

# The Ranger

A half-elf scouts silently along the forest path, long bow in hand. He makes sure to keep to the dappled shadows and adjusts his position with the wind. As he nears the lair of the rampaging owlbear he's been tracking for days, he climbs a tree and nocks an arrow to take down the mad beast before it can kill any more villagers.

A human charges through the swamp and stops for a moment as a small sprig of bright yellow catches her eye. She plucks the "muckleaf" and hastily mashes it into a paste as she returns to camp. After applying the remedy, the fighter poisoned by the giant snake falls into a restful sleep. She knows he will survive.

A gnome wipes his axe in the grass, removing the foul-smelling kobold blood from the blade. He hardly flinches when a panther returns to his side and nudges him with a growling purr. The gnome surveys the dozen dead kobolds strewn about the clearing and rubs the panther's head, between her ears. "Well done, Splotch," he says.

An elf crouches behind a rocky outcropping and looks to the old fortress on the neighboring hilltop. The evil mage that has been creating undead horrors to terrorize the countryside rests there. She knows the mage will be unable to find her with his magic and reaches into the natural ether to conjure a mist to mask her approach from mundane eyes.



The Ranger is a warrior class that lives "on the edge", quite literally. Roving the wild borderlands between civilized realms or along the outskirts of settlements of any size, the ranger seeks out persistent, recurring and imposing threats to their lands and the people they care about. Incredibly self-reliant, they possess an array of skills that help them live and fight, surviving across great distances and spans of time away from comfort and convenience. With their knowledge and skills, combat prowess, instincts and bond with the natural world, a ranger is cause for concern to any who would cross the ranger's path, from the sniveling goblin to the mightiest monstrosities.

**Stealthy Scouts:** The ranger...well, ranges. Traveling the stretches of their terrain, observing, assessing and dealing with threats they find are the ranger's bread and butter. Kings and nobles often engage rangers as scouts or monster hunters, acting as eyes and ears at the outer edges of their realms. Common town or city-folk often lend rangers a cautious eye for their dubious nature of living "out there" where respectable folk would refuse to go. In more rural surroundings, rangers often enjoy or earn reputations as great heroes and defenders.

**Ambush Predators:** The ranger's primary modes of combat is the ambush and skirmish. They are not often heavily armored and prefer the freedom of movement and speed afforded by lighter armors. To strike from cover and retreat to same is a standard or preferred tactic for nearly all rangers, especially useful with ranged attacks. That is not to say a ranger is not capable of close-quarters, hand-to-hand combat. Far from it. When melee is desired or unavoidable, the ranger is a force of nature swathed in steel, with little hold barred. Their ferocity against their favored quarry, can be as effective as any fighter or raging barbarian.

[Ok. The parts everyone cares about...]

## Class Features

**HD:** d10 per level.

**HP at 1st level:** d10. So start with 10 + Con mod.

**HP at Higher Levels:** d10 + Con. mod. at every level.

## Proficiencies

**Armor:** Light and Medium armors. Shields.

**Weapons:** Any.

**Saving Throws:** Wisdom & Dexterity

**Skills:** Choose any 3 of the following: Arcana, Athletics, History, Insight, Intimidate, Investigation.

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## Equipment

The Ranger begins with the following in addition to the equipment granted by your background.

- a) light crossbow or b) short bow with 20 bolts or arrows, respectively
- Explorer's Pack and Herbalist's Kit
- a set of leather armor and a melee weapon.
- a) any simple weapon or b) any Artisan's Tools.

## @1st: Wilderness Expertise

You are an expert of the wild lands of your origin or training, be they forests, desserts, coastal areas, even urban environments. You choose 1 terrain type in which your skills have been trained and honed.

The ranger may select additional types of terrain in which they have spent a significant amount of time and experience, as approved by the DM, at 6th, 12th, and 17th level.

When making one of the following ability[skill] rolls, the ranger adds their proficiency bonus to their roll. If using the ability/skill in their chosen terrain type, the ranger doubles their proficiency modifier.

The ranger's *Wilderness Expertise* includes:

- *Wisdom* [*Animal Handling*, *Survival*, *Ranger's Tracking*]
- *Intelligence* [*Herbal Medicine*, *Nature Lore*]
- *Dexterity* [*Stealth*]

**Herbal Medicine:** You use your knowledge of flora and fauna to heal your self and others. In addition to stabilizing characters as the normal *Medicine* skill, on a successful roll this skill heals up to 2HP per ranger level per day.

