

Ranger (Gritty)

In a world with less (or even no) magic, a Ranger is the eyes and ears of a party, a stealthy scout or hard hitting skirmisher.

Class Features

As a Ranger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Ranger level

Hit Points at 1st Level: 6 + your Constitution modifier

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

Proficiencies

Armor: Light Armor, medium armor, shields

Weapons: Simple weapons, martial weapons.

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three skills 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:

- Leather armor OR hide armor
- Any two of: Dagger, Handaxe, Shortsword, Sickle
- Shortbow and 24 arrows OR Light Crossbow and 24 Bolts
- DUngeoneer's pack OR Explorer's Pack

Level	Proficiency Bonus	Features
1 st	+2	Favored Enemy, Natural Explorer
2 nd	+2	Fighting Style, Combat Superiority
3 rd	+2	Ranger Archetype
4 th	+2	Ability Score/Feat
5 th	+3	Extra Attack, Combat Maneuver
6 th	+3	Favored Enemy and Natural Explorer Improvements
7 th	+3	Ranger Archetype Feature
8 th	+3	Ability Score/Feat
9 th	+4	4 Superiority Dice, Combat Maneuver, D8 Superiority dice
10 th	+4	Natural Explorer Improvement, Hide in Plain Sight
11 th	+4	Ranger Archetype Feature
12 th	+4	Ability Score/Feat
13 th	+5	Combat Maneuver
14 th	+5	Favored Enemy Improvement, Vanish
15 th	+5	Ranger Archetype Feature
16 th	+5	Ability Score/Feat
17 th	+6	5 Superiority Dice, Combat Maneuver, d10 Superiority Dice
18 th	+6	Feral Senses, Indomitable
19 th	+6	Ability Score/Feat
20 th	+6	Foe Slayer

Alternative Favored Enemies

A ranger may favor a class or type of people as their enemy, representing their experience fighting against, or even their disdain or hatred for, this group of people. Valid choices include:

- Bandits: The criminals and highwaymen that plague the land.
- Commoners: The common folk that work the fields of the land.
- Nobles: The aristocracy that owns the land and rule its peoples.
- Soldiers: The men at arms and mercenaries that fill battlefields.
- Heretics: People that follow a specific faith other than your own.
- Foreigners: People from another specific land or nationality not your own.

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, fey, fiends, giants, monstrosities, or undead. Alternatively, you can select two types of human (such as bandits and commoners) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

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 enemies you have encountered on your adventures.

Natural Explorer

Starting at 1st level, 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, or swamp. 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 exceptional 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.

Combat Style

Starting 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 made with ranged weapons.
- **Defense**
While you are wearing armor, you gain a +1 bonus to AC.
- **Duelist**
While wielding a one handed melee weapon and no other weapons, you deal an additional 2 damage with that weapon.
- **Two-Weapon Fighting**
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Combat Superiority

Starting at 2nd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice, which are chosen from the list of maneuvers available to fighters with the Battle Master archetype. Many maneuvers enhance an attack in some way. You learn one additional maneuver of your choice at 5th, 9th, 13th, and 17th levels. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

Superiority Dice. You have three superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 9th level when your superiority dice become d8s, and gain a final die at 17th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:
Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

New Maneuvers

Rangers may employ combat maneuvers like a fighter, but gain a number of new maneuvers specific to their woods lore and survival experience.

Healing Poultice: During a short rest, you apply a poultice made of medicinal herbs to a creature. If the target spends any healing dice, you increase the amount healed by an amount equal to your superiority die plus ranger level. A creature may not benefit from this ability again until it has taken a long rest.

Quarry: When you make an attack, designate a target as your quarry. Whenever you deal damage to that target, add your superiority die to the damage dealt. This effect persists until the target is reduced to 0 hp, or until you have taken a long rest.

Spur Beast: As a bonus action, you cause your animal companion to make an attack, adding your superiority die to the damage dealt.

Shield Companion: When you are adjacent to your animal companion and it would be hit by an attack you may, as a reaction, redirect this attack onto yourself, reducing it by an amount equal to your superiority die.

Ranger Archetype

When you reach 3rd level you select a ranger archetype. Your choice grants you benefits at 3rd level, and again at 7th, 11th and 15th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th levels, 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 whenever you take the attack action, you can attack twice instead of once.

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.

Hide in Plain Sight

Starting at 10th level, 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.

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.

Indomitable

Beginning at 18th level, whenever you roll for initiative and possess no superiority dice, you gain one superiority die.

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 against one of your favored enemies.

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 two classic expressions: the Hunter and the Beast Master.

Hunter

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging bandits and hordes of barbarians to noble knights and legendary champions.

Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

- **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's below its hit point maximum. You can deal this extra damage only once per turn.
- **Giant Killer.** 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.
- **Horde Breaker.** 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.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

- **Escape the Horde.** Opportunity attacks against you are made with disadvantage.
- **Multiattack 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.
- **Steel Will.** You have advantage on saving throws against being frightened.

Multiattack

At 11th level, you gain one of the following features of your choice.

- **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.
- **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.

Superior Hunter's Defense

At 15th level, you gain one of the following features of your choice.

- **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.
- **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.
- **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.

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.

Ranger's Companion

At 3rd level, 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 (appendix D presents statistics for the hawk, mastiff, and panther as examples). 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 its normal maximum or four times your ranger level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack,

Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

Exceptional Training

Beginning at 7th level, on any of your turns when your beast companion doesn't attack, you can use a bonus action to command the beast to take the Dash, Disengage, Dodge, or Help action on its turn.

Bestial Fury

Starting at 11th level, your beast companion can make two attacks when you command it to use the Attack action.

Beastly coordination

Beginning at 15th level, when an attacker that you can see hits your beast companion with an attack, you can call out a warning. If your beast companion can hear you, it can use its reaction to halve the attack's damage against it.