

Ranger

Watchers and protectors of the borderlands, rangers are the ultimate wilderness predators.

Key Abilities: Most rangers rely on Dexterity for finesse or bow attacks, though those who prefer melee may rely on Strength. Constitution is important to survive the rugged frontier. Wisdom helps with skills important to the ranger, and if you choose the spellcasting boon.

When you create a character whose first class is ranger, you gain these benefits:

Ability Adjustment: +1 to Dexterity, Constitution, or Wisdom.

Starting Hit Points: 10 + Constitution modifier

Armor and Shield Proficiencies: Light and medium armor

Weapon Proficiencies: Basic weapons, finesse weapons, martial weapons, and all simple, martial, and heavy missile weapons



You can make a ranger quickly by following these suggestions:

Suggested Equipment: studded leather, longbow, longsword or 2 short swords, hand axe, dagger, hunting kit, adventurer's kit, 25 gp

Suggested Background: Wildling*

Suggested Specialty: Archer or Dual Weapon Expert

Level	Weapon Attack	Scouting Range	Spell DC (optional)	Hit Dice	Class Features
1	+2	330'	10+Wis mod.	1d10	Fighting Style, Nature's Boon, Scouting, Tracking, Wilderness Knack
2	+2	660' (¹ / ₈ mile)	10+Wis mod.	2d10	-
3	+2	825'	10+Wis mod.	3d10	Nature's Boon
4	+2	990' (³ / ₁₆ mile)	10+Wis mod.	4d10	Wilderness Knack
5	+3	1155'	10+Wis mod.	5d10	Nature's Boon
6	+3	1320' (¹ / ₄ mile)	11+Wis mod.	6d10	-
7	+3	1650'	11+Wis mod.	7d10	Nature's Boon
8	+3	1980' (³ / ₈ mile)	11+Wis mod.	8d10	Wilderness Knack
9	+4	2310'	11+Wis mod.	9d10	Nature's Boon
10	+4	2640' (¹ / ₂ mile)	11+Wis mod.	10d10	-

WILDING (Background)

Bonus Skills: Natural Lore, Stealth, Survival

Trait – Ways of the Wild: You always know which direction you are traveling in and are never lost in a natural environment.

Level 1: Fighting Style

Choose a fighting style: Beast, Bow, Melee, or Skirmisher.

Beast Style

You must have an animal companion, gained thru the Nature's Boon class feature. When you hit a target your animal companion is adjacent to, they gain an immediate attack against that target.

Bow Style

When you hit a target with a bow attack, you can knock them prone, move them up to 5' (possibly into a hazard), or pin them to an object (an action or DC 12 + $\frac{1}{2}$ your ranger level Strength check to break free).

Melee Style

When you hit with a melee attack, deal +2 damage.

Skirmisher Style

Whenever you hit with a melee or ranged attack, you can disengage for free.

Level 1: Nature's Boon

A ranger's connection to the natural world grants them uncanny abilities that border on the magical. Choose one boon: Animal Companion, Hunter's Quarry, or Spellcasting.

Animal Companion Boon

You gain an animal companion – typically a dog, wolf or hawk – which grows fiercer as you gain levels. You also have a mystical link to your companion, knowing which direction each other are in and each others' emotional state at all times. As an action you can see thru your companion's eyes as long as they are within your Scouting range, becoming blind meanwhile; another action returns your sight to normal. If your animal companion would be killed, you can spend a Hit Die so that it instead vanishes into the wilderness; you can summon it again during a long rest in the wilderness.

Level 1: +1 hit die, +1 AC

Level 3: +1 hit die, +1 attack and damage

Level 5: +1 hit die, +1 AC

Level 7: +1 hit die, +1 attack and damage

Level 9: +1 hit die, +1 AC

Hunter's Quarry Boon

You develop an uncanny ability to hunt down a chosen quarry. As an action choose a target based on direct observation or sufficient circumstantial evidence describing them. You gain advantage on skill checks to track or research your quarry, and a level-dependent damage bonus against your quarry. Also, when using your Tracking class feature, you always recognize signs of your quarry and learn their state of mind and health at the time they were in the area. You may only have one quarry at a time.

