

THE RANGER VARIANT FEATURES



erein you will find variant options for the Ranger that replace Favored Enemy, Natural Explorer, and a few others.

BANE-CRAFT

Rangers who obtain this skillset focus not on gaining knowledge about a specific enemy, but instead on countering the tactics and strengths of a range of creatures, and on how to exploit their weaknesses, and on how to help allies do the same.

You gain proficiency with herbalism kit or alchemist supplies with 1 Mastery Rank, and you learn 2 Banes at level 1, and gain another 2 each at levels 6, 11, 13, and 16.

Banes take the form of special poisons, ritual magics, and practices known as Banes. Each bane has a type, and each can be empowered by spending spell slots. You can prepare a number of Banes equal to your wisdom modifier plus 1/4 your ranger level, and can change these choices when you take a long rest.

Your prepared Bane require no action to activate the first time in a day that a creature is subjected to them, though you do have to choose to subject a target to one of your prepared Banes, and a creature cannot be subject to more than one Bane at a time. Subsequent applications of a bane to the same target require a bonus action, usually made when you successfully hit the target with a weapon attack or spell attack.

If a bane is listed as a poison, it will also list creatures which are susceptible enough to it that they do not treat it as poison for the purposes of resistance or immunity, or advantage against poison effects. If no creatures are listed, then all creatures treat it as a poison as normal.

WOLFSBANE

level 1 poison Vulnerable creatures: lycanthropes,

The target makes a wisdom saving throw. If it fails, it takes 1d8 + wisdom modifier poison damage and all weapon attacks against it count as silvered until the effect ends. At the end of each of its turns, the creature can make a new saving throw to end the effect. When you spend a spell slot to empower this bane, the target also must make a charisma saving throw in order to change shape, taking 1d8 poison damage if it fails.

RAPTOR'S BANE

level 1 poison vulnerable creatures: dragons

Any creature with a fly speed must make a constitution saving throw when it takes damage from your attack for the first time. If it fails, its joints cramp and stiffen, and it takes poison damage equal to 1d8 + your wisdom modifier. Whenever it moves more than half its speed, it takes damage equal to your wisdom modifier and must make a saving throw to avoid falling prone. When you use a spell slot to empower this bane, the initial damage and the damage taken when the creature moves each increase by 1d8 per spell slot level.

NECROMANCER'S BANE

level 1 ritual

A creature under the effect of this bane glows with dim light whenever they use their magic, potentially taking damage as well. The first time in a round that they cast a spell or use the Magic Action, other than to activate a magic item, a nimbus of light surrounds them until the end of your next turn, and they must succeed on a constitution saving throw or take 1d8 + wisdom modifier psychic damage and grant advantage on the next attack against them before the end of your next turn. If you empower this bane with a spell slot, you can end the effect early to cause an attack against the target to deal an extra 1d8 psychic damage per spell slot level spent.

HORDEMASTER'S BANE

level 1 tactic

Focusing on a lead creature in a group, you and your allies punish the group to standing by the target. Every time an attack hits the target, a second creature within 5ft of the target takes damage equal to your wisdom modifier. If you empower this bane with a spell slot, the damage becomes 1d4 + wisdom modifier, and the secondary damage targets a number of additional creatures equal to the level of the spell slot spent.

BANE OF GOOD FAITH

level 11 ritual

When you deal damage to 2 or more creatures in an area with an action, you can activate this bane on all affected creatures. Until the effect ends, they are under the Bane of Good Faith, and they see all creatures as dangerous strangers, and not as allies. At the beginning of their subsequent turns, they can make a wisdom saving throw. If they fail, they treat the nearest creature within 20ft of them as an enemy until the start of their next turn, and act accordingly. If they succeed, they are able to act as normal, and the effect ends for them.

If you empower this bane with a spell slot, success on subsequent saving throws does not end the effect. If the spell slot is of 3rd level or higher, targets gain a bonus to all damage rolls against each other equal to the level of the spell slot.