Herbal Medicine can also be used to treat poisons, venoms and other toxins. On a successful roll the effects of the poison or toxin are *halted* for a total of 1 hour per ranger level. The afflicted character will suffer no further damage or detrimental effect for that time, though damage and conditions already effecting the character are not reversed. This poison slowing will only work once on a given poisoning. The DC of the roll is based on the type of poison and dependent on the DM to determine.

This skill requires the use of an Herbalist Kit or successful *Nature*, *Investigation*, or other similar check (*Wilderness Expertise* applies) to successfully find the needed plants in the wild.

**Ranger's Tracking:** Unlike the tracking of others (that falls under the *Survival* skill) and in addition to the standard *Wilderness Expertise* bonus, the ranger has advantage to find and follow a trail in *any* terrain type.

## Favored Quarry

Beginning at level 1, you have significant experience studying and fighting a certain type of enemy.

Choose a type of creature on which your combat prowess is focused: *Aberrations*, *Beasts*, *Celestials*, *Constructs*, *Dragons*, *Elementals*, *Fae*, *Fiends*, *Giants*, *Monstrosities*, *Oozes*, *Plants*, or *Undead*.

Alternately, you may choose **two** *Humanoid* types to consider your prey: Goblins & Bugbears, Orcs & Gnolls, etc... Once chosen, types or individuals, they can not change.

You receive the following benefits against creatures who are your *Favored Quarry*:

- The ranger is +2 to all hit rolls against these foes.
- The ranger deals an additional die of damage on a successful hit from a melee or ranged weapon.
- The ranger has advantage on all Intelligence-based [Lore] rolls to know or recall information about this kind of creature.
- The ranger learns one bonus language of the type of creature. i.e., A ranger who chooses Elementals as their favored prey must then choose the language of Air, Earth, Fire, or Water Elementals as their single bonus language. Certain types, such as dragons or giants (often), might have a common language for all types, as specified by the setting, and as permitted by the DM.



You add a new individual creature [**not creature type!**] every 3 levels after (4th, 7th, 10th, etc...). These additional preferred enemies should be creatures or beings you have observed (covertly or otherwise) for a minimum of 1 week, engaged in combat more than once, and again, subject to DM approval, i.e. you can not choose some creature your character has never seen or encountered before.

@2nd: **Fighting Style**

Choose your combat specialty: *Archery, Defense, Dueling, Two-Weapon Fighting*.

**Ranging Stride**

Your base movement rate is increased by 5'. Also, your speed is not slowed while moving through non-magical difficult terrain. When moving through (again, non-magical) thorns, briars, and the like, you take no damage. Magically altered/enchanted terrain, such as the *Entangle* or *Wall of Thorns* spells, effect the ranger normally.

@3rd: **Ranger Path**

Choose your Ranger's Path: *Beastmater, Guardian, Slayer or Warden*.



**Honed Senses**

You add your proficiency bonus to all ability checks/rolls reliant on your senses of sight, hearing, smell, taste, touch or balance, including but not limited to: *Investigation, Perception, Acrobatics*, finding or disabling traps, maintaining one's balance on precarious surfaces, etc... In addition, you gain advantage to *Passive Perception* rolls.

@4th: **Ability Boost:** as normal. Increases at 8th, 12th, 16th, 19th.

@5th: **Extra Attack:** Beginning at 5th level you attack twice, instead of once, when you take the Attack action on your turn.

@8th: **Herbalist Healer**

Beginning at 8th level, your *Herbal Medicine* skill now heals 3 HP per level. When used for the treatment of poisons, if the check succeeds by a roll of 6 or more, the ranger removes the poisoned condition/neutralizes the poison. Damage or effects already suffered must be healed or restored in the usual manner. The ranger knows if they have succeed [i.e. if the character will live] in removing the condition or

TABLE X.X: RANGER FEATURE PROGRESSION

Ranger lvl.	Features
1	Wilderness Expertise, Favored Quarry
2	Fighting Style, Ranging Stride
3	Ranger Path, Honed Senses
4	Ability Boost, add Favored Quarry
5	Extra Attack
6	add terrain type for Wilderness Expertise
7	Path Feature, add Favored Quarry
8	Ability Boost, Herbalist Healer
9	-
10	Scrying Adept, add Favored Quarry
11	Path Feature
12	Ability Boost, add terrain type for Wilderness Expertise
13	add Favored Quarry
14	Vanish
15	Path Feature
16	Ability Boost, add Favored Quarry
17	add terrain type for Wilderness Expertise
18	Feral Senses
19	Ability Boost, add Favored Quarry
20	Foe Slayer



simply slowed it. The ranger applies their *Wilderness Expertise* to the roll, as normal.

