

The Ranger

GAME RULE INFORMATION

Rogues have the following game statistics.

Abilities: Dexterity is important for a ranger both because she tends to wear light armor and because several ranger skills are based on that ability. Strength is important because rangers frequently get involved in combat. Several ranger skills are based on Wisdom and a Wisdom score of 13 or higher is required to get access to the most powerful ranger spells. A Wisdom score of 11 or higher is required to cast any ranger spells at all. One of the rangers' trademark skills, her ability to track quarry is based on Wisdom.

Hit Points at 1st Level: 14 + Con Mod

HP/Level Gained: 8

Alignment: Any.

Class Skills

The ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (Dungeoneering) (Int), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level:

(10 + Int modifier) x4.

Skill Points/Level Gained:

10 + Int Modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day		
						1	2	3
1	+1	+3	+3	+0	1st Favored Enemy, Track, Wild Empathy	—	—	—
2	+2	+4	+4	+1	Endurance, Trailblazer	—	—	—
3	+3	+4	+4	+1	Combat Style, Internal Compass, Stealth	—	—	—
4	+4	+5	+5	+2	2nd Favored Enemy	—	—	—
5	+5	+5	+5	+2	Environmental Tolerance, Trapfinding	—	—	—
6	+6/+1	+6	+6	+3	Animal Companion, Improved Combat Style	0	—	—
7	+7/+2	+6	+6	+3	1st Favored Environment, Evasion	1	—	—
8	+8/+3	+7	+7	+4	3rd Favored Enemy, Swift Tracker	1	0	—
9	+9/+4	+7	+7	+4	Combat Style Mastery	2	1	—
10	+10/+5	+8	+8	+5	Camouflage	2	1	0
11	+11/+6/+1	+8	+8	+5	Commune with Nature, Heightened Stealth	2	2	1
12	+12/+7/+2	+9	+9	+6	2nd Combat Style, 4th Favored Enemy	3	2	1
13	+13/+8/+3	+9	+9	+6	2nd Favored Environment, Venom Immunity	3	2	2
14	+14/+9/+4	+10	+10	+7	Improved Evasion	3	3	2
15	+15/+10/+5	+10	+10	+7	Hide in Plain Sight, Improved 2nd Combat Style	4	3	2
16	+16/+11/+6/+1	+11	+11	+8	5th Favored Enemy, Expedient Tracker	4	3	3
17	+17/+12/+7/+2	+11	+11	+8	Uncanny Dodge	4	4	3
18	+18/+13/+8/+3	+12	+12	+9	2nd Combat Style Mastery	5	4	3
19	+19/+14/+9/+4	+12	+12	+9	3rd Favored Environment, Improved Stealth	5	4	4
20	+20/+15/+10/+5	+13	+13	+10	6th Favored Enemy	5	5	4

Class Features

All of the following are class features of the ranger.

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons and with light armor and shields (except tower shields).

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 4th level and every four levels thereafter (8th, 12th, 16th and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

RANGER FAVORED ENEMIES	
Type (Subtype)	Type (Subtype)
Aberration	Humanoid (reptilian)
Animal	Magical beast
Construct	Monstrous humanoid
Dragon	Ooze
Elemental	Outsider (air)
Fey	Outsider (chaotic)
Giant	Outsider (earth)
Humanoid (aquatic)	Outsider (evil)
Humanoid (dwarf)	Outsider (fire)
Humanoid (elf)	Outsider (good)

RANGER FAVORED ENEMIES (CONTINUED)

Type (Subtype)	Type (Subtype)
Humanoid (goblinoid)	Outsider (lawful)
Humanoid (gnoll)	Outsider (native)
Humanoid (gnome)	Outsider (water)
Humanoid (halfling)	Plant
Humanoid (human)	Undead
Humanoid (orc)	Vermin

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 adds her ranger level, her Charisma bonus and any other modifiers she may have to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Endurance: A ranger gains Endurance as a bonus feat at 2nd level.

Trailblazer (Ex): Starting at 2nd level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect her.

Combat Style (Ex): At 3rd level, a ranger must select one of three combat styles to pursue: archery, two-weapon combat or unarmed. This choice affects the character's class features but does not restrict her selection of feats or special abilities in any way.

If the ranger selects archery, she is treated as having the Rapid Shot feat, even if she does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, she is treated as having the Two-Weapon Fighting feat, even if she does not have the normal prerequisites for that feat.

If the ranger selects unarmed, she is treated as having the Improved Unarmed Strike feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. She loses all benefits of his combat style when wearing medium or heavy armor.

Internal Compass (Ex): Starting at 3rd level the ranger has an innate sense of direction and can no longer lose her way. If she stops and attunes herself to the land for one full round she can determine where true north is.

Stealth (Ex): At 3rd level the ranger gains Stealthy as a bonus feat.

