

Character Level	5										
Ranger Level	5										
Ranger Con bonus	2										
Ranger Attack Stat Bonus	3										
		Ranger AC	Ranger HP	Ranger Melee Attack	Ranger Bow Attack	Average Damage (Longbow - Archery)	Average Damage (Greatsword)	Average Damage (Longsword - Duelist)			
Ranger (no shield)		15	44	6	8	7	10	9			
House Rule on Chart: Animal Companion gets HD equal to Ranger Level, then average. (HD available for Short Rest healing)											
Animal Companion	Disqualifying Criteria	AC	Stock HP	HR HP	Attack Bonus	Average Damage	Damage Expression	Damage plus Adds (Pounce, Charge, Poison, etc)	Special Abilities	Skills	Special Movment
Mastiff		15	20	27	6	7	1d6+4	7	Knock Prone, Keen Hearing and Smell	Perception	40
Warhorse	CR, Size	14	20	32	9	14	2d6+7	28	Trampling Charge		60
Goat		13	20	22	6	6	1d4+4	9	Charge, Sure-footed		40
Wolf		16	20	27	7	10	2d4+5	10	Knock Prone, Keen Hearing and Smell, Pack Tactics	Perception, Stealth	40
Frog		14	20	20	3	3	0+3	3	Amphibious, Standing Leap, Darkvision	Perception, Stealth	20, Swim 20, Ju
Boar		14	20	27	6	7	1d6+4	11	Charge, Relentless		40
Raven		15	20	20	7	4	1+3	4	Mimicry	Perception	10, Fly 50
Panther		15	20	22	7	8	1d6+5	16	Keen Smell, Pounce	Perception, Stealth	50, Climb 40
Giant Wolf Spider		16	20	27	6	7	1d6+4	17	Poison (2d6), Spider Climb, Web Sense, Web Walker, Blindsight, Darkvision	Perception, Stealth	40, Climb 40
Giant Poisonous Snake		17	20	27	9	9	1d4+7	23	Poison (3d6), Blindsight	Perception	30, Swim 30
House Rule on Chart: Animal Companion gets HD equal to Ranger Level, then average. (HD available for Short Rest healing)											
House Rule: Companion gains additional Proficiency by being under CR and Size limit and loses Proficiency by category over CR or Size limit.											
House Rule: Optional CR scaling (Ranger Baseline CR available increases at 7th, 11th, 15th, and 19th level)											
House Rule: Optional Size Scaling (Large Creature count 2 and Huge Creatures count 4 against Proficiency bonus)											
Animal Companion	Valid Companion?	AC	Stock HP	HR HP	Attack Bonus	Average Damage	Damage Expression	Damage plus Adds (Pounce, Charge, Poison, etc)	Special Abilities	Skills	Special Movment
Jackal		18	20	20	7	7	1d4+5	7	Keen Hearing and Smell, Pack Tactics	Perception	40
Mastiff		16	20	27	7	8	1d6+5	8	Knock Prone, Keen Hearing and Smell	Perception	40
Wolf		16	20	27	7	10	2d4+5	10	Knock Prone, Keen Hearing and Smell, Pack Tactics	Perception, Stealth	40

