

# The Ranger

See pages 44-45 of the *Player's Handbook* for information about ranger traits, such as adventures, characteristics, alignment, religion, background, races, and classes.

## Game Rule Information

Rangers have the following game statistics.

**Abilities:** Dexterity is important for a ranger because rangers tend to wear light armor and because several ranger skills are based on Dexterity. Strength is important for them because rangers frequently get involved in combat. Several ranger skills are based on Wisdom, and a Wisdom of 14 or higher is required to get access to the most powerful ranger spells. A Wisdom score of 11 or higher is required to cast any ranger spells at all.

**Alignment:** Any

**Hit Die:** d8

**Weapon and Armor Proficiency:** A ranger is proficient in all simple and martial weapons, light armor, and medium armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

## Class Skills

The ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb, Concentration, Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

## Class Features

The following are class features of the ranger.

**Spells:** Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells. To cast a spell, the ranger must have a Wisdom score of at least 10 + the spell's level, so a ranger with a Wisdom of 10 or lower cannot cast these spells. Ranger bonus spells

are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the ranger gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the ranger gets only bonus spells. The ranger's spell list appears at the bottom of this document. He prepares spells in a manner similar to that of a wizard, but has access to any spell on the list and can freely choose which to prepare.

Through 3rd level, a ranger has no caster level. Starting at 4th level, a ranger's caster level is one-half his class level.

**Track:** A ranger gains Track (see page 85 of the *Player's Handbook*) as a bonus feat.

**Ambush:** A ranger's training as a hunter and stalker allows him to target a vital spot for extra damage against unsuspecting foes. Whenever the ranger attacks a flat-footed target who is denied her Dexterity bonus to AC, the ranger's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 at 4th level and every four levels thereafter.

Except for the fact that it is limited to flat-footed targets, a ranger's ambush is like a rogue's sneak attack in all respects, and it stacks with any sneak attack or similar abilities that the character might have. Should the ranger score a critical hit with an ambush, this extra damage is not multiplied. Ranged attacks can only count as ambushes if the target is within 30 feet.

A ranger can only ambush living creatures with discernible anatomies – undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature that is immune to critical hits is also not vulnerable to ambushes. Also, the ranger must be able to see the target well enough in order to pick out a vital spot and must be able to reach a vital spot. The ranger cannot ambush a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Uncanny Dodge (Ex):** Starting at 3rd level, the ranger gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 3rd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or

**TABLE: THE RANGER**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special Abilities	Spells Per Day			
						1st	2nd	3rd	4th
1	+1	+2	+2	+0	Ambush +1d6, track	-	-	-	-
2	+2	+3	+3	+0		-	-	-	-
3	+3	+3	+3	+1	Uncanny dodge (retains Dex bonus)	-	-	-	-
4	+4	+4	+4	+1	Ambush +2d6	0	-	-	-
5	+5	+4	+4	+1	Ranger lore	0	-	-	-
6	+6/+1	+5	+5	+2	Uncanny dodge (cannot be flanked)	1	-	-	-
7	+7/+2	+5	+5	+2		1	0	-	-
8	+8/+3	+6	+6	+2	Ambush +3d6	1	0	-	-
9	+9/+4	+6	+6	+3	Ranger lore	1	1	-	-
10	+10/+5	+7	+7	+3		1	1	0	-
11	+11/+6/+1	+7	+7	+3	Uncanny dodge (+1 vs. traps)	2	1	0	-
12	+12/+7/+2	+8	+8	+4	Ambush +4d6	2	1	1	-
13	+13/+8/+3	+8	+8	+4		2	1	1	0
14	+14/+9/+4	+9	+9	+4	Ranger lore, uncanny dodge (+2 vs. traps)	2	2	1	0
15	+15/+10/+5	+9	+9	+5		2	2	1	1
16	+16/+11/+6/+1	+10	+10	+5	Ambush +5d6	3	2	2	1
17	+17/+12/+7/+2	+10	+10	+5	Uncanny dodge (+3 vs. traps)	3	3	2	1
18	+18/+13/+8/+3	+11	+11	+6		3	3	2	2
19	+19/+14/+9/+4	+11	+11	+6	Ranger lore	3	3	3	2
20	+20/+15/+10/+5	+12	+12	+6	Ambush +6d6, uncanny dodge (+4 vs. traps)	4	3	3	3

---

struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized).

At 6th level, the ranger can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the ranger. The exception to this defense is that a rogue at least four levels higher than the ranger can flank him (and thus sneak attack him).