GHoul's BANE

level 1 poison vulnerable creatures: undead

While under this bane, all weapon damage against the creature is radiant damage unless the creature is vulnerable to the normal damage type of the attack, and if an effect deals damage and sheds light, that light is treated as daylight by the creature. If you empower this bane with a spell slot, creatures under this bane have disadvantage on saving throws against being turned.

PURPOSEFUL WANDERER

At level 1, your wandering begins to show its gifts in a series of Knacks, and mastery of a new skill, instead of the Natural Explorer feature.

Rangers who train in this tradition are not just explorers, but are trained extensively in using nature as a tool, weapon, salve, friend, and eyes and ears.

You choose one of Animal Handling or Survival. You gain a Mastery Rank in the chosen proficiency, and the associated Greater Wanderer's Knack, below. You can choose an additional Greater Wanderer's Knack at level 6, 11, and 15. These do count toward your Prepared Knacks, as shown in the Variant Ranger Class Table.

- **Survivalist's Knack** *Greater Knack* In the wilderness, you are capable of hunting, foraging, creating salves, and shelters. If you create shelter for yourself and your companions, whether by skill or by ritual magic, the first rest you and your companions take in that shelter grants the benefits of resting in a comfortable lodgings. Checks you make to hide an encampment or other shelter are made with advantage, and are treated as magically hidden. At level 5, when you forage and hunt for food, the quality of what you acquire is such that even otherwise meager fare is filling and nourishing as it were a fine meal. At the end of a long or short rest, you can cast the aid spell, targetting additional creatures up to your wisdom modifier. You cannot do so again until your complete a long rest.
- **Animal Handler's Knack** Animals and bestial monstrosities are unnaturally calm around you, and more willing to cooperate with you than with others. You can cast the animal friendship and speak with animals spells as rituals even if they lack the ritual tag, and always have them prepared. At level 5, you also gain this benefit with the animal messenger and beast sense spells. Monstrosities with an intelligence lower than 5 count as beasts for the purposes of these spells.

WANDERER'S KNACKS

You learn 2 Knacks, and gain more as you level. You must prepare a number of knacks equal to xyz, each day.

TRUSTED BY SPIRITS

level 1 Ritual Knack Exploration

The spirits and fey of landforms such as hills, rivers, large stones, trees, glades, and the like, are more inclined to treat with you than with other mortal folk. You learn the Sylvan language, and during a short or long rest you can perform a ritual to try to invoke such a friendly spirit to bring you useful information, and perhaps guide you.

HEAR THE VESPER

Level 6 Ritual Knack Exploration

You are especially good at finding the places where lines between worlds are thin, and creatures that can move between worlds, and you know how to use Crossroads to travel, at need. Skill check to reduce effective distance traveled, or to employ portals and crossroads effectively.

LITTLE FRIEND

level 1 ritual knack exploration

You are so skilled with animals that you are able to procure a small or smaller beast as a companion. The companion is a familiar, per the find familiar spell, and it is trained in 2 skills of your choice, and with 1 tool that you are also trained in.

SCOUT LEADER

Level 1 Tactical Knack Exploration

Whenever your party makes a group stealth check, you can allow any creature to add half your proficiency bonus to the check if they are not proficient, and when you use the Help action to aid with a stealth check or perception check, you can choose to grant allies of your choice within 20ft of you a 1d4 bonus, rather than granting a single ally advantage.

SPLIT THE FIRES

Level 1 Ritual Knack Defensive

You designate a number of allies equal to your wisdom modifier plus your proficiency bonus to benefit from this ritual magic. You can, as a reaction, cause yourself and those creatures to reduce damage from area of effect spell or breath weapon by an amount equal to 1d10+your wisdom modifier. If you spend a spell slot, the damage mitigation increases by 1d6 per level of the spell slot.

FIGHTING STYLES, ADDITIONAL

MOUNTED

Mount and dismount with 5ft of movement, and your mount can use a bonus action to make an unarmed strike while you are astride it.

AMBUSH

When you hit or miss with an attack while hidden, you can immediately move up to 10ft, and if you can gain the conditions to hide, you can hide as a bonus action once there.

SKIRMISHING

Extra 10ft movement per round, can be used as part of using a reaction, can disengage by spending 20ft of movement. Unused extra movement at the end of the round can be used at the start of your turn.