Dire Wolf	Invalid Companion	13	37	37	4	9	2d6+2	9	Keen Hearing and Smell, Pack Tactics, Knock Prone	Perception, Stealth	50
Cat		19	20	20	7	8	1+7	8	Keen Smell	Perception, Stealth	40, Climb 30
Panther		15	20	22	7	8	1d6+5	16	Keen Smell, Pounce	Perception, Stealth	50, Climb 40
Lion	Invalid Companion	11	26	32	4	6	1d8+2	12	Pounce, Keen Smell, Pack Tactics, Running Leap	Perception, Stealth	50
Saber-toothed Tiger	Invalid Companion	10	52	37	4	10	2d6+3	18	Keen Smell, Pounce	Perception, Stealth	40
Mule		14	20	27	6	8	1d4+6	8	Beast of Burden, Sure-footed		40
Pony		14	20	27	8	11	2d4+6	11			40
Riding Horse		11	20	32	6	9	2d4+4	9			60
Draft Horse		11	20	32	7	10	2d4+5	10			40
Warhorse		11	20	32	6	11	2d6+4	22	Trampling Charge		60
Goat		15	20	22	8	8	1d4+6	11	Charge, Sure-footed		40
Boar		14	20	27	6	7	1d6+4	11	Charge, Relentless		40
Giant Boar	Invalid Companion	10	42	42	3	8	2d6+1	15	Charge, Relentless		40
Elephant	Invalid Companion	6	76	47	2	12	3d8+-1	28	Trampling Charge		40
Raven		19	20	20	11	8	1+7	8	Mimicry	Perception	10, Fly 50
Hawk		20	20	20	12	8	1+7	8	Keen Sight	Perception	10, Fly 60
Eagle		18	20	20	10	10	1d4+8	10	Keen Sight	Perception	10, Fly 60
Giant Eagle	Invalid Companion	12	26	32	4	9	2d6+2	9	Keen Sight, Multiattack, Language	Perception	10, Fly 80
Frog		18	20	20	7	7	0+7	7	Amphibious, Standing Leap, Darkvision	Perception, Stealth	20, Swim 20, Ju
Giant Frog		14	20	22	6	7	1d6+4	7	Amphibious, Standing Leap, Bite Grab, Swallow	Perception, Stealth	30, Swim 30, Ju
Giant Toad	Invalid Companion	10	39	32	3	6	1d10+1	6	Amphibious, Standing Leap, Bite Grab, Swallow, Darkvision		20, Swim 40, Ju
Axe Beak		12	20	32	5	7	1d8+3	7			50
Giant Poisonous Snake		17	20	27	9	9	1d4+7	23	Poison (3d6), Blindsight	Perception	30, Swim 30
Poisonous Snake		19	20	20	11	7	1+6	18	Poison (2d4), Blindsight		30, Swim 30
Crocodile		12	20	32	4	7	1d10+2	7	Hold Breath, Bite Grab	Stealth	20, Swim 30
Giant Crocodile	Invalid Companion	7	85	47	1	14	3d10+-2	14	Hold Breath, Bite Grab, Multiattack, Tail Prone	Stealth	30, Swim 50
Constrictor Snake		13	20	32	5	7	1d8+3	7	Constrict, Blindsight		30, Swim 30

CR	Base Prof. Adjustment		Level	Prof. (Char. Level)	Ranger AC Level		AC Size	Size Modifier	Hit Dice	Average per HD
0	-2		1	2	10		Huge	4	d12	6.5
1	2		2	2	10		Large	2	d10	5.5
1/2	1		3	2	0		Medium	0	d8	4.5
1/4	0		4	2	0		Small	-1	d6	3.5
1/8	-1		5	3	0		Tiny	-2	d4	2.5
