

## The Ranger

----Spell Slots----

Lvl	Prof	Features	SK	1	2	3	4	5
1 <sup>st</sup>	+2	Natural Explorer, Hunter's Mark	-					
2 <sup>nd</sup>	+2	Fighting Styles, Spellcasting	2	2				
3 <sup>rd</sup>	+2	Natural Physician, Ranger Archetype	3	3				
4 <sup>th</sup>	+2	ASI, Primeval Awareness	3	3				
5 <sup>th</sup>	+3	Archetype Feature	4	4	2			
6 <sup>th</sup>	+3	Land's Stride	4	4	2			
7 <sup>th</sup>	+3	Archetype Feature	5	4	3			
8 <sup>th</sup>	+3	ASI, Natural Physician Improvement	5	4	3			
9 <sup>th</sup>	+4	--	6	4	3	2		
10 <sup>th</sup>	+4	Camouflage	6	4	3	2		
11 <sup>th</sup>	+4	Archetype Feature	7	4	3	3		
12 <sup>th</sup>	+4	ASI, Hunter's Mark Improvement	7	4	3	3		
13 <sup>th</sup>	+5	--	8	4	3	3	1	
14 <sup>th</sup>	+5	Hide in Plain Sight	8	4	3	3	1	
15 <sup>th</sup>	+5	Archetype Feature	9	4	3	3	2	
16 <sup>th</sup>	+5	ASI	9	4	3	3	2	
17 <sup>th</sup>	+6	--	10	4	3	3	3	1
18 <sup>th</sup>	+6	Feral Senses	10	4	3	3	3	1
19 <sup>th</sup>	+6	ASI	11	4	3	3	3	2
20 <sup>th</sup>	+6	Foe Slayer	11	4	3	3	3	2

## CLASS FEATURES

As a ranger, you gain the following class features:

### HIT POINTS

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

**Hit Points at 1st Level:** 10 + your Constitution modifier

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

### PROFICIENCIES

**Armor:** Light Armor, Medium Armor, Shields

**Weapons:** Simple Weapons, Martial Weapons

**Tools:** Herbalism kit, Healer's kit

**Saving Throws:** Strength, Dexterity

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

## *EQUIPMENT*

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) studded leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows
- A healer's kit and an herbalism kit
- A hunting trap and a net

## NATURAL EXPLORER

The ranger gains expertise (as the rogue feature) in the Wisdom (Survival) skill, representative of his ability to survive in harsh conditions and his highly-practiced ability to track man and beast through the wild. In addition, you gain the following benefits:

- You always know which way is north, even when in an enclosed space or underground.
- You always know the number of hours left before the next sunrise or sunset.
- When tracking or foraging, you remain fully alert to danger.
- When in a natural area, you can always find adequate food and water for yourself (and beast companion, if you have one) unless the area is deemed completely void of all life and water. You have advantage on rolls you make to acquire food and water for up to four humanoid or beasts.

When traveling for greater than one hour:

- Difficult terrain slows your party's travel by only half the amount it would otherwise.
- Your party cannot become lost in natural areas except by magical means.
- When traveling alone (or with only your beast companion), you can move stealthily at a normal pace.

You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack. You cannot use this ability against a creature that you have previously attacked or purposefully provoked.

## HUNTER'S MARK

Beginning at 1<sup>st</sup> level, you may cast the Hunter's Mark spell at its lowest level, without an action, and without expending a spell slot, even if you do not have the ability to cast spells or do not have the spell on your list of spells known. In addition to its normal effects, you have advantage on Intelligence checks to recall information about the combat capabilities of the creature you currently have marked as your quarry, including any special features, their attacks, damage resistances, vulnerabilities, and immunities.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1). When you finish a long rest, you regain all expended uses.

At 12<sup>th</sup> level, you have advantage on saving throws against the spells and abilities used by the current target of your Hunter's Mark feature (your quarry).

