

## Olgar's Alternate Ranger Class

This document provides a set of alternate class mechanics for the Ranger class

The Ranger		
Level	Proficiency Bonus	Features
1st	+2	Hunter's Quarry, Natural Explorer, Ranger Toughness
2nd	+2	Fighting Style
3rd	+2	Primary Ranger Archetype 1, Primeval Awareness
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Secondary Ranger Archetype 1
6th	+3	Hunter's Quarry and Natural Explorer Improvements
7th	+3	Primary Ranger Archetype 2
8th	+3	Ability Score Improvement
9th	+4	Secondary Ranger Archetype 2
10th	+4	Natural Explorer Improvement, Land's Stride
11th	+4	Primary Ranger Archetype 3
12th	+4	Ability Score Improvement
13th	+5	Secondary Ranger

		Archetype 3
14th	+5	Hunter's Quarry Improvement
15th	+5	Primary Ranger Archetype 4
16th	+5	Ability Score Improvement, Natural Explorer Improvement
17th	+6	Secondary Ranger Archetype 4
18th	+6	Feral Senses
19th	+6	Ability Score Improvement
20th	+6	Foe Slayer

### **Class Features**

As a ranger, you gain the following class features.

#### **Hit Points**

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

#### **Proficiencies**

Armor: Light armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

#### **Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

- (a) leather armor or (b) a shield
- (a) two shortswords or (b) a martial melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) A longbow and a quiver of 20 arrows, or (b) a shield

#### **Hunter's Quarry**

Beginning at 1st level, you have significant experience studying, tracking, hunting, and fighting enemies.

When you enter combat, you may select one opponent as your quarry. You gain a bonus of +1 to hit at +2 to damage for one attack per round against your quarry, until combat ends, or your quarry falls.

At 6th level, your Hunter's Quarry bonus applies to all attacks you make each round against your quarry.

At 14th level, your Hunter's Quarry bonus increases to +2 to hit and +4 damage against your quarry.

### **Natural Explorer**

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions.

Choose one type of favored wilderness terrain: arctic, coast, desert, forest, grassland, mountain, swamp, undersea, or the Underdark.

When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6<sup>th</sup>, 10<sup>th</sup>, and 16<sup>th</sup> level.

### **Ranger Toughness**

You are extremely tough. When you roll a Hit Die to gain or recover hit points, instead roll the die twice, and take the higher of the two rolls.

### **Fighting Style**

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

#### Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

#### Defense

While you are wearing armor, you gain a +1 bonus to AC.

#### Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

#### Sword and Board

When you are wielding a melee weapon in one hand and a shield in the other, you gain a +1 damage bonus to damage rolls with that weapon

#### Two Handed Weapon

When wielding a two-handed melee weapon, gain +1AC in any round in which you do not attack.

#### Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### **Ranger Archetype**

Rangers select two archetypes to define their areas of focus; a primary archetype selected at 3<sup>rd</sup> level, and a secondary archetype selected at 5<sup>th</sup> level. Your choice of primary archetype grants you features at 3rd level and again at 7th, 11th, and 15th level. Your choice of secondary archetype grants you features at 5th level and again at 9th, 13th, and 17th level.

### **Primeval Awareness**

Beginning at 3rd level, you are preternaturally aware. You gain a +2 bonus on initiative checks, and cannot be surprised when in your favored wilderness terrain.

### **Ability Score Improvement**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

### **Extra Attack**

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### **Land's Stride**

Starting at 10th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

### **Feral Senses**

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

### **Foe Slayer**

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

### **Ranger Archetypes**

The ideal of the ranger has many classic expressions: the Spellcaster, the Slayer, the Giant Killer, the Horde Breaker, the Stalker, and the Beast Master. Each ranger chooses two of these archetypes in which to specialize, a Primary at 3<sup>rd</sup> level and a Secondary at 5<sup>th</sup> level. Each archetype has four archetype features, plus a possible bonus feature.

### **Spellcaster**

The spellcasting Ranger is attuned to nature magic to empower her abilities. When the first archetype feature of this archetype is taken, the Ranger gains the ability to cast spells as detailed below. This ability continues to increase at each level; no additional abilities are gained at levels which gain archetype features 2, 3, or 4.