2	3		6	3	0					
3	4		7	3	-1					
4	5		8	3	-1					
5	6		9	4	-1					
6	7		10	4	-1					
7	8		11	4	-2					
8	9		12	4	-2					
			13	5	-2					
			14	5	-2					
			15	5	-3					
			16	5	-3					
			17	6	-3					
			18	6	-3					
			19	6	-4					
			20	6	-4					
AC Bonus = Proficiency - (Size+RACL+BPA)										

Creature Name	Size	CR	Effective CR	Base AC	# HD	Con Bonus	Base Attack	Base Damage (Best)	Damage Die	Damage Bonus	Damage plus Adds (Pounce, Charge, Poison, etc)	Double Bonus	Grants Advantage (Prone or Grabbed)	Special Abilities	Skills	Special Movement	Type
Allosaurus	Large	2 2	5	13	6	5.5	3	6	15 2d10		4	23	2	1 Pounce	Perception	60	Beast
Ankylosaurus	Huge	4 3	8	15	8	6.5	2	7	18 4d6		4	18	1	1 Knock Prone		30	Beast
Ape	Medium	0 1/2	1	12	3	4.5	2	5	5 1d6		3	5	1	0 Multiattack, Rock	Athletics, Perception	30, Climb 30	Beast
Axe beak	Large	2 1/4	2	11	3	5.5	1	4	6 1d8		2	6	1	0		50	Beast
Baboon	Small	-1 0	-3	12	1	3.5	0	1	1 1d4		-1	1	1	0 Pack Tactics		30, Climb 30	Beast
Badger	Tiny	-2 0	-4	10	1	2.5	1	2	1	1	0	1	1	0 Keen Smell, Darkvision		20, Burrow 5	Beast
Bat	Tiny	-2 0	-4	12	1	2.5	-1	0	1	1	0	1	1	0 Echolocation, Keen Hearing		5, Fly 30	Beast
Black bear	Medium	0 1/2	1	11	3	4.5	2	3	7 2d4		2	7	1	0 Keen Smell, Multiattack	Perception	40, Climb 30	Beast
Blood hawk	Small	-1 1/8	-2	12	2	3.5	0	4	4 1d4		2	4	1	0 Keen Sight, Pack Tactics	Perception	10, Fly 60	Beast
Boar	Medium	0 1/4	0	11	2	4.5	1	3	4 1d6		1	8	1	1 Charge, Relentless		40	Beast
Brown bear	Large	2 1	4	11	4	5.5	3	5	11 2d6		11	11	1	0 Keen Smell, Multiattack	Perception	40, Climb 30	Beast
Camel	Large	2 1/8	1	9	2	5.5	2	5	2 1d4		0	2	1	0		50	Beast
Cat	Tiny	-2 0	-4	12	1	2.5	0	0	1	1	0	1	1	0 Keen Smell	Perception, Stealth	40, Climb 30	Beast
Constrictor snake	Large	2 1/4	2	12	2	5.5	1	4	6 1d8		2	6	1	1 Constrict, Blindsight		30, Swim 30	Beast
Crab	Tiny	-2 0	-4	11	1	2.5	0	0	1	1	0	1	1	1 Amphibious, Blindsight	Stealth	20, Swim 20	Beast
Crocodile	Large	2 1/2	3	12	3	5.5	1	4	7 1d10		2	7	1	1 Hold Breath, Bite Grab	Stealth	20, Swim 30	Beast
Deer	Medium	0 0	-2	13	1	4.5	0	2	2 1d4		0	2	1	0		50	Beast
Dirge wolf	Large	2 1	4	14	5	5.5	2	5	10 2d6		3	10	1	1 Keen Hearing and Smell, Pack Tactics, Knock Prone	Perception, Stealth	50	Beast
Draft horse	Large	2 1/4	2	10	3	5.5	1	6	9 2d4		4	9	1	0		40	Beast
Eagle	Small	-1 0	-3	12	1	3.5	0	4	4 1d4		2	4	1	0 Keen Sight	Perception	10, Fly 60	Beast
Elephant	Huge	4 4	9	12	8	6.5	3	8	18 3d8		5	40	2	1 Trampling Charge		40	Beast
