

## The Ranger (revised)

Level	Prof bonus	Features	Cantrips/ stances	Spells known	1st	2nd	3rd	4th	5th
1st	+2	Ranger's Ally, Peerless Tracker	--	--	--	--	--	--	--
2nd	+2	Skirmish, Spellcasting	2	3	2	--	--	--	--
3rd	+2	Scouting Action, Ranger Archetype	2	4	3	--	--	--	--
4th	+2	Ability Score Improvement	2	4	3	--	--	--	--
5th	+3	Extra Attack	3	5	4	2	--	--	--
6th	+3	Land's Stride	3	6	4	2	--	--	--
7th	+3	Evasion, Ranger Archetype feature	3	6	4	3	--	--	--
8th	+3	Ability Score Improvement	3	7	4	3	--	--	--
9th	+4	--	4	8	4	3	2	--	--
10th	+4	Vanish	4	8	4	3	2	--	--
11th	+4	Ranger Archetype feature	4	9	4	3	3	--	--
12th	+4	Ability Score Improvement	4	10	4	3	3	--	--
13th	+5	--	4	10	4	3	3	1	--
14th	+5	Wild Fortitude	5	11	4	3	3	1	--
15th	+5	Ranger Archetype feature	5	12	4	3	3	2	--
16th	+5	Ability Score Improvement	5	12	4	3	3	2	--
17th	+6	--	5	13	4	3	3	3	1
18th	+6	Feral Senses	5	14	4	3	3	3	1
19th	+6	Ability Score Improvement	5	14	4	3	3	3	2
20th	+6	Foe Slayer	5	15	4	3	3	3	2

# RANGER

The following rule addenda supercede those in the PHB.

## 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+Constitution modifier

**Hit Points at Higher Levels:** 1d10 (6) + Con

### PROFICIENCIES

**Armor:** Armor, shields

**Weapons:** Any seven weapon groups

**Tools:** Choose one of herbalism kit, fletcher's kit, leatherworker's tools, thieves' tools, or trapper's tools

**Saving Throws:** Strength, Dexterity

**Skills:** Choose three from Animal Handling, Acrobatics, 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 light armor appropriate to your culture
- (a) a shield or (b) trapper's tools
- (a) two light weapons or (b) a dagger and a one-handed or versatile weapon
- (a) a two-handed melee weapon or (b) a ranged weapon and 20 pieces of ammunition
- (a) A dungeoneer's pack or (b) an explorer's pack

### PEERLESS TRACKER

As a ranger, you are a master of hunting, tracking, and navigating, and can find or follow just about any creature you seek. This grants you several benefits:

Whenever you make an ability check to track a creature, identify a creature's trail, determine its activities from the marks it leaves, or recall any information about the traits and habits of a creature that would help you to locate it, you may treat any roll of 9 or lower on your d20 as a 10. This ability applies to both tracking a creature through Survival checks in the wild, and through Investigation checks in civilized locations.

Your movement is not slowed when you attempt to track a creature, or when you are foraging, covering your tracks, leaving traps, or navigating. Engaging in these activities while you travel doesn't distract you from danger in any way.



## RANGER'S ALLY

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A ranger is independent, but never alone; as a member of this class, you have a deep and lasting friendship with a companion creature that serves as your aide and partner. Select either a Hunting Beast, a Guardian Beast, or a Watchful Beast, as described in the supplemental pdf, to be your bonded companion. In addition to the unique traits of each type of beast, all ranger companions have the following in common:

**Bonded endurance:** Each level, when you gain a new hit die, your beast gains a new hit die as well, which it uses to determine total hit points and to recover hit points during rests, as normal. At each even-numbered level, the beast gains a +1 increase to an ability score of your choosing (though it can't exceed the normal maximum in a score for a creature of its size).

**Loyalty:** You and your beast share an unbreakable bond of trust. An effect that can't force its target to harm itself also can't compel you and your beast to harm each other, and whenever an effect would force one of you to harm the other, the affected party is immediately allowed a saving throw to end the effect.