COORDINATED TACTICS

When you hit a creature with a weapon attack, you can place a mark on it. Once per round when an ally misses with an attack against your marked target, you can allow them to reroll the attack, taking the second result. You can reroll any 1 or 2 on a single weapon damage die per round, against your marked target.

SUBCLASSES

PACK LEADER

You are the master of hunting in groups, and you have raised and trained a beast whose potential is nearly as great as your own.

PACK LEADER'S COMPANION

Choose a type of companion from messenger, pack hunter, protector, ambush hunter, scout, or steed. Regardless of which type you choose, the companion follows certain rules.

The pack companion uses your bonuses to calculate most of its own. It adds its Companion Bonus (CB) to its HP per level, AC, Attack and Damage, and special actions and traits. The Companion Bonus is your wisdom modifier + your proficiency bonus.

At the end of a long rest you can choose to spend a spell slot to empower your companion for the day, increasing its CB by 1 per spell slot level, and increase its HP total and current HP by twice that number. Any time the companion regains HP, it regains an additional amount equal to the level of the spell slot spent. This effect lasts until you complete your next long rest, or 24 hours after activating it.

As long as the companion is within 10ft of you, you can cast a spell with a range of self, targeting your companion instead, or a touch spell that targets the companion, as if you were touching it.

You can communicate as long as you can see or hear each other. Your companion has a higher intelligence than other, similar, creatures, but still counts as a beast with an intelligence of 4 or less for the purposes of spells and other effects, unless you determine otherwise when it is targeted by such an effect. Its perspective remains that of a bestial creature, but it understands the basic concept of your mission and can help you perform complex tasks like rituals and crafting, as a familiar.

Your companion never counts against a limit to the number of creatures affected by an effect, as long as you are one of the creatures affected. It still benefits as though it were being counted.

- Choose special senses
- Choose special movement
- Choose special attack
- Choose a quirk/special utility trait
- Choose personality

PACK LEADER MAGIC

You learn certain spells when you take this subclass, they are ranger spells for you, and are always prepared.

- level 1 armor of agythis, beast bond
- level 2 beast sense, mirror image
- level 3 blink, revivify
- level 4 charm monster, polymorph
- level 5 awaken, telepathic bond

PACK LEADER'S KNACK

The range at which you can cast spells with a range of self on your companion extends to 30ft.

You can communicate simple ideas with beasts, fey, monstrosities, and elementals, that cannot speak a language. You can also understand the same sorts of ideas from them, in turn. During a long rest, you can designate a number of creatures up to 1+your wisdom modifier who you can communicate with silently, so long as you can see each other.

INTO THE FRAY

Starting at level 10, while within 10ft of your companion, you and your allies benefit from the Bestial Aura listed in your companion's statistics, and you can now cast any spell with a radius, cone, or line, from your companion's space, as if your companion had cast the spell.

LEVEL 14

At the end of a long or short rest, you and 1+wisdom modifier allies you spend the rest with gain temporary hit points equal to 1d6+your wisdom modifier.

PACK COMPANIONS

PACK HUNTER

Medium, small, or tiny beast, fey or monstrosity, any alignment

Armor Class 10+CB

Hit Points (1d10 hit die) 6+1d10+CB per level

Speed choose:

Burrower - 40ft/40ft Burrow, know direction underground

Climber- 40ft/ 40ft Climb, ignore difficult terrain

Flyer- 30ft/60ft Fly

Swift- 50ft, dash bonus action, no opportunity attack when dash

Swimmer- 30ft/60ft Swim, fight unhindered by water

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	10 (+0)	10 (+0)	6 (-3)	10 (+0)	10 (+0)
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Place +4, +3, +3, +2 where you want

Proficiencies Perception, and choose 2 from the ranger list, and one tool you are proficient with

- **Condition Resistances** charmed, frightened, while it can see you
- **Senses** Choose two of Keen Sight, Keen Smell, Keen Hearing, Web Sense (requires spider), Tremorsense (15ft), Darkvision (choose twice for extended darkvision),
- **Languages** understands languages you know
- **Companion Bonus (CB)** your spell modifier

Actions

Hunter's Tactics Choose two special actions: One must be a special attack.