Elk	Large	2 1/4	2	10	2	5.5	1	5	6 1d6		3	13	1	1 Charge		50	Beast
Flying snake	Tiny	-2 1/8	-3	14	2	2.5	0	6	1	1	0	8	1	0 Poison (3d4), Flyby, Blindsight		30, Fly 60, Swim 30	Beast
Frog	Tiny	-2 0	-4	11	1	2.5	-1	0	0	0	0	0	1	0 Amphibious, Standing Leap, Darkvision	Perception, Stealth	20, Swim 20, Jump 10	Beast
Giant ape	Huge	4 7	12	12	15	6.5	4	9	22 3d10		6	22	1	0 Multiattack, Rock	Athletics, Perception	40, Climb 40	Beast
Giant badger	Medium	0 1/4	0	10	2	4.5	2	3	6 2d4		1	6	1	0 Keen Smell, Multiattack, Darkvision		30, Burrow 10	Beast
Giant bat	Large	2 1/4	2	13	4	5.5	0	4	5 1d6		2	5	1	0 Echolocation, Keen Hearing		10, Fly 60	Beast
Giant boar	Large	2 2	5	12	5	5.5	3	5	10 2d6		3	17	1	1 Charge, Relentless		40	Beast
Giant centipede	Small	-1 1/4	-1	13	1	3.5	1	4	4 1d4		2	15	2	0 Poison (3d6), Blindsight		30, Climb 30	Beast
Giant constrictor snake	Huge	4 2	7	12	8	6.5	1	6	13 2d8		4	13	1	1 Constrict, Blindsight	Perception	30, Swim 30	Beast
Giant crab	Medium	0 1/8	-1	15	3	4.5	0	3	4 1d6		1	4	1	1 Claw Grab, Amphibious	Stealth	30, Swim 30	Beast
Giant crocodile	Huge	4 5	10	14	9	6.5	3	8	21 3d10		5	21	1	1 Hold Breath, Bite Grab, Multiattack, Tail Prone	Stealth	30, Swim 50	Beast
Giant eagle	Large	2 1	4	13	4	5.5	1	5	10 2d6		3	10	1	0 Keen Sight, Multiattack, Language	Perception	10, Fly 80	Beast
Giant elk	Huge	4 2	7	14	5	6.5	2	6	11 2d6		4	22	1	1 Charge, Language	Perception	60	Beast
Giant fire beetle	Small	-1 0	-3	13	1	3.5	1	1	2 1d6		-1	2	1	0 Illumination, Blindsight		30	Beast
Giant frog	Medium	0 1/4	0	11	4	4.5	0	3	4 1d6		1	4	1	1 Amphibious, Standing Leap, Bite Grab, Swallow	Perception, Stealth	30, Swim 30, Jump 20	Beast
Giant goat	Large	2 1/2	3	11	3	5.5	1	5	8 2d4		3	13	1	1 Charge, Sure-footed		40	Beast
Giant hyena	Large	2 1	4	12	6	5.5	2	5	10 2d6		3	20	2	0 Rampage	Perception	50	Beast
Giant lizard	Large	2 1/4	2	12	3	5.5	1	4	6 1d8		2	6	1	0 Darkvision		30, Climb 30	Beast
Giant octopus	Large	2 1	4	11	8	5.5	1	5	10 2d6		3	10	1	1 Tentacles Grab, Ink Cloud, Hold Breath, Underwater Camouflage, Water Breathing	Perception, Stealth	10, Swim 60	Beast
Giant owl	Large	2 1/4	2	12	3	5.5	1	3	8 2d6		1	8	1	0 Flyby, Keen Hearing and Sight, Darkvision, Language	Perception, Stealth	5, Fly 60	Beast
Giant poisonous snake	Medium	0 1/4	0	14	2	4.5	1	6	6 1d4		4	17	2	0 Poison (3d6), Blindsight	Perception	30, Swim 30	Beast
Giant rat	Small	-1 1/8	-2	12	2	3.5	0	4	4 1d4		2	4	1	0 Keen Smell, Pack Tactics, Darkvision		30	Beast