#### @10th: **Scrying Adept**

Beginning at 10th level, you gain training and initiation into the secrets and forgotten ways of discovering secrets and forgotten ways, specifically as pertains to remote-viewing and detection magics. The ranger has proficiency with any magic item that deals with clairvoyance or divination magic, including spell scrolls, crystal balls, wands of detection, etc... If the item requires attunement, the ranger can attune/access the item in a single turn.

Also, the ranger's natural and supernatural abilities conceal them from divination spells of fourth level or lower. This ability might be explained as some ritual, weaving a talisman out of special twigs or grass, actually tapping the magical essence of nature, simple mundane concealment/"slipping out of sight" of the spell, sheer force of will, or any other explanation, as the player and DM agree.

#### @14th: **Vanish**

You can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

#### @18th: **Feral Senses**

At 18th level you gain preternatural senses to fight things you can't see. You do not suffer disadvantage for attacking a creature you can't see. You are also aware of the location of any invisible creature within 30' of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

#### @20th: **Foe Slayer**

You add your Wis. mod. to all attack or damage rolls against *Favored Quarry*.

## Ranger Paths

### The Beastmaster

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

**3rd: Animal Companion:** At 3rd level you gain a beast companion that accompanies you on your adventures help-



ing and fighting with you. Choose a Tiny, Small or Medium sized beast that has a CR of 1/4 or lower. You may add your proficiency bonus to the animal's AC, attack rolls and damage rolls, as well as to any saving throws or skills it is proficient in. Its HP maximum equals normal maximum or 4 times your ranger level, whichever is higher.

The beast will obey your commands, as best it can within its natural ability. 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 direct the beast to move (using its normal movement) or take the Help action at no action cost to you. Using your action, you can direct companions to make the Attack, Dash, Disengage, or Dodge actions.

Once directed, the animal will continue to follow this directive until a) you use your action to change their command to something else or b) you may make a *bonus* action to have the animal stop/end whatever type of action they were given, at which point the animal will simply make its way back to the ranger's general location.

**7th: Wild Empathy:** The Beastmaster has an innate bonding with animals, both wild and domestic. On a successful Cha. or Wis. roll (whichever is higher), the ranger can alter the intentions and attitudes of animals (including giant

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types) that are not under some other form of charm or control. Domestic creatures will be helpful and/or docile (unless commanded otherwise) with the ranger, assisting them within the limits of their natural ability (a horse will go as fast as far as it can, a hound will follow a scent, etc...). Wild animals of hostile intent are soothed by the ranger's careful non-threatening sounds and actions, adopting a neutral attitude toward the ranger and those accompanying them.

The ranger can use this ability to effect a total CR of animals up to half the ranger's level.

**11th: Champion of Beasts:** The Beastmaster's link to their companion and the animal world, itself, to offer the following benefits:

- You can bond with and take on multiple animal companions equalling up to half their ranger level in number.
- You may take on companion animals that are Large.
- You may take on companion animals with up to CR 1.
- Any action taken by one, some, or all animal companions may be directed as a bonus action. All animals engaged as a bonus action must take the same action.
- If the ranger's initial animal companion is still alive that animal increases CR 1/4 and adds 1 HD. If that animal companion is gone, for whatever reason, one companion who has been with the ranger the longest gains this benefit.



**15th: Bestial Perception:** You may use your connection to your bonded animal(s) to perceive through their senses. While doing so, you are unaware of your own surroundings, perceiving only what one of your animal companions see, hear, smell and/or feel. Entering the trance to do so takes the ranger's action and you can not move, speak or otherwise act while remote-viewing in this manner.

The ranger may exit the trance, voluntarily, at any time as a bonus action. If the ranger sustains damage while in the trance, the connection is broken and the ranger must succeed a Wis save [DC10 + amount of damage suffered] or suffer the *stunned* condition until the end of their next turn. If the animal companion sustains damage during the connection, the ranger loses the same amount of HPs from psychic damage backlash.