**Training:** Whenever your beast would apply its proficiency bonus, it uses your proficiency bonus instead. It also applies half your proficiency bonus to its armor class and to all saving throws, and benefits from your Peerless Tracker and Land's Stride features, if you have them.

**Control:** Your beast requires vocal cues and hand signals to know what is needed of it. Left to its own devices it will try to stay within 5 to 10 feet of you, use the Dodge action, and stay out of its allies' way. If you have at least one hand free throughout your turn, you can instead direct the beast to take any action it can understand (such as to assist a particular ally, attack a specific foe, or attempt a specific maneuver against its current target), which it will generally keep attempting until the action is done, rendered impossible, or superseded by further orders.

If your beast is slain, you can perform an 8-hour ritual to bond to a new beast that is friendly to you, which immediately gains all appropriate features and benefits for your level and subclass.

## SKIRMISH

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As a ranger, stealth and mobility are your stock and trade. Starting at 2nd level, whenever you move at least 10 feet, opportunity attacks provoked by your movement have disadvantage, and any melee or thrown weapon attacks you make during that turn deal 1d6 bonus damage. Alternately, if you are hidden from a creature at the beginning of a turn, any ranged attack you make against that creature during that turn deals 1d6 bonus damage.

## SPELLCASTING

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There is a primal magic that dwells wherever life does, generated and strengthened by the violent, boisterous cycle of birth, survival, and death. As a ranger, you can tap into this magic to cast spells, much as a druid does. See the end of the Ranger entry for the ranger spell list. Wisdom is your spellcasting ability.

### SPELL SLOTS AND SPELLS KNOWN

At 2nd level, you learn spells and gain spell slots of 1st level and higher. Consult the Ranger table for how many spells you know at each level and how many spell slots you have to cast them with. You learn your spells from the ranger spell list, and each time you gain a level in the ranger class, you may replace one spell known with another valid spell.

## SCOUTING ACTION

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Beginning at 3rd level, your training with tracking and ambushes makes you quick at observation and stealth. You can take a bonus action on each of your turns in combat. This action can only be used to take the Hide or Search action.

## RANGER ARCHETYPE

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At 3rd level, you choose an archetype that you strive to emulate: Beast Master, City Stalker, Gloomstalker, Horizon Walker, or Survivalist, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two by 1 each, to the normal maximum of 20.

## EXTRA ATTACK

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Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Alternately, you may attack once, and direct your companion animal to attack twice during its own attack action.

## LAND'S STRIDE

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Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants or hazards without being slowed by them and without taking damage from any thorns, spines, volcanic glass, or similar hazard. Magical obstacles can still slow or harm you, but you have advantage on your saves against them.



## EVASION

Beginning at 7th level, you can dodge nimbly out of the area of many spells and effects. 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.

## VANISH

Starting at 10th level, you may attempt to hide even when you have no cover and are not obscured, though you make your ability check with disadvantage. You may move stealthily without penalty at your full normal speed, and if you choose to hide your tracks, you cannot be tracked by any mundane means. Any magic used to follow or locate you also has a 50% chance to fail, expending spell slots and resources to no effect.

Another creature with the Peerless Tracker feature can still attempt to track you, but does so with disadvantage against a minimum DC of 20, or with a 25% spell failure chance.

## WILD FORTITUDE

At 14th level, you gain proficiency with Constitution saving throws.

## FERAL SENSES

Beginning at 18th level, you gain preternatural senses that give you an awareness of your surroundings beyond any normal civilized person. Even if your primary sense is somehow disabled (via darkness or the *deafness* spell, for example), you still have normal awareness of your surroundings out to a range of 30 feet, and nothing within that range that you can see, hear, or smell is more than lightly obscured from you.