Giant scorpion	Large	2 3	6	15	7	5.5	2	4	7 1d10		2	29	2	1 Poison (4d10), Claw Grab, Multiattack, Blindsight		40	Beast
Giant sea horse	Large	2 1/2	3	13	3	5.5	0	3	4 1d6		1	11	1	1 Charge, Water Breathing		0, Swim 40	Beast
Giant shark	Huge	4 5	10	13	11	6.5	5	9	22 3d10		6	22	1	0 Blood Frenzy, Water Breathing, Blindsight	Perception	0, Swim 50	Beast
Giant spider	Large	2 1	4	14	4	5.5	1	5	7 1d8		3	16	2	1 Poison (2d8), Spider Climb, Web Sense, Web Walker, Web, Blindsight, Darkvision	Stealth	30, Climb 30	Beast
Giant toad	Large	2 1	4	11	6	5.5	1	4	7 1d10		2	7	1	1 Amphibious, Standing Leap, Bite Grab, Swallow, Darkvision		20, Swim 40, Jump 20	Beast
Giant vulture	Large	2 1	4	10	3	5.5	2	4	9 2d6		2	9	1	0 Keen Sight and Smell, Pack Tactics, Multiattack, Language	Perception	10, Fly 60	Beast
Giant wasp	Medium	0 1/2	1	12	3	4.5	0	4	5 1d6		2	16	2	0 Poison (3d6)		10, Fly 50	Beast
Giant weasel	Medium	0 1/8	-1	13	2	4.5	0	5	5 1d4		3	5	1	0 Keen Hearing and Sight, Darkvision	Perception	40	Beast
Giant wolf spider	Medium	0 1/4	0	13	2	4.5	1	3	4 1d6		1	11	2	0 Poison (2d6), Spider Climb, Web Sense, Web Walker, Blindsight, Darkvision	Perception, Stealth	40, Climb 40	Beast
Goat	Medium	0 0	-2	10	1	4.5	0	3	3 1d4		1	6	1	1 Charge, Sure-footed		40	Beast
Hawk	Tiny	-2 0	-4	13	1	2.5	-1	5	1	1	0	1	1	0 Keen Sight	Perception	10, Fly 60	Beast
Hunter shark	Large	2 2	5	12	6	5.5	2	6	13 2d8		4	13	1	0 Blood Frenzy, Water Breathing, Blindsight	Perception	0, Swim 40	Beast
Hyena	Medium	0 0	-2	11	1	4.5	1	2	3 1d6		0	3	1	0 Pack Tactics	Perception	50	Beast
Jackal	Small	-1 0	-3	12	1	3.5	0	1	1 1d4		-1	1	1	0 Keen Hearing and Smell, Pack Tactics	Perception	40	Beast
Killer whale	Huge	4 3	8	12	12	6.5	1	6	21 5d6		4	21	1	0 Echolocation, Hold Breath, Keen Hearing	Perception	0, Swim 60	Beast
Lion	Large	2 1	4	12	4	5.5	1	5	7 1d8		3	14	2	1 Pounce, Keen Smell, Pack Tactics, Running Leap	Perception, Stealth	50	Beast
Lizard	Tiny	-2 0	-4	10	1	2.5	0	0	1	1	0	1	1	0 Darkvision		20, Climb 20	Beast
Mammoth	Huge	4 6	11	13	11	6.5	5	10	25 4d8		7	54	2	1 Trampling Charge		40	Beast
Mastiff	Medium	0 1/8	-1	12	1	4.5	1	3	4 1d6		1	4	1	1 Knock Prone, Keen Hearing and Smell	Perception	40	Beast
Mule	Medium	0 1/8	-1	10	2	4.5	1	2	4 1d4		2	4	1	0 Beast of Burden, Sure-footed		40	Beast
Octopus	Small	-1 0	-3	12	1	3.5	0	4	1	1	0	1	1	1 Tentacles Grab, Ink Cloud, Hold Breath, Underwater Camouflage, Water Breathing	Perception, Stealth	5, Swim 30	Beast