## **The Guardian**

The Guardian's primary concern is the safety and protection of their lands, their people, and their allies. But equally, their reverence for, collection, and keeping of the secret, forgotten and/or lost knowledge of some civilization. This can be that of the ranger's own people, a kingdom brought low through the fickle hands of fate, some other forgotten realm or nearly lost people by whom the ranger has been befriended (or came upon by chance). Guardian rangers are the most apt to work with a group or form organizations, albeit often secretive. They gladly join other individuals in pursuit of a shared cause or defeating a common foe.

**3rd: Home Field Advantage:** The Guardian adds your proficiency bonus to your AC when you are in a terrain type with which you have *Wilderness Expertise*.

**7th: Pass without Trace:** When in a preferred terrain type, you and others numbering up to half your level can move without leaving a trail, unless you wish to. While moving with your assistance and expertise, the group is not slowed by non-magical difficult terrain.

**11th: Forgotten Lore:** You have been introduced to the basic mysteries and practices of magic-use and can direct the energies of nature to work limited magic effects. Your casting ability is Wisdom. Your caster level, if applicable, is one half of your ranger class.

- *Decipher Magical Writings:* You may cast any spell of third level or less from that you find on a scroll, spellbook or other written form.
- *Ritual Casting:* If you find a spell that has the ritual tag, you may cast it as a ritual.

**15th: Ranger-Knight:** When fighting one of your *Favored Quarry*, the Guardian lends their expertise to allies, instruct-

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ing and/or inspiring them to greater feats. Allies within a 20' radius of the ranger share the ranger's +2 bonus to hit on their attacks against Quarry creatures. The Guardian cannot use this feature again until completing a short or long rest.

**The Slayer**

The Slayer's is the path of the warrior, fighting and defeating your foes. For some slayers, this is an increased ferocity against their preferred or ancestral foes, to save their lands and loved ones. Others may prefer to range far and wide, hunting creatures they have focused their training on, seeking them out in any realm they threaten.

**3rd: Slayer's Fury:** You fight with particular vehemence and force against your *Favored Quarry* creatures. When you hit on an attack against one of your Quarry, you add your proficiency bonus to the damage. You may choose to apply this extra damage level times per long rest.

**7th: Monster Hunter:** At 7th level, and again at 16th, when you select additional *Favored Quarry*, you choose **two** creatures instead of one.

**11th: Retributive Strike:** On a round you take damage from one of your *Favored Quarry* creatures, you may make an extra attack with a single-handed weapon already in your hand as a reaction.

TABLE X.X: WARDEN SPELL PROGRESSION

Ranger lvl.	Spells Known	Slot Level:				
		1	2	3	4	5
3	2	2				
4	2	2				
5	3	3				
6	3	3	2			
7	4	3	2			
8	4	4	3			
9	5	4	3	2		
10	5	4	3	2		
11	6	4	4	3		
12	6	4	4	3	1	
13	7	4	4	3	2	
14	7	4	4	4	2	
15	8	4	4	4	3	1
16	8	4	4	4	3	2
17	9	4	4	4	3	2
18	9	4	4	4	4	3
19	10	4	4	4	4	3
20	10	4	4	4	4	3



**15th: Sixth Sense:** You are preternaturally aware of the presence of any *Favored Quarry* types/creatures that is within 1 mile of your location. You have a sense of a general direction (north, south, east, west), but not exact location or number.

**The Warden**

The Warden ranger is the champion of the wild, the defender of nature and its inhabitants, both civilized and wild. Consorting with fae, protecting the hidden sacred sites of druids or saving rural farmlands and villagers from the feral and fantastic, the warden blends the woodcraft and fighting skill of all rangers with the magic of the natural world.

**3rd: Spell Casting:** You have learned to use the magical essence of nature to cast spells, much as a druid does. You chose spells from the Ranger or Druid spell list. You gain spell slots as detailed on the Ranger Spell Progression chart, below. Your spellcasting ability is Wisdom. Your caster level, if applicable, is your full ranger level.

**7th: Primeval Awareness:** You may use a your action and one spell slot to focus your awareness on the region around you. For one minute per level of the slot you expend, you can sense whether any of the following creatures are within 1 mile per slot level expended of you: aberrations, celestials, dragons, elementals, fae, fiends, or undead. This feature does not reveal the creature's location or number.

**11th: Nature's Ward:** You can not be charmed or frightened by elementals or fae. You have immunity to poison and disease.

**15th: Unimpeded Stride:** You can not be disrupted, slowed, or require extra movement by difficult terrain, whether it is enchanted or not.