Environmental Tolerance (Su): Starting at 5th level the ranger is protected from harm from being in a hot or cold environment, as if under the effects of a constant *endure elements* spell.

Trapfinding: At 5th level rangers can use the Search skill to locate traps when the task has a Difficulty Class higher than 20, but they can only use this against wilderness traps.

Finding a trap has a DC of at least 20, or higher if it is well hidden.

A ranger that beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Animal Companion (Ex): At 6th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, medium shark and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery, two-weapon combat or unarmed) improves.

If she selected archery at 3rd level, he is treated as having the Manyshot feat, even if she does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 3rd level, she is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected unarmed combat at 3rd level, she is treated as having the Stunning Fist feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. She loses all benefits of his combat style when wearing medium or heavy armor.

Spells: Beginning at 6th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare her spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier.

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day.

Her base daily spell allotment is given on the class advancement table (see above). In addition, she receives bonus spells per day if she has a high Wisdom score. When the class advancement table indicates that the ranger gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a *cure wounds* spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during his daily meditation.

Through 5th level, a ranger has no caster level. At 6th level and higher, her caster level is one-half her ranger level.

Evasion (Ex): At 7th level, a ranger can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Favored Environment (Ex): At 7th level, a ranger may select a natural environment from among those given on Table: Ranger Favored Environments. Due to the ranger's experience in that environment, she gains a +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks when using these skills in that environment. She also gains the same bonus on Knowledge (Nature) checks made in association with that environment (or on Knowledge (Dungeoneering) checks made in association with underground environments, if the ranger has selected underground as a favored environment).

At 13th level and every six levels thereafter (at 19th, 25th level), the ranger may select an additional favored environment from those given on the table below and gains an identical bonus on the appropriate skill checks in that environment. In addition, every time the ranger gains a new favored environment, the bonus from any one favored environment (including the one just selected, if so desired) increases by +2. For example, a 13th level ranger has two favored environments. In one she has a +4 bonus on the appropriate skill checks, and in the other he has a +2 bonus. At 19th level, she has three favored environments, and she gains an additional +2 bonus, which he can allocate to any of her three favored environments. Thus, her bonuses could either be +4, +4, and +2 or +6, +2 and +2.

If the ranger chooses desert or forest, she must also choose a climate type, as indicated on the table (either "cold" or "temperate or warm" for desert, or "cold or temperate" or "warm" for forest).

The ranger can't select an environment that she has never visited.

RANGER FAVORED ENVIRONMENTS	
Environment	Example
Aquatic	Sea, ocean (or under water)
Desert ¹	Tundra
Desert ^{2, 3}	Badlands, sandy desert
Forest ^{1, 2}	Forest
Forest ³	Jungle
Hills	Rugged terrain ⁴
Marsh	Bog, moor, swamp
Mountain	Rugged mountain ⁴
Plains	Farmland, grassland, steppe, prairie
Underground	Dungeons, caverns

¹cold, ²temperate, ³warm
⁴up to 2,000 feet elevation

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at her normal speed while following tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Combat Style Mastery (Ex): At 9th level, a ranger's aptitude in her chosen combat style improves again. If she selected archery at 3rd level, she is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 3rd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected unarmed combat at 3rd level, she is treated as having the Flying Kick feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage (Ex): A ranger of 10th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Commune With Nature (Sp): At 11th level, a ranger can cast *commune with nature* once per day as a spell-like ability, using her ranger level as her caster level.

Heightened Stealth (Ex): At 11th level the rangers' acuity at being stealthy improves. The bonuses to her Hide and Move silently checks increase to +4.

2nd Combat Style (Ex): At 12th level the ranger selects a combat style that she hasn't mastered. She gains the base benefit of the combat style (archery, two-weapon combat or unarmed) at this point.

At 15th level, the rangers' second combat style improves. See the Improved Combat Style class description for details.

At 18th level the ranger masters her second combat style. See the Combat Style Mastery class description for details.

Venom Immunity (Ex): At 13th level, a ranger gains immunity to all poisons.

Improved Evasion (Ex): At 14th level the ranger gains this ability. Improved Evasion ability works like evasion, except that while the ranger still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless ranger does not gain the benefit of improved evasion.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a ranger of 15th level or higher can use the Hide skill even while being observed.

Expedient Tracker (Ex): Beginning at 16th level, a ranger can move at twice her normal speed while following tracks and only takes a -5 (instead of the normal -20) for doing so.

The ranger may also track her quarry while running (moving no more than three times her speed), but she takes a -10 penalty for doing so.

Uncanny Dodge (Ex): Starting at 17th level, a ranger can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a ranger already has uncanny dodge from a different class she automatically gains improved uncanny dodge instead.

Improved Stealth (Ex): At 18th level the rangers' acuity at being stealthy improves again. The bonuses to her Hide and Move silently checks increase to +6.