At 11th level, the ranger gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. These bonuses rise to +2 at 14th level, +3 at 17th, and +4 at 20th level.

**Ranger Lore:** At 5th, 9th, 14th, and 19th levels, the ranger gains a special ability from the following list:

*Born Tracker:* The ranger gains a +4 bonus to Wilderness Lore checks when tracking.

*Favored Prey:* The ranger chooses a single creature type from the following list: aberrations, animals, beasts, constructs, dragons, elementals, fey, giants, humanoid type\*, magical beasts, oozes, outsider type\*, plants, shapechangers, undead, vermin. Rangers may not select "humanoid" or "outsider" as a favored prey, but they may select a more narrowly defined type of humanoid or outsider (such as orcs or devils).

Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature, and gets the same bonus to damage rolls against creatures of this type.

Rangers may choose this multiple times, choosing a different prey or increasing a bonus against an existing prey by +2, up to a maximum of +6.

*Favored Terrain:* The ranger chooses a single type of terrain from the following list: plains, scrub, forest, jungle, swamp, hills, mountains, desert. At the DM's option, rangers may choose other, more exotic terrain types (such as snow-covered tundra or the Underdark, a vast network of natural caverns) as their favored terrain.

Due to a ranger's familiarity with a terrain and training in techniques for using it to his advantage, a ranger gains a +2 bonus to Hide, Move Silently, Spot,

Listen, and Wilderness Lore checks, as well as a +2 dodge bonus to his AC, when in his favored terrain.

Rangers may choose this multiple times, choosing a different terrain or increasing a bonus in an existing terrain by +2, up to a maximum of +6.

*Master Fletcher:* The ranger gains a limited ability to create magical ammunition, including arrows, bolts, and sling bullets. When doing so, he is treated as having a caster level equal to his ranger level, and crafts these items according to the normal process, paying the standard gold and experience costs. Rangers of sufficient caster level may ignore spell prerequisites when creating ammunition with the following special qualities: *distance, flaming, shock, frost, flaming burst, shocking burst, icy burst, bane*. A ranger may not choose this ability at 5th level.

*Bonus Feat:* A ranger may choose any one feat from the fighter's list of bonus feats in lieu of a ranger lore ability.

### Ranger Spell List

Rangers choose their spells from the following list (see the *Player's Handbook* for spell descriptions):

**1st level** – Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares or Pits, Entangle, Entropic Shield\*, Expeditious Retreat\*, Faerie Fire\*, Magic Fang, Obscuring Mist\*, Pass without Trace, Read Magic, Resistance\*, Resist Elements, Speak with Animals, Summon Nature's Ally I, True Strike\*

**2nd level** – Animal Messenger, Barkskin\*, Bull's Strength\*, Blur\*, Cat's Grace\*, Cure Light Wounds, Darkvision\*, Daylight\*, Detect Chaos/Evil/Good/Law, Endurance, Fog Cloud\*, Hold Animal, Protection from Elements, Sleep, Speak with Plants, Snare, Summon Nature's Ally II

**3rd level** – Control Plants, Cure Moderate Wounds, Diminish Plants, Displacement\*, Greater Magic Fang, Gust of Wind\*, Keen Edge\*, Haste\*, Neutralize Poison, Remove Disease, Summon Nature's Ally III, Spike Growth\*, Tree Shape, Water Breathing\*, Water Walk

**4th level** – Cure Serious Wounds, Flame Arrow\*, Freedom of Movement, Hunter's Instinct\*<sup>a</sup>, Nondetection, Summon Nature's Ally IV, Tree Stride, Wind Wall

\* Denotes a new addition.

<sup>a</sup> Denotes a new spell, see below.

---

## NEW SPELLS

### Hunter's Instinct

#### Transmutation

**Level:** Rgr 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Target:** The character

**Duration:** 1 round/level

By casting this spell, the caster draws upon primal, natural forces to enhance his combat abilities. Upon completion, the spell causes a subtle transformation in the caster; his movements take on a feral, animalistic quality, his eyes become glossy and narrow, and he ceases to speak, communicating only when necessary and then only with grunts and gestures. In battle, the caster is strengthened by bloodlust and acts on an instinctive, merciless ability to sense and exploit the weaknesses of his enemy: he gains a +2 bonus to attack and damage rolls, his critical threat range increases by +2 (applied after all other modifiers), and his critical hit multiplier increases by +1. These bonuses only apply to melee attacks, because a ranger must be close to a creature to sense its weakness, and because the added ferocity is only helpful in close combat.