## FIGHTING STYLES

At 2<sup>nd</sup> level, you gain the benefits of two Fighting Styles, Archery and Two-Weapon Fighting. You can't gain a Fighting Style option more than once, even if you later get to choose from another class.

### *ARCHERY*

You gain a +2 bonus to attack rolls you make with ranged weapons.

### *TWO-WEAPON FIGHTING*

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## SPELLCASTING

Modified spell list, **see end of class description.**

## ARCHETYPE SPELLS

Each archetype has a list of associated spells. You gain access to these spells at the levels specified in the archetype description. Spells you know through this feature do not count against the number of spells known to you. If you already know the listed spell when you would normally gain it through this feature, you may select a different spell of the same level off of the ranger spell list to learn instead. If you gain an archetype spell that doesn't appear on the ranger spell list, it is nonetheless a ranger spell for you.

## NATURAL PHYSICIAN

At 3<sup>rd</sup> level, you can use your knowledge of medicine and herbalism to mend your wounds and those of your allies.

When you use a healer's kit to stabilize a dying creature, that creature regains 1 hit point. During a short rest, you can spend 1 use of a healer's kit to tend to a creature and restore hit points to it equal to your Wisdom (Medicine) skill + 1 hit point per Hit Die of the creature being healed. A creature can only receive healing in this way once per long rest.

At 8<sup>th</sup> level, you gain Expertise (as the rogue feature) in the Wisdom (Medicine) skill.

You can restore the expended uses of a healer's kit by foraging for and processing medicinal plants. While in a natural environment that is not completely devoid of life, you may spend 10 minutes foraging for materials, or if traveling for an hour or more, may forage for materials as you travel without slowing your progress. Make a Wisdom (Survival) check: restore a number of uses up to half of the total check result (rounded down). You may only attempt to forage for medicinal materials once every 24 hours.

## PRIMEVAL AWARENESS

At 4<sup>th</sup> level, you can cast *Detect Evil and Good*, even though it is not on the Ranger spell list. You can cast it a number of times equal to your Wisdom modifier (minimum 1) without expending any spell slots. All uses of this feature are restored after a long rest.

### LAND'S STRIDE

Starting at 6<sup>th</sup> level, moving through non-magical difficult terrain costs you no extra movement. You can also pass through non-magical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. You have advantage on saving throws against plants and terrain features that are magically created or manipulated to impede movement, such as those created by the *entangle* or *spike growth* spells.

In addition, you can't be tracked by non-magical means, unless you choose to leave a trail.

### CAMOUFLAGE

Starting at 10<sup>th</sup> level, you can spend 5 minutes creating camouflage for yourself. You must have access to mud, dirt, plants, twigs, charcoal, or other naturally occurring materials with which to create your camouflage. If you are within 5 feet of a natural terrain feature, such as a tree, tall grass, large rock, stalagmite, or cave wall, you may take the hide action on your turn. While hiding in this way, you gain a +10 bonus to Dexterity (stealth) checks. If you move, take an action or reaction, you lose the benefits of your camouflage until your next turn. You cannot hide from a creature that can currently see you. Attacking a creature, whether or not you succeed, reveals your position to that creature. Once a creature perceives you, the bonus to Dexterity (stealth) checks no longer works against that creature until your camouflage is remade, even if you successfully hide from that creature again.

Your camouflage is specific to the natural environment you are currently in and must be remade after 24 hours, or with each change in environment, or loses its effect.

### HIDE IN PLAIN SIGHT

Starting at 14<sup>th</sup> level, when you utilize camouflage, you are no longer required to remain within 5 feet of a natural terrain feature, though you must remain in a natural environment. While camouflaged, if you are greater than 30 feet away from a creature, you may move up to 5 feet in a round without revealing your position to that creature.

### 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.

### FOE SLAYER

At 20<sup>th</sup> level, you have the ability to read your quarry's intent and prepare your mind and body for any action they take against you. You automatically succeed on saving throws against the spells and abilities used by the current target of your Hunter's Mark feature (your quarry).

