

# THE RANGER

LEVEL	PROFICIENCY BONUS	FEATURE	MARK DAMAGE
1	+2	Terrain Master, Favored Enemy	--
2	+2	Mark	1d6
3	+2	Ranger Archetype, Tactical Trick	2d6
4	+2	Ability Score Improvement, Burst of Speed	2d6
5	+3	Wilderness Boon I	3d6
6	+3	Tactical Trick, Terrain Master	3d6
7	+3	Favored Enemy, Ranger Archetype Ability	4d6
8	+3	Ability Score Improvement, Wilderness Boon II	4d6
9	+4	Mark (2), Tactical Trick	5d6
10	+4	Terrain Master	5d6
11	+4	Favored Enemy, Ranger Archetype Ability	6d6
12	+4	Ability Score Improvement, Tactical Trick	6d6
13	+5	Wilderness Boon III	7d6
14	+5	Mark (3)	7d6
15	+5	Ranger Archetype Ability, Tactical Trick	8d6
16	+5	Ability Score Improvement	8d6
17	+6	Wilderness Boon IV	9d6
18	+6	Feral Senses, Tactical Trick	9d6
19	+6	Ability Score Improvement	10d6
20	+6	Primal Master	10d6

## CLASS FEATURES

**Hit Dice:** 1d10 per ranger level

**Hit Points at 1<sup>st</sup> Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per ranger level after 1<sup>st</sup>

**Armor Proficiencies:** Light armor, medium armor, shields

**Weapon Proficiencies:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Dexterity, Strength

**Skills:** Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

### Terrain Master

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. 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. When you are in your favored terrain, your base speed increases by 10 feet per round. (This movement increase does not apply to buildings or structures within your favored terrain, only to the outside regions.)

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 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 6<sup>th</sup> and 10<sup>th</sup> level.

### **Favored Enemy**

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternately, you can select two races of humanoid (such as goblins or gnolls) 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. You learn one language of your choice that is spoken by your favored enemy.

You choose one additional favored enemy, as well as an associated language, at 7<sup>th</sup> and 11<sup>th</sup> level.

### **Mark**

At 2<sup>nd</sup> level, once per short rest you can mark a target within 120 feet as a bonus action. You deal bonus damage when you hit with a weapon attack against your mark once per round as indicated on the Mark Damage column. You have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find your mark. Your mark lasts 1 hour, and if the target drops to 0 hit points before the hour is up you can use a bonus action on a subsequent turn of yours to mark a new creature. If your mark is your favored enemy, you gain your Wisdom modifier to attack and damage rolls against it as well.

At 9<sup>th</sup> level, you can use your Mark twice per short or long rest. At 14<sup>th</sup> level, you can use it three times per rest.

### **Tactical Trick**

Starting a 3<sup>rd</sup> level, you learn a tactical trick to gain an edge in combat. Choose one from the below list that you qualify for, and you gain additional tactical tricks at 6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, and 18<sup>th</sup> levels. You cannot take the same trick more than once unless the description says otherwise.

- *Skirmish Strike*: Once per round, you can deal 1d8 extra weapon damage when you hit a creature with a weapon attack if you move at least 10 feet in the round before the attack.
- *Precision Strike*: Once per round, you can deal 1d8 extra weapon damage when you hit a creature with a ranged weapon attack and you don't move for the entire round.
- *Colossus Slayer*: Once per round, when you hit a creature with a weapon attack, the creature takes an extra 1d8 weapon damage if it's below its hit point maximum.
- *Defensive Archer*: Your ranged attacks do not suffer disadvantage if an opponent is within 5 feet of you.
- *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 you can see the creature.
- *Expert Climber*: You can climb at full speed without a penalty.
- *Quick Stand*: Standing up from a prone position costs you 5 feet of movement instead of 10.
- *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.
- *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.
- *Combat Style*: Choose a combat style.

- *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. You must be 7<sup>th</sup> level or higher to select this trick.
- *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. You must be 7<sup>th</sup> level or higher to select this trick.

## **Ranger Archetype**

At 3<sup>rd</sup> level, you choose an archetype that you strive to emulate: Beast Master, Stalker, or Wild Guardian. Your choice grants you features at 3<sup>rd</sup> level and again at 7<sup>th</sup>, 11<sup>th</sup>, and 15<sup>th</sup> level.

## **Ability Score Improvement**

When you reach 4<sup>th</sup> level, and again at 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 19<sup>th</sup> 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.

## **Burst of Speed**

Starting at 4<sup>th</sup> level you can use your reaction at the end of another creature's turn to move your speed. You must complete a short or long rest before you can use this ability again.

## **Wilderness Boon**

Starting at 5<sup>th</sup> level, you learn to utilize the natural aspects of the world to gain a beneficial boon that can be used outside of combat. Each Wilderness Boon duplicates a spell effect that can be used once per long rest. Choose two of the effects under Wilderness Boon Rank I listed below.

At 8<sup>th</sup> level, choose two of the effects listed under Wilderness Boon Rank II. At 13<sup>th</sup> level, choose one of the effects under Wilderness Boon Rank III. At 17<sup>th</sup> level, choose one of the effects listed under Wilderness Boon Rank IV.

