

Level	Proficiency Bonus	Features	Spells Known	Spell Slots per Spell Level				
				1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Natural Explorer, Spellcasting	2	2	-	-	-	-
2nd	+2	Fighting Style or Weapon Mastery	3	3	-	-	-	-
3rd	+2	Ranger Archetype, Primeval Awareness	3	3	-	-	-	-
4th	+2	Ability Score Improvement	4	4	2	-	-	-
5th	+3	Extra Attack	4	4	2	-	-	-
6th	+3	Favored Enemy and Natural Explorer improvements	5	4	3	-	-	-
7th	+3	Ranger Archetype feature	5	4	3	-	-	-
8th	+3	Ability Score Improvement, Land's Stride	6	4	3	2	-	-
9th	+4	-	6	4	3	2	-	-
10th	+4	Natural Explorer improvement, Without a Trace	7	4	3	3	-	-
11th	+4	Ranger Archetype feature	7	4	3	3	-	-
12th	+4	Ability Score Improvement	8	4	3	3	1	-
13th	+5	-	8	4	3	3	1	-
14th	+5	Favored Enemy improvement, Vanish	9	4	3	3	2	-
15th	+5	Ranger Archetype feature	9	4	3	3	2	-
16th	+5	Ability Score Improvement	10	4	3	3	3	1
17th	+6	-	10	4	3	3	3	1
18th	+6	Feral Senses	11	4	3	3	3	2
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Foe Slayer	12	4	3	3	3	3

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You gain one damage dice (d6) in the 1st level. This damage dice increases on 6th (d8) and on 14th (d10) level

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

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 terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark.

While traveling for your favored terrain, you gain the following benefits:

- You gain proficiency bonus in double in the skills: Perception (WIS), Survival (WIS), Animal Handling (WIS) Investigation (INT), Nature (INT) Stealth (DEX)
- 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 6th and 10th level.

Spellcasting

By the time you reach 1st level, you have learned to use the magical essence of nature to cast spells. You can change your spells after a long rest

Fighting Style*

*if you play a d&d 5e 2024 you choice one Weapon Mastery

At 2nd level, you adopt a particular style of fighting as your specialty

Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate, such as the Hunter. Your choice grants features at 3rd level, and again at 7th, 11th, and 15th level.

Primeval Awareness

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

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 8th 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.

Without a Trace (To replace Hide in plain Sight):

Starting at 10th level, when the Ranger is in favored terrain, he becomes permanently under the effects of the Pass Without Trace spell. This ability does not stack with magic

Vanish

Starting at 14th level, 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.

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 unrivaled hunter of your enemies. You have advantage on the attack roll against your favored enemy, and once on each of your turns, you can add your Wisdom modifier to the damage roll of an attack you make against one of your favored enemies.