# RANGER ARCHETYPES

## BEAST MASTER

Archetype description.

## BEAST COMPANION

At 3<sup>rd</sup> level, you summon a beast companion, a fey spirit that aids you in your adventures as a loyal servant until death. The spirit assumes the form of a medium-sized, quadrupedal, predatory beast of your choosing, such as a wolf, panther, black bear, mastiff, giant badger, or monitor lizard. The spirit travels and fights alongside you in this form until one of you dies. Regardless of its chosen form, the spirit counts as both a fey and a beast, and has the ability scores and game statistics shown on **Table: Beast Companion**.

### BEAST COMPANION

<b>Armor Class</b>	10 + DEX + PROF
<b>Hit Dice</b>	1d8 (or 5)/Ranger Level
<b>Speed</b>	40

<b>STR</b>	14	(+2)
<b>DEX</b>	14	(+2)
<b>CON</b>	12	(+1)
<b>INT</b>	3	(-4)
<b>WIS</b>	12	(+1)
<b>CHA</b>	6	(-2)

**Skills \***

**Senses** Passive Perception \*

**Languages** none

### ABILITIES

**Keen Hearing & Smell.** The beast companion has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

**Bite/Claw.** *Melee Weapon Attack:* reach 5 ft, one target.

**Attack:** STR or DEX + PROF to hit

**Damage:** 1d6 + STR or DEX + PROF, Piercing (Bite) or Slashing (Claw) damage.

Your beast companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls. It also becomes proficient in all saving throws.

Your beast companion has one hit die (d8) for each level of Ranger you have and, as you level up, its hit points increase accordingly. For example, at level 3, an animal companion has 3d8 (or 15) hit points plus its Constitution modifier x3. You may spend your beast companions hit dice to heal it during a short rest, just as any other creature can spend its own hit dice to heal itself.

Your beast companion gains proficiency in 3 skills from the following list: Athletics, Intimidation, Perception, Stealth, and Survival.

The beast companion acts on your initiative, either before or after your own character, and you determine its attitude and decisions. Your companion can be moved at your discretion. As long as your companion can hear you, you can use a bonus action on your turn to command it to take the Attack action. If ordered to take the Attack action, the beast will continue to attack the target you designate until it the target is incapacitated or dies, at your discretion. Alternatively, you can give your companion a more general command, such as to guard a corridor, which it will do with no further command for 1 minute or until the task is finished. The complexity of a task that can be performed is limited by the beast companion's intelligence; for example, it is unreasonable to ask a beast companion to escort someone to their home without you and return once finished, or to build a campfire.

Your beast companion may use the Dash, Disengage, or Dodge action and take reactions without you commanding it to do so. A beast companion may use the Help action, but only with skills in which it is proficient, and only if deemed by the DM to be appropriate for a beast of comparable intelligence and physical ability. If you die, or are otherwise incapacitated, your beast companion continues to act under your control without need for your command.

Your beast companion gains all of the benefits of your Hunter's Mark spell when you cast it, including any additional benefits you gain against your quarry through the Hunter's Mark class feature. It also gains the benefits of your Land's Stride, Feral Senses, and Foe Slayer features when you acquire those features.

If your beast companion dies, its body disappears and the fey spirit vanishes. At any time, you may dismiss the spirit to the same effect. After a minimum of 24 hours, while in any natural area, you can spend 1 hour summoning the spirit to resume its beast form. Your beast companion reappears at your side in perfect health.

### BEAST MASTER SPELLS

<b>Ranger Level</b>	<b>Spell</b>
3 <sup>rd</sup>	<i>Animal Friendship</i>
5 <sup>th</sup>	<i>Beast Sense</i>
9 <sup>th</sup>	<i>Phantom Steed</i>
13 <sup>th</sup>	<i>Dominate Beast</i>
17 <sup>th</sup>	<i>Awaken</i>

### COORDINATED ATTACK

Beginning at 5<sup>th</sup> level, you and your beast companion form a more potent fighting team. When you use the attack action and successfully hit your target, your beast companion gains advantage on its next attack roll against that target this round. If your beast companion uses the attack action and successfully hits a target with a melee attack, you gain advantage on your next attack roll against that target this round.