Using a boon requires 1 minute and does not require concentration. Boons that duplicate spells that have a duration of concentration last for 1 hour. Where applicable, your spellcasting modifier is Wisdom. The Wilderness Boons are NOT considered spells for the purposes of dispelling or countering.

- *Wilderness Boon Rank I*: Gain two of your choice.
  - *Cure wounds*
  - *Speak with animals*
  - *Pass without trace*
  - *Protection from poison*
- *Wilderness Boon Rank II*: Gain two of your choice.
  - *Daylight*
  - *Lesser restoration*
  - *Protection from energy*
  - *Water breathing*
- *Wilderness Boon Rank III*: Gain one of your choice.
  - *Freedom of movement*
  - *Locate creature*
  - *Stoneskin*
- *Wilderness Boon Rank IV*: Gain one of your choice.
  - *Commune with nature*
  - *Swift quiver*
  - *Tree stride*

## **Feral Senses**

At 18<sup>th</sup> 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.

## **Primal Master**

At 20<sup>th</sup> level, you become an absolute master of your domain. While in your favored terrain, you gain resistance to all damage except slashing, piercing, or bludgeoning. Also, you gain unlimited use of your Mark ability as long as you are within your favored terrain.

# RANGER ARCHETYPES

## BEAST MASTER

### Ranger's Companion

At 3<sup>rd</sup> 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 ¼ or lower. 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 bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

### Exceptional Training

Beginning at 7<sup>th</sup> level, you can use your reaction at the end of another creature's turn to command the beast to take the Dash, Disengage, Dodge, or Help action.

### Bestial Fury

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

### Animal Lord

At 15<sup>th</sup> level, your beast companion grows to become a true exemplary specimen of its species. Its size increases by one category (Small to Medium, Medium to Large) and the damage for its natural attacks increases by one die type (d4 to d6, d6 to d8, d8 to d10, d10 to d12). In addition, you can increase its ability scores by an amount equal to half your ranger level (round down), distributed as you see fit.

## STALKER

### Expertise

At 3<sup>rd</sup> level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check that you make that uses either of the chosen proficiencies.

### Primeval Awareness

Beginning at 7<sup>th</sup> level, you can use your action to focus your awareness on the region around you. For 1 minute per ranger level, 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.

### Hide in Plain Sight

Starting at 11<sup>th</sup> 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 15<sup>th</sup> 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.

## WILD GUARDIAN

### Spellcasting

When you reach 3<sup>rd</sup> level, you augment your wilderness prowess with the ability to cast druid spells.

**Cantrips:** You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10<sup>th</sup> level.

**Spell Slots:** The Wild Guardian Spellcasting table shows how many spell slots you have to cast your spells of 1<sup>st</sup> level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

**Preparing and Casting Spells:** You know three 1<sup>st</sup>-level druid spells of your choice. The Spells Known column of the Wild Guardian Spellcasting table shows when you learn more druid spells of 1<sup>st</sup> level or higher. Each of these spells must be of a level for which you have spell slots. Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots.

**Spellcasting Ability:** Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency modifier + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

### Terrain Bond

At 3<sup>rd</sup> level, your attachment to your favored terrain grows stronger. You are now considered in your favored terrain if you are inside a building or structure that exists within your favored terrain.

### Land's Stride

Starting at 7<sup>th</sup> 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 as those created by the *entangle* spell.

### Uncanny Dodge

Beginning at 11<sup>th</sup> level, when you are in your favored terrain and an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

### Evasion

Starting at 15<sup>th</sup> level, while in your favored terrain, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* 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.

## WILD GUARDIAN SPELLCASTING

RANGER LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	1 <sup>ST</sup> LEVEL SPELL SLOTS	2 <sup>ND</sup> LEVEL SPELL SLOTS	3 <sup>RD</sup> LEVEL SPELL SLOTS	4 <sup>TH</sup> LEVEL SPELL SLOTS
3 <sup>rd</sup>	2	3	2	--	--	--
4 <sup>th</sup>	2	4	3	--	--	--
5 <sup>th</sup>	2	4	3	--	--	--
6 <sup>th</sup>	2	4	3	--	--	--
7 <sup>th</sup>	2	5	4	2	--	--
8 <sup>th</sup>	2	6	4	2	--	--
9 <sup>th</sup>	2	6	4	2	--	--
10 <sup>th</sup>	3	7	4	3	--	--
11 <sup>th</sup>	3	8	4	3	--	--
12 <sup>th</sup>	3	8	4	3	--	--
13 <sup>th</sup>	3	9	4	3	2	--
14 <sup>th</sup>	3	10	4	3	2	--
15 <sup>th</sup>	3	10	4	3	2	--
16 <sup>th</sup>	3	11	4	3	3	--
17 <sup>th</sup>	3	11	4	3	3	--
18 <sup>th</sup>	3	11	4	3	3	--
19 <sup>th</sup>	3	12	4	3	3	1
20 <sup>th</sup>	3	13	4	3	3	1