Owl	Tiny	-2 0	-4	11	1	2.5	-1	3	1	1	0	1	1	0 Flyby, Keen Hearing and Sight, Darkvision	Perception, Stealth	5, Fly 60	Beast
Panther	Medium	0 1/4	0	12	3	4.5	0	4	5 1d6		2	10	2	1 Keen Smell, Pounce	Perception, Stealth	50, Climb 40	Beast
Plesiosaurus	Large	2 2	5	13	8	5.5	3	6	14 3d6		4	14	1	0 Hold Breath	Perception, Stealth	20, Swim 40	Beast
Poisonous snake	Tiny	-2 1/8	-3	13	1	2.5	0	5	1	1	0	6	2	0 Poison (2d4), Blindsight		30, Swim 30	Beast
Polar bear	Large	2 2	5	12	5	5.5	3	7	12 2d6		5	12	1	0 Keen Smell, Multiattack, Darkvision	Perception	40, Swim 30	Beast
Pony	Medium	0 1/8	-1	10	2	4.5	1	4	7 2d4		2	7	1	0		40	Beast
Pteranodon	Medium	0 1/4	0	13	3	4.5	0	3	6 2d4		1	6	1	0 Flyby		10, Fly 60	Beast
Quipper	Tiny	-2 0	-4	13	1	2.5	-1	5	1	1	0	1	1	0 Blood Frenzy, Water Breathing, Darkvision		0, Swim 40	Beast
Rat	Tiny	-2 0	-4	10	1	2.5	-1	0	1	1	0	1	1	0 Keen Smell, Darkvision		20	Beast
Raven	Tiny	-2 0	-4	12	1	2.5	-1	4	1	1	0	1	1	0 Mimicry	Perception	10, Fly 50	Beast
Reef shark	Medium	0 1/2	1	12	4	4.5	1	4	6 1d8		2	6	1	0 Pack Tactics, Water Breathing	Perception	0, Swim 40	Beast
Rhinoceros	Large	2 2	5	11	6	5.5	2	7	14 2d8		5	23	1	1 Charge		40	Beast
Riding horse	Large	2 1/4	2	10	2	5.5	1	5	8 2d4		3	8	1	0		60	Beast
Saber-toothed tiger	Large	2 2	5	12	7	5.5	2	6	12 2d6		5	22	2	1 Keen Smell, Pounce	Perception, Stealth	40	Beast
Scorpion	Tiny	-2 0	-4	11	1	2.5	-1	2	1	1	0	5	2	0 Poison (1d8), Blindsight		10	Beast
Sea horse	Tiny	-2 0	-4	11	1	2.5	-1	0	0	0	0	0	1	0 Water Breathing		0, Swim 20	Beast

Spider	Tiny	-2 0	-4	12	1	2.5	-1	4	1	1	0	3	2	0 Poison (1d4), Darkvision, Spider Climb, Web Sense, Web Walker	Stealth	20, Climb 20	Beast
Stirge	Tiny	-2 1/8	-3	14	1	2.5	0	5	5 1d4		3	5	1	0 Blood Drain, Darkvision		10, Fly 40	Beast
Tiger	Large	2 1	4	12	5	5.5	2	5	8 1d10		3	16	2	1 Keen Smell, Pounce, Darkvision	Perception, Stealth	40	Beast
Triceratops	Huge	4 5	10	13	10	6.5	3	9	24 4d8		6	46	2	1 Trampling Charge		50	Beast
Tyrannosaurus rex	Huge	4 8	13	13	13	6.5	4	10	33 4d12		7	33	1	0 Multitack	Perception	50	Beast
Vulture	Medium	0 0	-2	10	1	4.5	1	2	2 1d4		0	2	1	0 Keen Sight and Smell, Pack Tactics	Perception	10, Fly 50	Beast
Warhorse	Large	2 1/2	3	11	3	5.5	1	6	11 2d6		4	22	2	1 Trampling Charge		60	Beast
Weasel	Tiny	-2 0	-4	13	1	2.5	-1	5	1	1	0	1	1	0 Keen Hearing and Smell	Perception, Stealth	30	Beast
Wolf	Medium	0 1/4	0	13	2	4.5	1	4	7 2d4		2	7	1	1 Knock Prone, Keen Hearing and Smell, Pack Tactics	Perception, Stealth	40	Beast