-Spellcasting Ranger Archetype Spell Slots per Level-						
Level	Spells Known	1st	2nd	3rd	4th	5th
1st	-	-	-	-	-	-
2nd	-	-	-	-	-	-
3rd	3	3	-	-	-	-
4th	3	3	-	-	-	-
5th	4	4	2	-	-	-
6th	4	4	2	-	-	-
7th	5	4	3	-	-	-
8th	5	4	3	-	-	-
9th	6	4	3	2	-	-
10th	6	4	3	2	-	-
11th	7	4	3	3	-	-
12th	7	4	3	3	-	-
13th	8	4	3	3	1	-
14th	8	4	3	3	1	-

15th	9	4	3	3	2	-
16th	9	4	3	3	2	-
17th	10	4	3	3	3	1
18th	10	4	3	3	3	1
19th	11	4	3	3	3	2
20th	11	4	3	3	3	2

### Spell Slots

The Ranger spell table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

### Spells Known of 1st Level and Higher

The Spells Known column of the Ranger table shows how many ranger spells of your choice you know at each level. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

### Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

### **Slayer**

Emulating the Slayer archetype means learning to track and defeat a potent foe, like a dragon, devil, or demon.

Slayer bonus feature: You gain proficiency with Medium Armor.

Slayer 1: Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it is below its hit point maximum. You can deal this extra damage only once per turn.

Slayer 2: Steel Will. You have advantage on saving throws against being frightened.

Slayer 3: Multi-attack. You gain an additional attack each round; to be used, all attacks must be directed against the same foe during the round.

Slayer 4: Evasion. You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a lightning bolt spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### **Giant Killer**

The Giant Killer stands against outsize foes of civilization, whether ogres, giants, or other large beings.

Giant Killer bonus feature: You gain proficiency with Heavy Armor.

Giant Killer 1: Giant's Bane. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Giant Killer 2: Multi-attack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Giant Killer 3: Multi-attack. Gain an additional attack each round against Large size creatures.

Giant Killer 4: Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

### **Horde Breaker**

Emulating the Horde Breaker archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness.

Horde Breaker bonus feature: You gain proficiency with Medium Armor.

Horde Breaker 1: Whirlwind. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Horde Breaker 2: Escape the Horde. Opportunity attacks against you are made with disadvantage.

Horde Breaker 3: Multi-attack. Choose one of the following abilities:

(a) Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

(b) Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Horde Breaker 4: Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

## **Stalker**

The Stalker Ranger is the master of stealth, ambushes, and the quick unseen strike.

Stalker bonus feature: Add your Wisdom bonus to Dexterity (Stealth) checks.

Stalker 1: Strike from Unseen. You gain a +1d8 damage bonus on any attack made against a foe that is unaware of your presence.

Stalker 2: Hide in Plain Sight. You can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Stalker 3: Improved Strike from Unseen. You gain a +2d8 damage bonus on any attack made against a foe that is unaware of your presence.

Stalker 4: Vanish. You can use the Hide action as a bonus action on your turn. Also, you can't be tracked by non-magical means, unless you choose to leave a trail.

## **Beast Master**

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.

### Beast Master 1

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. 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 your hit point maximum.

The beast obeys your commands as best as it can. It takes its turn on your initiative, and may take one action per round.



On your turn, you can verbally command the beast 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 actions, or any of the special beast actions defined below. If uncommanded, the beast continues to perform the last action it was given until it is no longer able to perform that action, at which time it takes the Stay action (defined below).

The beast will defend itself if attacked while performing an action other than the Attack or Charge action.

If the beast dies, you can obtain another one by spending 24 hours to locate and bond another beast that isn't hostile to you, either the same type of beast as before or a different one.

**Special Beast Actions.** The beast may also be commanded to perform the following actions using your bonus action:

- **Charge:** The beast may move up to half its speed and perform the Attack action.
- **Fetch:** The beast grabs an object or creature its size or smaller within five feet of its position and drags it at half its speed toward you.
- **Flank:** The beast moves to the opposite side of a creature with whom you are engaged in melee.
- **Guard:** The beast remains in place and takes the Attack action against any creature it does not know that comes within five feet.
- **Stay:** The beast halts in place and does not move (except to defend itself if attacked).

#### Beast Master 2

**Exceptional Training.** You can use your bonus action to command your beast to take the Dash, Disengage, Dodge, or Help action on its turn in addition to its normal action. You may thus issue two commands with your bonus action, though one of them must be Dash, Disengage, Dodge, or Help.

#### Beast Master 3

**Multiattack.** Your beast companion can make two attacks when you command it to use the Attack action.

#### Beast Master 4

**Share Abilities.** Your beast gains the ability bonuses from your other archetype, except for spellcasting. If you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you.