Level 1: +1d6 damage

Level 3: +2d6 damage

Level 5: +3d6 damage

Level 7: +4d6 damage

Level 9: +5d6 damage

Spellcasting Boon

You gain the ability to cast spells like a cleric, using the Ranger Spells Per Day table, the ranger's spell list, and your Weapon Attack as your Magic Attack. At 1st level you gain 2 minor spells (orisons). To prepare spells you require one minute per spell level for each spell of quiet meditation in the wilderness or a natural environment.

RANGER SPELLS PER DAY

Level	1	2	3	4	5	6
1	-	-	-	-	-	-
2	-	-	-	-	-	-
3	1	-	-	-	-	-
4	2	-	-	-	-	-
5	2	1	-	-	-	-
6	2	2	-	-	-	-
7	2	2	1	-	-	-
8	2	2	2	-	-	-
9	3	2	2	1	-	-
10	3	3	2	2	-	-

Level 1: Scouting

During a short rest you can scout ahead of the rest of your party to gather reconnaissance. You safely travel the distance shown on the table for your level without getting spotted, provided you are traveling alone and are in an unrestricted environment (e.g. you couldn't scout inside a fortified locked enemy castle). You avoid enemy patrols and random encounters so long as you stay within the listed range of your party. While scouting you learn basic details such as location, type, movement, and number of enemies, but usually not in-depth information like secret doors or what spells an enemy mage has prepared. In open wilderness you can opt to scout in a circular perimeter, cutting the range in half and using it as the radius in which you scout.

Level 1: Tracking

During a short rest, you can search a 50 foot area around you, automatically determining the number and nature of the creatures that moved through the area in the past 24 hours, when and where they entered the area, and when and where they left. If you choose to track during a short rest you cannot scout during the same short rest, and vice versa.

Level 1: Wilderness Knack

At 1st level, choose a wilderness knack from this list:

Ambush Expertise

You gain training in Stealth. When you make a Stealth check while members of your party are within 10 feet, your party members can use your check instead of their own.

Beast Empathy

You gain training in Animal Handling. You always recognize the basic state of a wild animal (protective of young, territorial, hungry, etc), and you are able to communicate simple messages with such animals, though they still possess free will whether to obey.

Favored Terrain

You gain training in Survival. Choose a favored terrain type (e.g. cold, desert, forest, jungle, mountain, plains, swamp, underground, urban, water). When in your favored terrain, you are not hindered by natural difficult terrain, gain advantage on any skill checks that involve knowing or using the terrain, and you can choose to leave no trail in your favored terrain.

Herb Lore

You gain training in Natural Lore. During a short rest in an area with easy access to plants, when you and your party spend hit dice to heal, you all gain +2 extra hit point per hit die spent.

Trap-making

You gain training in Find and Remove Traps. During a short rest, you can rig a trap to trigger when an enemy enters the area. They can spot the trap with a Wisdom check (DC 12 + ½ your ranger level), and take half damage with a Dexterity check (DC 12 + ½ your ranger level). The trap deals 1d6 damage + 1d6 damage per odd ranger level.

Watchful Rest

You gain training in Spot. While you take a long rest, you and your party members don't suffer any penalty to Spot checks for sleeping.

Level 4: Wilderness Knack

Choose another wilderness knack.

Level 8: Wilderness Knack

Choose another wilderness knack.

Ranger Spell List

Minor Spells (Orisons)

Animal Messenger
Detect Poison
Endure Elements
Locate Animal/Plant
Weather Sense

Level 1 Spells

Charm Animal
Enchant Arrow
Faerie Fire
Pass without Trace
Speak with Animals

Level 2 Spells

Cure Light Wounds
Delay Poison
Obscurement
Snare
Tree Shape

Level 3 Spells

Darkvision
Misdirection
Neutralize Poison
Repel Vermin
Speak with Plants

Level 4 Spells

Cure Serious Wounds
Detect Scrying
Freedom of Movement
Nondetection
Tree Stride