

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 are 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]
- *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.

Hunter's Precision

You are trained in tracking and fighting enemies along the borders, outskirts, and wilderlands of your homeland. You are a specialized warrior, trained and tried in techniques to combat the threats that roam the borderlands of your preferred terrain.

Precision Dice: You have 3 Precision Dice that are d8s. You gain another die at 7th, 9th, 13th, and 18th level. You regain all expended Precision Dice after you complete a short or long rest.

Hunter's Mark: Use Precision Dice to initiate and fuel one any of the following Marks:

- **Giant Killer:** Spend a die to make one extra attack on a Large or larger creature you can see within range of a weapon in hand. If the attack is successful, add your Precision die roll to the damage.
- **Horde Breaker:** When you make a successful attack, you can spend a precision die to attack a second target within 5' of the first. Your precision die roll is added to your damage if the second attack succeeds.
- **Hit n' Run:** Spend a precision die to Hide as a bonus action after a successful attack. You add the result of the precision die to your Dexterity [Stealth] roll.
- **Roll with It:** Spend a precision die to halve the damage from a successful hit by an attacker you can see.
- **Narrow Escape:** You spend a precision die to impose disadvantage on Opportunity Attacks against you until the end of your next turn.
- **Expert Tracker:** Spend a precision die and add the result to any Wisdom [Survival or Perception] roll while tracking or searching for an enemy or potential quarry.



@2nd: Fighting Style

Choose your combat specialty:

- **Archery:** You are +2 to hit with ranged weapons.
- **Defense:** You are +1 to your AC while wearing armor.
- **Dueling:** You are +2 to damage when wielding one single-handed melee weapon and no other weapon.
- **Two-Weapon Fighting:** You fight with two light, single-handed weapons and add your ability modifier to the damage of the second attack.

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: Ranging Archetype

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

@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 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.

TABLE X.X: RANGER FEATURE PROGRESSION

Ranger lvl.	Prof. Bonus	Features
1	+2	Wilderness Expertise, Hunter's Precision
2	+2	Fighting Style, Ranging Stride
3	+2	Ranging Archetype
4	+2	Ability Boost
5	+3	Extra Attack
6	+3	add terrain type for Wilderness Expertise
7	+3	Archetype Feature
8	+3	Ability Boost, Herbalist Healer
9	+4	add 1d8 Precision Die
10	+4	Scrying Adept
11	+4	Archetype Feature
12	+4	Ability Boost, add terrain type for Wilderness Expertise
13	+5	add 1d8 Precision Die
14	+5	Vanish
15	+5	Archetype Feature
16	+5	Ability Boost
17	+6	add terrain type for Wilderness Expertise
18	+6	Feral Senses, add 1d8 Precision Die
19	+6	Ability Boost
20	+6	Foe Slayer



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.



Ranging Archetypes

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 helping 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.

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 understand and/or alter the intentions and attitudes of animals (including giant 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 [rounded down] the ranger's level.

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7th: 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.
- Use a bonus action to direct one, some, or all animal companions. 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, the companion who has been with the ranger the longest gains this benefit.

11th: Bestial Fury: When your animal companion takes the Attack action, it can now attack twice instead of once on its turn.

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*.

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... Let your DM know they should add your proficiency bonus to your *Passive Perception* rolls as well.

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.

- *Cantrips:* You may choose 3 cantrips [total, not each] from the Druid and/or Wizard spell lists. Once chosen, they can not be changed.
- *Decipher Magical Writings:* You may cast any spell of third level or less 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: The Guardian spends a precision die to lend their expertise to allies, instructing and/or inspiring them to greater feats. Allies within a 20' radius of the ranger share the precision die roll and add it to their attack and damage against the designated foe(s).

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: Favored Quarry

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, creature categories or types, 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.

You add a new creature [**not a whole category**] to this list of quarry at 7th, 12th, and 17th level. These additional preferred enemies should be creatures you have observed (co-

vertly 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.

Example: A Slayer ranger chooses the category "Giants" at 3rd level. Their slayer features apply to any creature listed in the Monster Manual as a "giant." By 7th level adventures have taken the party to an arctic tundra where they are hunting some ice trolls and frost giants. They have had a few run-ins with a pack of young white dragons. The Slayer takes *white dragons* as her new *Favored Quarry*. A single *kind* of creature, but can not take the whole dragon category. Their slayer skills now apply to any type of the giant category and white dragons.

Studied Prey: Your knowledge of your quarry extends beyond combat.

- The ranger has advantage on Intelligence [Lore] rolls to know information about their quarry.
- The ranger learns a bonus language used by the creature. Some categories might have a single language (as is often the case with dragons and giants in various settings) that all of their kind use. But if multiple languages exist within a category, the ranger must choose one. They gain an additional language with each new quarry (at 7th, 12th & 17th levels). If the creature has no language, per se, the ranger has an almost empathic intuitive sense of the intentions or general wishes of the creature and on a successful Wisdom check is able to convey similar information through gesture, sounds, movement or other behavior.

7th: Retributive Strike: When you take damage from one of your *Favored Quarry*, you may make one extra attack with a weapon already in your hand as a reaction.

11th: 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 can spend a precision die and add the die roll *and* your proficiency bonus to the damage.

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 skills of all rangers with a focus on magic use to enhance their abilities.

3rd: Spell Casting



Cantrips: You know 3 cantrips chosen from the Druid and Wizard spell lists. You gain new cantrips known as shown on the Warden Spell Progression chart, below.

Spell Slots: You gain spell slots as shown on the Warden Spell Progression chart. These slots are used to cast your 1st level or higher known spells. You regain all slots at the end of a long rest.

Spells Known 1st level and higher: You know 2 1st level spells, one from the Druid spell list and one from the Wizard spell list. Following these initial spells, the ranger may choose from either list, as desired. Your Wizard spells must be kept in a spellbook for study and preparation, as normal. If Druid spells are used, you may change your selection at the end of a long rest. Spells selected must be of spell level you can cast.

Spellcasting Ability: Wisdom is your spellcasting ability. You use your Wisdom when a spell refers to your spellcasting ability. To determine DCs for your spells: Save DC is 8 + proficiency bonus + Wisdom modifier. Attack DC = proficiency bonus + Wisdom modifier.

Primeval Awareness: You use your full 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. .

7th: Eldritch Double Strike: When you use your action to cast a cantrip or spell, you can spend a precision die to cast a cantrip or make a weapon attack as a bonus action.

11th: Warded Step: You can spend a spell slot **or** use a precision die to teleport yourself, as per the *Dimension Door* spell, to a location you have previously been or can see. You can teleport a distance up to 10' per level of the spell slot expended or any distance up to 50' if using a precision die roll.

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

TABLE X.X: WARDEN SPELL PROGRESSION

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



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