- **Companion Attack (Pack Hunter)** Melee Weapon Attack: CB to hit, reach 5 ft., one target. Hit: 1d8 + CB weapon damage. Claw, Bite, Trample, or Gore, determines damage type. Damage is 1d8+CB is the companion has at least one ally within 10ft of it. The next ally to attack the target can add 1d4 to the attack roll.

Special Traits

Choose 2 special traits, and gain the aura trait listed below at level 10: Camouflage, Clever-Handed, Flyby, Mimicry, Social, Watchful, *Pack Tactics,

***Level 10 Aura** *Call The Hunt* Allies within 10ft of the companion can add their 1d4 to one damage roll per turn, and can move without provoking opportunity attacks as long as they stay in the aura.

AMBUSH HUNTER

Medium or small, any alignment

Armor Class 12+CB

Hit Points (1d8 hit die) 5+1d8+CB per level

Speed choose:

Burrower - 40ft/40ft Burrow, know direction underground

Climber- 40ft/ 40ft Climb, ignore difficult terrain

Flyer- 30ft/60ft Fly

Swift- 50ft, dash bonus action, no opportunity attack when dash

Swimmer- 30ft/60ft Swim, fight unhindered by water

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	10 (+0)	10 (+0)	6 (-3)	10 (+0)	10 (+0)
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Place +4, +3, +3, +2 where you want

Proficiencies Stealth, and choose 2 from the ranger list, and one tool you are proficient with

- **Condition Resistances** charmed, frightened, while it can see you
- **Senses** Choose two of Keen Sight, Keen Smell, Keen Hearing, Web Sense (requires spider), Tremorsense (15ft), Darkvision (choose twice for extended darkvision),
- **Languages** understands languages you know
- **Companion Bonus (CB)** your spell modifier

Actions

Hunter's Tactics Choose two special actions: One must be a special attack.

- **Companion Attack (Ambush Hunter)** Melee Weapon Attack: CB to hit, reach 5 ft., one target. Hit: 1d6 + CB weapon damage. Claw, Bite, Trample, or Gore, determines damage type. Damage is 2d6+CB if the target has no allies within 10ft of it, it is surprised, or if the companion is hidden from it

Special Traits

Choose 2 special traits, and gain the aura trait listed below at level 10: Camouflage, Clever-Handed, Flyby, Mimicry, Social, Watchful, *Pack Tactics,

***Level 10 Aura** *Silence of Death* The companion and allies within 10ft of the companion can attempt to hide while only lightly obscured, and deal 2d6 extra damage against surprised enemies and enemies that have not taken an action since rolling initiative.

SPECIAL ACTIONS

- **Charge** If the companion moves at least 20 ft straight toward a creature and then hits it with a flying attack or a gore or trample attack on the same turn, the target must succeed on a strength saving throw or be knocked prone and take 1d6+CB extra damage. If the Companion instead makes a bite, claw, tail, or tentacle, attack, the target must save vs prone, and if they fall prone the companion can make an additional attack.
- **Takedown.** The creature makes an attack. Whether it hits or misses, the target must succeed on a strength saving throw or fall prone, in addition to the attack's normal consequences.
- **Bite and Claw.** When the companion takes the attack action, it can make a single additional companion attack as part of that action.
- **Blink Step** Requires fey creature type. Your companion has a natural ability to blink back and forth between worlds, teleporting short distances. It can use it's movement to teleport any number of feet at a time, but doing so uses 2 feet of movement for every 1 moved. As a bonus action, the companion can remove this restriction and double it's speed. It cannot do so again until it completes a long rest.
- **Pack Attack,** If target is within 5ft of an ally, or if the companion has advantage, +1d6 damage
- **Grapple Attack** If the attack succeeds, the target is also grappled. Subsequent attacks while grappling the target deal 1d6 extra damage
- **Leap and Bound** The companion unleashes a burst of movement, doubling it's speed and gaining the ability to jump a distance equal to half it's normal speed in one jump, and ignores all difficult terrain for the rest of the turn. The companion cannot increase it's speed in this way again until it has spent a full round without using any movement.
- **Protect** The companion interposes itself in front of an attack against another creature, forcing the attack to be rerolled, taking the second result, with the companion as the new target. The companion can move up to 10ft to be in place to protect a creature, as part of the reaction.
- **Flush The Target** Companion rushes multiple creatures, causing them to scatter and expose themselves. Each creature within 15ft of the companion when it uses this ability must make a wisdom saving throw. If they fail, they lose any cover they are benefiting from, and are forced to move 10ft into the open.
- **Pointed Attack** The companion makes a companion attack, and grants advantage and 1d6 extra damage on the next attack against the target if it succeeds.

