like flying snakes or bats. Birds of prey can serve as lookouts, circling above an area up to a square mile and screeching if hostile creatures are sighted.

**Mount:** In most campaigns this includes horses, and in some campaigns less traditional mounts like camels, elk, giant seahorses, or others. Mounts can perform a variety of riding stunts, in addition to carrying saddlebags and riders.

**Predator:** This includes wolves, hounds, bobcats, lynxes, and in some campaigns less traditional predators like blink dogs or wolverines. Predators can track by scent on their own using your Wisdom (Survival) score and can Help anyone attempting to track.

### ANIMAL EMPATHY

*Prerequisite: Proficiency in Animal Handling*  
 When facing a hostile beast (or pack of beasts of the same type), provided neither you nor your companions are being overtly threatening, you can make an Animal Handling check to calm the beast so that it does not attack you or your companions so long as you stay out of its territory or don't otherwise antagonize it. The Difficulty of the check is determined by the DM. This requires you to present yourself to the beast unarmed and make gentle eye contact.

### BEAST SPEECH

You can cast *speak with animals* at will, without expending a spell slot. This also allows you to mimic the sounds of any beast. You must have heard the creature make the sound for at least 1 minute. A successful Wisdom (Insight) check contested by your Intelligence (Nature) check allows a listener to determine that the sound is faked.

## ENHANCED DARKVISION

You gain 60-ft darkvision and can see muted shades of color in the dark. If you already have darkvision, then increase the range by 60-ft and you can see muted shades of color.

## FAVORED ENEMY

Choose a favored enemy from the various types of creatures: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids (select 2 specific races like orcs and goblins), monstrosities, oozes, plants, and undead. If your favored enemy has a particular language associated with it, you learn that language. Against your favored enemy, you have advantage on attack rolls, Intelligence checks to recall lore about them, Wisdom (Insight) checks, and Wisdom (Perception) checks. You also know any vulnerabilities of your favored enemy as well as their ecology and preferred lairs.

## FAVORED TERRAIN

Choose a favored terrain from the following: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. In your favored terrain, you have advantage on Wisdom (Survival) checks and Dexterity (Stealth) checks, leave no trail and cannot be tracked. Additionally, each type of favored terrain gives you a special benefit:

**Arctic:** Your Constitution checks and saves against environmental cold are advantaged.

**Coast:** You can hold your breath for a number of minutes equal to 1 + twice your Constitution modifier. When you run out of breath you can survive for a number of rounds equal to twice your Constitution modifier.

**Desert:** Your Constitution checks and saves against environmental heat are advantaged, and

you can get by fine with one gallon of water in hot weather.

**Forest:**

**Grassland:** In open clear conditions you can see twice as far as normal.

**Mountain:** You are immune to altitude sickness.

**Swamp:** Your Constitution checks and saves against disease are advantaged.

**Underdark:**

## GROUP STEALTH

*Prerequisite: Proficiency in Stealth*

When the rest of your adventuring group follows your directions and remains within 30 feet, they can add half your proficiency bonus or Dexterity modifier, whichever is higher (rounded down) to their Stealth checks.

## PLANT SPEECH

*Prerequisite: 9th level*

You can cast *Speak with Plants* at will, without expending a spell slot.

## POISON TOLERANCE

*Prerequisite: 9th level*

You have advantage on saving throws against poison and have resistance to poison damage.

## POULTICES

*Prerequisite: Proficiency in Medicine or herbalism kit*

You can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier (minimum 1). You can carry a number of poultices at one time equal to your Wisdom modifier (minimum 1). The poultices you create cannot be applied by anyone but

you. After 24 hours, any poultices that you have not used lose their potency.

If you spend 1 minute applying one of your poultices to a wounded living creature, thereby expending its use, that creature regains 1d6 hit points for every two ranger levels you have (rounded up).

## SIGN LANGUAGE

You learn a sign language that allows you to communicate strategies without speaking, even with those who do not understand the sign language, so long as whoever you're communicating with is within 60 feet and can see your face and hands.