### SHARE SPELLS

Beginning at 7<sup>th</sup> level, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you. Additionally, your beast companion's attacks count as magical for purposes of overcoming damage resistance.

### BESTIAL FURY

Starting at 11<sup>th</sup> level, your beast companion can make two attacks whenever it takes the attack action.

## BOUND INTUITION

Beginning at 15<sup>th</sup> level, you gain advantage on initiative checks. Also, you and your beast companion cannot be surprised as long as you are both conscious and within 60 feet of one another. Other creatures do not have advantage on attack rolls against you or your companion as a result of being hidden from you.

## RANGER SPELL LIST

This spell list is a modified version of the ranger spell list (as presented in the PHB). The removal of several spells is **NECESSARY** for proper balance of the class. These include *Cure Wounds* and *Goodberry* (replaced with the Natural Physician feature), and *Hunter's Mark* (replaced with the feature of the same name). Some other spells that were removed are will be included as Archetype Spells. Others I found to be stepping on the feet of other classes. Some non-thematic have been replaced with more suitable ones.

*\*not originally on the ranger list*

*\*\*from EE Player's Companion*

*Spell has been removed from the PHB spell list*

### **Level 1**

*\*\*Absorb Elements*

*Alarm*

*Animal Friendship*

*\*Beast Bond*

*~~Cure Wounds (removed)~~*

*~~Detect Magic (removed)~~*

*Detect Poison and Disease*

*Ensnaring Strike*

*\*Expeditious Retreat*

*\*Faerie Fire*

*Fog Cloud*

*~~Goodberry (removed)~~*

*Hail of Thorns*

*~~Hunter's Mark (removed)~~*

*Jump*

*Longstrider*

*\*Purify Food and Drink*

*Speak with Animals*

### **Level 2**

*Animal Messenger*

*~~Barkskin (removed)~~*

*Beast Sense*

*Cordon of Arrows*

*Darkvision*

*~~Find Traps (removed)~~*

*Lesser Restoration*

*Locate Animals or Plants*

*~~Locate Object (removed)~~*

*Pass without Trace*

*Protection from Poison*

*~~Silence (removed)~~*

*\*Spider Climb*

*Spike Growth*

### **Level 3**

*~~Conjure Animals (removed)~~*

*~~Conjure Barrage (removed)~~*

*Daylight*

*\*\*Flame Arrows*

*\*Leomund's Tiny Hut*

*Lightning Arrow*

*Nondetection*

*~~Plant Growth (removed)~~*

*\*Phantom Steed*

*Protection from Energy*

*~~Speak with Plants (removed)~~*

*Water Breathing*

*Water Walk*

*~~Wind Wall (removed)~~*

### **Level 4**

*~~Conjure Woodland Beings~~*

*~~(removed)~~*

*\*Dominate Beast*

*Freedom of Movement*

*~~Grasping Vine (removed)~~*

*Locate Creature*

*\*Mordenkainen's Faithful Hound*

*Stoneskin*

### **Level 5**

*\*Awaken*

*Commune with Nature*

*~~Conjure Volley (removed)~~*

*~~Swift Quiver (removed)~~*

*Tree Stride*

## **A FEATURE FOR FUTURE CONSIDERATION:**

### **Hunting Tool Proficiencies**

Rangers are proficient with a number of hunting tools and weapons that characters of other classes are not as familiar with:

- You gain proficiency in the bolas (I found a good adaptation of the 3.5 bolas).
- When you set a hunting trap, add your proficiency bonus to the DC to avoid the trap or free a creature from the trap.
- When using your action to attack with a net, you do not suffer the usual disadvantage for using a ranged weapon in melee.