

RANGER

Every description in the *Player's Handbook* between pages 46 and 49 holds sway, except where indicated below.

TABLE 3–13: THE RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Favored enemy +2, track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Bonus feat	0	—	—	—
3rd	+3	+3	+3	+1	Familiar terrain +2	0	—	—	—
4th	+4	+4	+4	+1	Animal companion	1	—	—	—
5th	+5	+4	+4	+1	Favored enemy +2	1	—	—	—
6th	+6/+1	+5	+5	+2	Bonus feat	1	0	—	—
7th	+7/+2	+5	+5	+2	Familiar terrain +2	1	0	—	—
8th	+8/+3	+6	+6	+2	Wilderness stride	1	1	—	—
9th	+9/+4	+6	+6	+3	Favored enemy +2	1	1	—	—
10th	+10/+5	+7	+7	+3	Bonus feat, evasion	1	1	0	—
11th	+11/+6/+1	+7	+7	+3	Familiar terrain +2	2	1	0	—
12th	+12/+7/+2	+8	+8	+4	Camouflage	2	1	1	—
13th	+13/+8/+3	+8	+8	+4	Favored enemy +2	2	2	1	—
14th	+14/+9/+4	+9	+9	+4	Bonus feat	2	2	1	0
15th	+15/+10/+5	+9	+9	+5	Familiar terrain +2	2	2	2	0
16th	+16/+11/+6/+1	+10	+10	+5	Hide in plain sight	2	2	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Favored enemy +2	3	2	2	2
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat	3	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Familiar terrain +2	3	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	Hide on the run	3	3	3	3

GAME RULE INFORMATION

Hit Die: d10

Class Skills

Skill Points at 1st level: (4 + Int Modifier) × 4.

Skill Points at Each Additional Level: 4 + Int Modifier.

Class Features

Favored Enemy (Ex): At 1st level, the ranger may select a type of creature from among those given on Table 3–14: Ranger Favored Enemies. Due to extensive study of their chosen type of foe and training in the proper techniques for combating such creatures, 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, the ranger gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level, and every four levels thereafter (9th, 13th, and 17th level), the ranger may either select an additional favored enemy from those given on the table, or increase the bonuses of an existing favored enemy by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, an associated subtype must also be chosen, 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;

simply use whichever bonus is higher. See the *Monster Manual* for more information on types of creatures.

Upon reaching 5th level, and every two levels after that (7th, 9th, and so on), a ranger can choose to learn a new favored enemy or increase an existing favored enemy bonus by 2 in place of one already known. In effect, the ranger “loses” the old favored enemy bonus in exchange for the new one. A ranger may swap only up to a +2 bonus at any given level, and must choose whether or not to swap the favored enemy bonus at the same time that a new familiar terrain or favored enemy bonus for the level is gained.

Bonus Feats: At 2nd level, a ranger gets a survival-oriented feat. The ranger gains an additional bonus feat at 6th level and every four ranger levels thereafter (10th, 14th, and 18th). These bonus feats must be drawn from among those given on Table 3–15: Ranger Bonus Feats (see below). A ranger must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. (See Chapter 5: Feats of the *Player's Handbook* and Chapter 2: Skills and Feats of the Masters of the Wild guidebook for descriptions of feats and their prerequisites.)

These bonus feats are in addition to the feat that a character of any class gets from advancing levels (see Table 3–2: Experience and Level-Dependant Benefits, page 22 of the *Player's Handbook*). A ranger is not limited to the list of ranger bonus feats when choosing these feats.

TABLE 3–15: RANGER BONUS FEATS

Survival-Oriented Feats	Prerequisites	Benefits
Alertness	—	+2 bonus on Listen and Spot checks
Waking Sleep	Alertness	Listen checks while sleeping
Animal Affinity	—	+2 bonus on Handle Animal and Ride checks
Athletic	—	+2 bonus on Climb and Swim checks
Blind-Fight	—	Reroll miss chance for concealment
Brachiation	Str 13, Climb 5 ranks, Jump 5 ranks	Move through trees at normal speed
Dragon's Toughness ¹	Base Fort save bonus +11	+12 hit points
Dwarf's Toughness ¹	Base Fort save bonus +5	+6 hit points
Endurance	—	+4 bonus on checks and saves to resist nonlethal damage
Die Hard	Endurance	Remain conscious at –1 to –9 hp

