

GAME RULE INFORMATION

Rangers have the following game statistics.

Abilities: Dexterity is important for a ranger both because he tends to wear light armor and because several ranger skills are based on that ability. Strength is important because rangers frequently get involved in combat. Several ranger skills are based on Wisdom, and a Wisdom score 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. One of the ranger's trademark skills, his ability to track foes, is based on Wisdom.

Alignment: Any.

Hit Die: d8.

TABLE: THE RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	1st favored enemy, Track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Combat style feat	—	—	—	—
3rd	+3	+3	+3	+1	Endurance, danger sense	—	—	—	—
4th	+4	+4	+4	+1	Animal companion, hunter's strike 1/day	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	0	—	—	—
6th	+6/+1	+5	+5	+2	Combat style feat, danger sense	1	—	—	—
7th	+7/+2	+5	+5	+2	Woodland stride	1	—	—	—
8th	+8/+3	+6	+6	+2	Swift Tracker, hunter's strike 2/day	1	0	—	—
9th	+9/+4	+6	+6	+3	Evasion, danger sense	1	0	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy, combat style feat	1	1	—	—
11th	+11/+6/+1	+7	+7	+3		1	1	0	—
12th	+12/+7/+2	+8	+8	+4	Hunter's strike 3/day, danger sense	1	1	1	—
13th	+13/+8/+3	+8	+8	+4	Camouflage	1	1	1	—
14th	+14/+9/+4	+9	+9	+4	Combat style feat	2	1	1	0
15th	+15/+10/+5	+9	+9	+5	4th favored enemy, danger sense	2	1	1	1
16th	+16/+11/+6/+1	+10	+10	+5	Hunter's strike 4/day	2	2	1	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	2	2	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Combat style feat, danger sense	3	2	2	1
19th	+19/+14/+9/+4	+11	+11	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy, hunter's strike 5/day	3	3	3	3

Class Skills

The ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

Class Features

All of the following are class features of the ranger.

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table 3–14: Ranger Favored Enemies. Due to his extensive study on his chosen type of foe and training in the proper techniques for combating such creatures, the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2. For example, a 5th-level ranger has two favored enemies; against one he gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage rolls, and against the other he has a +2 bonus. At 10th level, he has three favored enemies, and he gains an additional +2 bonus, which he can allocate to the bonus against any one of his three favored enemies. Thus, his bonuses could be either +4, +4, +2 or +6, +2, +2. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table.

If a specific creature falls into more than one category of favored enemy (for instance, devils are both evil outsiders and lawful outsiders), the ranger's bonuses do not stack; he simply uses whichever bonus is higher. See the Monster Manual for more information on types of creatures.

TABLE: RANGER FAVORED ENEMIES

Type (Subtype)	Type (Subtype)
Aberration	Humanoid (reptilian)
Animal	Magical beast
Construct	Monstrous humanoid
Dragon	Ooze
Elemental	Outsider (air)
Fey	Outsider (chaotic)
Giant	Outsider (earth)
Humanoid (aquatic)	Outsider (evil)
Humanoid (dwarf)	Outsider (fire)
Humanoid (elf)	Outsider (good)
Humanoid (goblinoid)	Outsider (lawful)
Humanoid (gnoll)	Outsider (native)
Humanoid (gnome)	Outsider (water)
Humanoid (halfling)	Plant
Humanoid (human)	Undead
Humanoid (orc)	Vermin

Track: A ranger gains Track (see page 101 of the PHB) as a bonus feat.

Wild Empathy (Ex): A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check to improve the attitude of a person (see page 72 of the PHB). The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but he takes a –4 penalty on the check.

Combat Style Feat (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not meet the normal prerequisites.

If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Greater Manyshot, Penetrating Shot and Shot on the Run to the list.

If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting, Two-Weapon Defense and Two-Weapon Pounce to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Endurance: A ranger gains Endurance (see page 93 of the PHB) as a bonus feat at 3rd level.

Danger Sense (Ex): Rangers are notoriously difficult to surprise. At 3rd level, a ranger gains a +1 bonus to initiative rolls and a +1 bonus to all Spot and Listen checks. Every three levels thereafter (at 6th, 9th, 12th, 15th, and 18th level), the ranger may either increase her bonus to initiative rolls by +1 or increase his bonus to Spot and Listen checks by +1.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the DM's campaign takes place wholly or partly in an aquatic environment, the DM may add the following creatures to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. (For instance, an aquatic creature can't adventure with a ranger on land and shouldn't be selected by a non-aquatic character without extenuating circumstances). In most cases, the animal companion functions as a mount, sentry, scout, or hunting animal, rather than as a protector.

This ability functions like the druid ability of the same name (see page 35 of the PHB), and he uses his ranger level to determine the animal companion's abilities. A ranger may select from the alternative lists of animal companions just as a druid can. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective level below 1st.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells (the same type of spells available to the cleric, druid, and paladin), which are drawn from the ranger spell list (page 191 of the PHB). A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier.

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the ranger gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 4th-level ranger), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Hunter's Strike (Ex): Whether hunting game for her own survival or eliminating an orc scout before it finds the village she protects, a ranger often only gets one shot at her target, and knows that it must count. Once per day at 4th level, the ranger may inflict double damage with any successful melee or ranged weapon attack, as if she had succeeded at a critical hit with a x2 multiplier. If a hunter's strike is applied to a confirmed critical hit, the damage is not doubled; instead, damage is dealt as if the critical multiplier of the weapon were one higher.

The ranger must decide to use the hunter's strike after the attack roll is made but before damage is rolled. She may use this ability an additional time per day at 8th, 12th, 16th, and 20th level.

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger (such as one who is unconscious or paralysed) does not gain the benefit of evasion.

Camouflage (Ex): A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed.