



The Ranger

Level

Feature

0 **Health:** You gain the following Health pool.

1st level = 10+Constitution
Each level after the 1st = 1d10+Constitution

Skills bonus: You add +1 to any check when using a skill, tool, weapon or spell in which you are trained. The bonus increases as you level: +2 at 2nd level, +3 at 5th level, +4 at 9th level and +5 at 15th level.

Action Surge: On your turn, you can take one additional action. Once you use this feature, you must finish a Short Rest or Long Rest before you can use it again

Second Wind: On your turn, you can use an action to regain hit points equal to 1d10 + your level. Once you use this feature, you must finish a short or long rest before you can use it again.

1 **Ranger's training:** You gain training in two saving throws of your choice: Dexterity, Intelligence, or Strength. In addition, you are trained in 4 skills or tools of your choice.

Spellcasting: You know 2 cantrips from the Ranger's spell list. You also learn the *Hunter's Mark* spell and one other of your choice. To cast a spell, you must make an ability check using Wisdom (Survival) against a DC of 10 + the spell's level. On a failed check, the spell fizzles and you lose the ability to use that spell until the end of your next long rest. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your skill bonus + your Wisdom
Spell attack modifier = your skill bonus + your Wisdom

Favored Foe: As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon. This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

Skirmisher: You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

2 **Hunter's Sense:** As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

3 **Wanderer's Lore:** You can communicate with humanoids who don't speak any language you know. You must observe the humanoids interacting with one another for at least 1 day, after which you learn a handful of important words, expressions, and gestures - enough to communicate on a rudimentary level. As a result, whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom.

5 **Extra Attack:** You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

6 **Rover:** Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed. Furthermore, moving through nonmagical difficult terrain costs you no extra movement and you have Resistance to any damage dealt by nonmagical hazardous terrain.

In addition, you have advantage on saving throws against terrain that are magically created or manipulated to impede movement.

7 **Ambusher:** You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

13 **Blindsense:** if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

16 **Foebane:** You deal an extra 3d6 damage when you hit your Favored Foe.

Ranger's Spellcasting Table

Level	Spell Known	Max. Spell Level	Level	Spell Known	Max. Spell Level
1	2	1	11	8	3
2	3	1	12	9	3
3	3	1	13	10	3
4	4	1	14	11	4
5	4	2	15	11	4
6	5	2	16	12	4
7	6	2	17	13	5
8	6	2	18	14	5
9	7	2	19	14	5
10	8	3	20	15	5

Ranger's Spell List

Spell Levels	Spells
0	Dancing Lights Druidcraft Light Mending Message Minor Illusion True Strike
1	Alarm Animal Friendship Cure Wounds Detect Poison and Disease Ensnaring Strike Find Familiar Hunter's Mark Longstrider Speak with Animals
2	Animal Messenger Beast Sense Darkvision Find Steed Find Traps Invisibility Lesser Restoration Locate Animals or Plants Locate Object Pass without Trace Protection from Poison See Invisibility
3	Blinding Smite Conjure Animals Conjure Barrage Lightning Arrow Nondetection Speak with Plants Water Breathing Water Walk
4	Conjure Woodland Beings Greater Invisibility Faithful Hound Freedom of Movement Locate Creature Staggering Smite Stone Shape
5	Commune with Nature Conjure Volley Mislead Passwall Swift Quiver