Extra Familiar Terrain ¹	One familiar terrain bonus	An extra familiar terrain bonus
Extra Favored Enemy ¹	One favored enemy bonus	An extra favored enemy bonus
Faster Healing	Base Fort save bonus +5	Recover faster than normal
Familiar Defense ²	Base attack bonus +6, one familiar terrain	Add Wisdom bonus to AC in selected familiar terrain
Favored Critical ²	Base attack bonus +6, one favored enemy	Double threat range of weapon against selected favored enemy
Giant's Toughness ¹	Base Fort save bonus +8	+9 hit points
Great Fortitude	—	+2 bonus on Fortitude saves
Improved Swimming	Swim 5 ranks or swim speed	Swim faster than normal or +10 swim speed
Instinctive Skill	—	+2 bonus on selected skill and +1 bonus on selected save
Investigator	—	+2 bonus on Gather Information and Search checks
Iron Will	—	+2 bonus on Will saves
Lightning Reflexes	—	+2 bonus on Reflex saves
Persuasive	—	+2 bonus on Bluff and Intimidate checks
Resist Disease	—	+4 bonus on disease saves
Resist Poison	—	+4 bonus on poison saves
Resistance to Energy ¹	Base Fort save bonus +8	Damage reduction 5/— against selected energy
Run	—	Run at 5 times normal speed, +4 on Jump checks made after a running start
Self-Sufficient	—	+2 bonus on Heal and Survival checks
Shadow	—	+3 bonus on Hide and Spot checks
Skill Focus ²	—	+3 bonus on checks with selected skill
Greater Skill Focus ²	Skill Focus, 5 ranks in selected skill	+6 bonus on checks with selected skill
Skill Synergy ²	—	+2 bonus on both selected skill checks
Greater Skill Synergy ²	Skill Synergy, 5 ranks in both selected skills	+4 bonus on both selected skill checks
Stealthy	—	+2 bonus on Hide and Move Silently checks
Toughness ¹	—	+3 hit points
Track ³	—	Use Survival skill to track
Confuse Tracker	Track	Opposed Survival check to hide tracks
Predict Tracks	Track, ranger level 10th	Anticipate destination of tracks
Swift Tracker	Track, ranger level 6th	Track faster than normal

1 You can gain this feat multiple times. Its effects stack.

2 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new feat or skill.

3 The ranger automatically has Track as bonus feat and need not select it.

Familiar Terrain (Ex): At 3rd level, the ranger may select a type of region from among those given on Table 3–16: Ranger Familiar Terrains. Due to widespread exploration of their chosen type of setting and training in the proper techniques for inhabiting such places, the ranger gains a +2 bonus on Hide, Knowledge (geography), Move Silently, Search, and Survival checks when using these skills while negotiating terrain of this type. Likewise, the ranger gets a +2 bonus to AC. The AC benefits of familiar terrain only apply when wearing light or no armor. The ranger loses the AC benefits of familiar terrain when wearing medium or heavy armor.

At 7th level, and every four levels thereafter (11th, 15th, and 19th level), the ranger may either select an additional familiar terrain from those given on the table, or increase the bonuses of an existing familiar terrain by 2.

If the ranger chooses desert, marsh, or underground as a familiar terrain, an associated subtype must also be chosen, as indicated on the table. If a specific region falls into more than one category of familiar terrain, the ranger's bonuses do not stack; simply use whichever bonus is higher. See *Dungeon Ecology*, *Wilderness Adventures*, and *Urban Adventures* on page 76, 86, and 98 of the *Dungeon Master's Guide* respectively for more information on types of terrains.

Upon reaching 7th level, and every two levels after that (9th, 11th, and so on), a ranger can choose to learn a new familiar terrain or increase an existing familiar terrain bonus by 2 in place of one already known. In effect, the ranger “loses” the old familiar terrain bonus in exchange for the new one. A ranger may swap only up to a +2 bonus at any given level, and must choose whether or not to swap the familiar terrain bonus at the same

time that a new familiar terrain or favored enemy bonus for the level is gained.

TABLE 3–16: RANGER FAMILIAR TERRAINS

Type (subtype)
Aquatic
Desert (rocky)
Desert (sandy)
Desert (tundra)
Forest
Hills
Marsh (moor)
Marsh (swamp)
Mountains
Plains
Underground (caverns)
Underground (constructed)
Urban

Camouflage (Ex): A ranger of 12th level can use the Hide skill in any sort of natural terrain, or any chosen familiar terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): A ranger of 16th level can use the Hide skill in any sort of natural terrain, or any chosen familiar terrain, even when being observed.

Hide on the Run (Ex): A ranger of 20th level can use the Hide skill in any sort of natural terrain, or any chosen familiar terrain, when moving at their normal speed without difficulty, or while attacking, charging, or running with a –10 penalty.