

RANGER

Rangers gain access to cantrips as if they were a Druid of ½ level.

FIGHTING STYLE

The following are additional fighting styles a ranger can choose from at 2nd level.

BRAWLER

Your unarmed attacks deal 1d4 bludgeoning damage and are considered light weapons. This increases to 1d6 bludgeoning damage at 6th level, 1d8 bludgeoning damage at 11th level and 1d10 bludgeoning damage at 15th level.

MOUNTED

When you are mounted and your mount moves at least 20 feet and you hit with your first weapon attack, it is treated as a critical hit.

You maintain a trained mount with a CR of ¼ your level or lower. This mount does not count as a Ranger's companion. While aback a trained mount, you treat it as an independent mount, allowing it to move and as you desire. However, unlike a normal independent mount, it acts on your initiative.

If the mount is slain, you may retrieve a replacement after a long rest when in friendly territory.

PACK HUNTER

When an ally attacks and hits an opponent within 5 feet of you, as a reaction, you can make a melee weapon attack against the same opponent.

WEAPON MASTER

Choose one weapon. When attacking with the weapon, you gain an additional bonus to hit equal to half your proficiency bonus (rounded down) and deal extra damage equal to your Proficiency bonus.

BEAST MASTER (REVISED)

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

RANGER'S COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower (appendix D presents statistics for the hawk, mastiff, and panther as examples). Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or five times your ranger level, whichever is higher.

As you advance in level, you can choose to replace your companion with another single beast, or may add as second beast of the listed CR as shown on the table below.

Level	Size	CR	Size	2 Beasts
3rd – 4th	Medium	¼	Small	1/8
5th – 6th	Medium	½	Small	¼
7th – 8th	Large	1	Medium	½
9th – 10th	Large	2	Medium	1
11th - 12th	Large	3	Medium	1
13th – 15th	Large	4	Large	2
16th – 17th	Huge	5	Large	2
18th-19th	Huge	6	Large	3
20th	Huge	7	Huge	4

The beast(s) obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command up to both beasts where to move (no action required by you). You can use your bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace. If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

SHARE SPELLS

Beginning at 5th level, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 15 feet of you.

COMPANION EVASION

Beginning at 7th level, if your companion is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, if it succeeds on the saving throw it takes no damage, and only half damage if it fails.

MONSTROUS COMPANION

Beginning at 7th level, you may change one of your beast companions to a monstrosity of the same CR or lower.

EXCEPTIONAL TRAINING

Beginning at 10th level, it does not take an action to command your beast(s) or fey companion.

FEY COMPANION

Beginning at 10th level, you may change one of your beast companions to a fey creature of the same CR or lower.

BESTIAL FURY

Starting at 11th level, if you have one beast, monstrosity or fey companion it can make two attacks when you command it to use the Attack action.

If you have two beast companions (or a beast and a fey or monstrosity companion) and they attack the same target, they gain advantage on their attack rolls.

NATURALIST

Specializes in Druidic spells

NATURAL CASTER

Starting at 3rd level, when you select known spells, you can choose them from the Druid or Ranger list. Your known spells also increases by 2.

NATURE'S STRIKE

At 5th level, when you hit with a melee or ranged weapon attack, you can expend a single spell slot to add poison damage to the attack. For each spell level of the spell expended, you add 1d6 poison damage.

NATURE'S RECOVERY

At 7th level, once per day, when you take a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than one quarter your ranger level (rounded up), and none of the slots can be 4th level or higher.

NATURE'S COMPLEMENT

At 11th level, when you take an attack action, you can cast a cantrip or 1st level spell as a bonus action.

NATURE'S WARD

At 15th level, you can't be charmed or frightened by elementals or fey and you are immune to poison and disease.