## TRAPPING & SNARING

Given 30 minutes you can devise one of the following traps of your choice. Doing so requires access to raw materials, acquired in the wilds with a DC 10 Wisdom (survival) check or cannibalizing equipment you carry worth 5 gold pieces (the equipment is destroyed). The saving throw Difficulty of your traps equals 8 + your proficiency bonus + your Intelligence modifier. Some of the traps you can devise include:

- **Hunting Trap:** see PHB or Basic Rules.
- **Rope Hoist:** You rig a length of rope to cinch about the legs when a creature brushes a branch held in tension, and then yank them up into the trees above, leaving them suspended upside down. A Medium-sized or smaller creature stepping on the trigger must make a Dexterity saving throw or be restrained 15 feet above the ground. A creature can use its action to cut the rope with a slashing weapon, causing it to take falling damage. Alternately a creature can make a DC 13 Dexterity (Acrobatics) check to wriggle free and cling to the rope.

- **Spiked Pitfall:** You dig out a shallow 4-foot pit lined with sharp stakes and cover it with a lightweight woven mat camouflaged with the surrounding terrain. A creature stepping on the pit must make a Dexterity saving throw or take 1d6 piercing damage, fall prone, and reduce its speed by 10 feet. Once a spike is removed from the creature's foot as an action, its speed returns to normal.
- **Tripwire Log:** You rig a tripwire connected to a heavy log hanging from a rope so cause the log to swing down and smash anyone in its path. Any creature in the log's path failing its Dexterity saving throw takes 2d6 bludgeoning damage. You can rig the log to move in a repeated pendulum motion or to stop after it makes one pass.

## TRAVEL HARDENED

You can endure an extra "level 0" of endurance that has no ill effect on you. This level exists before level 1 where you'd suffer disadvantage on ability checks. In addition, when an ally you are traveling with would accrue a level of exhaustion due to marching or environmental conditions, you make choose to take the exhaustion on their behalf. You may only help one ally in this manner at a time.

## UNCANNY SENSES

You gain proficiency in the Investigation and Perception skills.



Let's compare my variant ranger with the PHB ranger, fighter, and paladin strictly in terms of how much damage they deal. No feats. 18 in the primary stat, 16 in secondary stat. All with duelist fighting style.

First scenario: the 5th level character needs to hold off a single monster for 4 rounds while the rest of the party deals with something else.

#### **Variant Ranger, borderlands guard 5th level**

Round 1  $1d8+6 / 1d8+8 = 23$   
 Round 2  $1d8+8 / 1d8+10 = 27$  DPR 50  
 Round 3  $1d8+10 / 1d8+12 = 31$  DPR 81  
 Round 4  $1d8+12 / 1d8+12 = 33$  **DPR 114**

#### **PHB Ranger, hunter (colossus slayer) 5th level**

*casts Hunter's Mark on 1st round*

Round 1  $1d8+6 / 2d8+6+1d6 = 29$   
 Round 2  $1d8+6 / 2d8+6+1d6 = 29$  DPR 58  
 Round 3  $1d8+6 / 2d8+6+1d6 = 29$  DPR 87  
 Round 4  $1d8+6 / 2d8+6+1d6 = 29$  **DPR 116**

#### **Fighter, battlemaster 5th level**

*action surge first round, and spend 2 superiority dice on rounds 2 & 3*

Round 1  $1d8+6 / 1d8+6 / 1d8+6 / 1d8+6 = 42$   
 Round 2  $2d8+6 / 2d8+6 = 30$  DPR 72  
 Round 3  $2d8+6 / 2d8+6 = 30$  DPR 102  
 Round 4  $1d8+6 / 1d8+6 = 21$  **DPR 123**

#### **Paladin, oath of devotion 5th level**

Third scenario: the 11th level character faces an all-out assault by a horde of ghouls (22 hp), and must kill as many as possible at range from the parapets. Primary stat is bumped up to 20, 16 in secondary stat. All with duelist fighting style.

#### **Variant Ranger, borderlands guard 11th level**

Round 1  $1d10+7 / 1d10+9 = 27$   
 Round 2  $1d10+9 / 1d10+11 = 31$  DPR 58  
 Round 3  $1d10+11 / 1d10+13 = 35$  **DPR 93**

#### **PHB Ranger, hunter (colossus slayer) 11th level**

Round 1  
 Round 2  
 Round 3

#### **Fighter, battlemaster 11th level**

*action surge first round*

Round 1  $(1d10+3)*6 = 51$   
 Round 2  
 Round 3

#### **Paladin, oath of devotion 11th level**

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