- **frightful Gore** The companion uses a gore attack, using tusk or horn to try and skewer it's target. On a hit the target takes damage, and must succeed on a constitution saving throw or take 1d4 damage again at the start of each of it's turns until it successfully saves.

SPECIAL TRAITS

- **Clever-Handed.** The companion has dextrous grasping hands, and can manipulate relatively complex objects and tools, such as locks, lockpicks, levers and switches, door handles, window latches, etc. They suffer no disadvantage as other beasts would when using such tools, manipulating such objects, or when using the sleight of hand skill in a way that requires the use of grasping hands, such as picking a pocket.
- **Flyby.** The creature doesn't provoke opportunity attacks when it flies out of an enemy's reach.
- **Mimicry.** The companion can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC ## Wisdom (Insight) check. Some mimicing animals are able to use this ability to effectively gain the use of humanoid languages, though their speech remains stilted and difficult.
- **Pack Cooperation.** The companion can choose one ally to give advantage to against a creature that the companion is threatening, this requires no action, and can be changed at the start of the companion's round The companion and the ally must both be threatening the same target.
- **Saoring Flight.** The Companion can remain aloft nearly indefinitely in the right weather, even locking it's wings in place to sleep upon the wind. This allows it to travel great distances while scouting without having to land.
- **Unnervingly Clever.** The companion understands things some humans struggle with, such as complex physical puzzles, navigation, musical composition, and can learn others. This goes beyond simply understanding what a lock is, into the learning of complex skills not natural to it's species or enviroment.

- **Telepathy.** Your companion has a natural form of telepathy, out to a range of 120ft. While it can use this to communicate with others, it is rarely comfortable doing so, and only your and other beasts have an easy time understanding it. This telepathy is two-way with you, but not when the companion sends a message to others in their minds.
- **Extra Limbs.** requires monstrosity creature type. Bestial monstrosities often have extra limbs, including tentacles or other specialised appendages. Your companion has a pair of extra limbs, which can be one of; *tentacles* with 10ft reach grapple attack 1d4 natural attack *extra hind legs* that give +5ft speed and advantage against being knocked prone *extra forelegs* which either add +5ft speed or a bonus action claw attack, *wings* which give a fly speed of 30ft which cannot be used for longer than 10 minutes at a time without spending 10 minutes grounded. If you have a fly speed already, wings instead grant +5ft fly speed and either a buffet attack (15ft cone, 1d4+cb damage, save vs prone) or advantage against being knocked prone or having your movement slowed or stopped while flying.

Any example of a 5ft speed bonus with a secondary benefit can be traded for 10ft speed with no secondary benefit.

You can choose this trait twice, gaining a second set of extra limbs.

- **Angry Little Biter.** Requires small size. The Companion can occupy the same space as any creature that is one or more sizes larger than it, and if the other creature is two sizes larger, the companion has advantage on checks to grapple the creature in order to climb it. While climbing a creature, the companion gives the creature disadvantage on it's first attack each turn, and can make a second companion attack against the creature when it takes the attack action.
- **Watchful** The companion is watchful even when at rest, and while scouting or searching, or while keeping watch, it has advantage on wisdom (perception) checks to notice dangers and hazards. If it does so, it can alert you with far-carrying cry appropriate to it's nature, which you can hear within 1 mile without any check. Past that, every quarter mile raises the DC (10) to hear the call by 2. If you hear it, you know that it has found danger, it's direction from you, and it's distance from you within 60ft.