## FOE SLAYER

At 20th level, you are an unparalleled hunter of your enemies. As an action, you may make a single melee attack after moving at least 10 feet, or a single ranged attack against an enemy who you are hidden from. If the attack hits, do not roll damage normally; instead, the target takes 100 damage. Whether the attack hits or misses, you may not use this ability again until you finish a long rest.

## RANGER ARCHETYPES

The ideal of the ranger has four classical expressions: the Beast Master, the Hunter, the City Stalker and the Survivalist.

## BEAST MASTER

The beast master archetype embodies the friendship between the civilized races and the primeval animals that first worked together for survival, in the form of an exceptionally deep and profound connection between ranger and beast companion. United in focus, the beast master and her wild ally work as one to defeat the evil and unnatural enemies of nature and civilization alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with your animal companion and promoting harmony between the cities and the wilds.

### BONUS SPELLS

Each time you gain a new spell level, you learn a new bonus spell that doesn't count against your spells known.

Spell level	Spell
1st	<i>modify beast</i>
2nd	<i>beast sense</i>
3rd	<i>conjure animals</i>
4th	<i>dominate beast</i>
5th	<i>channel wild guardian</i>

### BEAST BOND

At third level, when you adopt this path, the partnership between you and your beast strengthens on both a practical and a spiritual level. If you are touching your beast and you are the subject of a spell with a single target, or a target of self, you may cause that spell to affect your beast as well. Neither of you can be forced to harm the other by any means.

Additionally, your beast becomes able to understand more complex and tactical orders in combat. It permanently gains one tier 2 ability from the *Companion Beast and Wild Shape modifications* menu.

### BEAST-FRIEND

At 7th level, all natural creatures are friendly to you by default. They will not attack you or your beast unless badly provoked, and you may converse freely with such creatures as though permanently under the effect of the *speak with beasts* spell.

### PRIMEVAL ALLY

Beginning at 11th level, your companion is no longer a simple beast, but a minor avatar of nature. Its natural weapons become magical and can thus overcome the resistance or immunities of some creatures. It also gains one of the following benefits of your choice:

**Bestial Fury.** Each time your companion damages a creature, it adds 1d6 damage to any subsequent attacks it makes against that creature, to a maximum of 4d6.



**Wrathful Aura.** When your companion is in combat and not incapacitated, any foe that begins its turn within 10 feet of it takes 1d6 psychic damage.

**Evolution.** Your companion permanently gains one tier 3 ability from the *Companion Beast and Wild Shape modifications* menu, or one tier 1 and one tier 2 ability.

This transformation may reflect itself in small physical changes as well, such as a more ferocious and primitive appearance, glowing eyes, new tusks or horns, or other minor cosmetic features.

## BEASTLY APOTHEOSIS

At 15th level, your beast becomes fully connected to the forces of nature, becoming a pure elemental power in its own right, a transformation that echoes along your bond and changes you as well. Select one of the following benefits:

**Bonded Vigor.** Whenever you or your beast takes damage, you may use your reaction to grant either you or your beast a number of temporary hit points equal to 6 + your Wisdom modifier. These hit points are applied after the triggering attack.

**Elemental Rage.** Select cold, fire, or lightning. Your beast gains a breath weapon that deals 4d8 damage of that type in a 15-foot cone, usable as an action (Dex save vs Con for half). Additionally, once per turn, when you would deal Skirmish damage, you may instead deal 2d6 damage of that same element. You may change the element after a long rest.

**Greater Evolution.** Your companion permanently gains one tier 4 ability from the *Companion Beast and Wild Shape modifications* menu, or one tier 2 and one tier 3 ability. You may choose any ability, regardless of whether a normal version of your companion could have such a trait.

Your beast may show drastic signs of its elemental nature as well, such as swirling winds that seem to surround it even in calm weather, flowers that spring up in its footsteps, a faded appearance almost like a living shadow, feet that actually run about an inch above the ground, a mane of flame, or other such impressive effects. Even the most ordinary-looking beast, at this point, still gleams with strength and health like the absolute paragon of its kind.