**Class Features:**

Ranger Class

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Spells prepared | 1st | 2nd | 3rd | 4th | 5th |
| 1st | +2 | Tracking and Hunting Style, Natural Explorer | — | — | — | — | — | — |
| 2nd | +2 | Fighting Style, Spellcasting | 2 | 2 | — | — | — | — |
| 3rd | +2 | Ranger Archetype, Primeval Awareness | 3 | 3 | — | — | — | — |
| 4th | +2 | Martial Feat | 3 | 3 | — | — | — | — |
| 5th | +3 | Extra Attack, Tireless, Roving | 4 | 4 | 2 | — | — | — |
| 6th | +3 | Canny, Rangers Guile | 4 | 4 | 2 | — | — | — |
| 7th | +3 | Ranger Archetype feature | 5 | 4 | 3 | — | — | — |
| 8th | +3 | Feat, land’s stride | 5 | 4 | 3 | — | — | — |
| 9th | +4 | — | 6 | 4 | 3 | 2 | — | — |
| 10th | +4 | Nature’s Veil, Natural Explorer Choice | 6 | 4 | 3 | 2 | — | — |
| 11th | +4 | Ranger Archetype feature | 7 | 4 | 3 | 3 | — | — |
| 12th | +4 | Martial Feat | 7 | 4 | 3 | 3 | — | — |
| 13th | +5 | — | 8 | 4 | 3 | 3 | 1 | — |
| 14th | +5 | Hunting and tracking style Choice, Vanish | 8 | 4 | 3 | 3 | 1 | — |
| 15th | +5 | Ranger Archetype feature | 9 | 4 | 3 | 3 | 2 | — |
| 16th | +5 | Feat | 9 | 4 | 3 | 3 | 2 | — |
| 17th | +6 | Hunters mark and ensnaring strike improvements | 10 | 4 | 3 | 3 | 2 | 1 |
| 18th | +6 | Feral Senses | 10 | 4 | 3 | 3 | 3 | 1 |
| 19th | +6 | Martial Feat | 11 | 4 | 3 | 3 | 3 | 2 |
| 20th | +6 | [Ranger, Hunter, Stalker, Slayer] | 11 | 4 | 3 | 3 | 3 | 2 |

As a Ranger, you gain the following class features.

**Hit Points**

* Hit Points at 1st Level: 10 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d10 (**minimum roll of 5**) + your Constitution modifier per fighter level after 1st.

**Proficiencies**  
  
Class type: Martial and Expert, these tags allow this character to gain certain feats at this classes Feat levels.

* Armor: light armor, medium armor, shields
* Weapons: simple weapons, martial weapons
* Tools: None

**Saving Throws**: Strength, Dexterity

**Skills:**

Choose two from: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

**Equipment**

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

1. (a) a set of light armor or (b) a set of medium armor or (c) a set of Heavy armor (*if you have the proficiency*)
2. (a) two shortswords or (b) two simple melee weapons
3. (a) a dungeoneer’s pack or (b) an explorer’s pack
4. a ranged weapon of your choice
5. 20 ammunitions for your ranged weapon.

**Tracking and Hunting Style**

Starting at level 1 choose one of the following options to choose how you traverse, hunt, and handle the environments:  
  
You gain an additional tracking and hunting style once you reach level 14.

Bounty Hunter: Gain proficiency in investigation, you have advantage on all wisdom survival checks that you use to track humanoids and all intelligence history checks to recall information on humanoids. Creatures that are hit by your ensnaring strike have disadvantage on the save.  
  
Keeper of the Veil: Gain proficiency in arcana, you have advantage on all wisdom survival checks that you use to track fey creatures and all intelligence history checks to recall information on fey creatures. You gain the true strike cantrip, wisdom is your spellcasting modifier for this spell.  
  
Knight Ranger: You gain proficiency in history; you have advantage on all wisdom survival checks you use to track dragons and monstrosities and all intelligence history checks to recall information on dragons and monstrosities. You gain proficiency in heavy armor.  
  
Ranger General: You gain proficiency in nature and herbalism kit; you have advantage on all wisdom survival checks you use to track plants and plant creatures and all intelligence history checks to recall information on plants and plant creatures. You gain the druidcraft cantrip, wisdom is your spellcasting modifier for this spell.  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
Sanctified Stalker: You gain proficiency in religion; you have advantage on all wisdom survival checks you use to track celestials and fiends and all intelligence history checks to recall information on celestials and fiends. You may cast the protection from evil and good spell once per long rest as a bonus action without expending a spell slot targeting yourself, wisdom is your spellcasting modifier for this spell. This spell is always prepared for you and does not count against the number of spells prepared.  
  
Big Game Hunter: You gain proficiency in athletics; you have advantage on all wisdom survival checks you use to track beasts and all intelligence history checks to recall information on beasts. While concentrating on a ranger spell, if you would be forced to make a concentration check to maintain that spell of Dc 10 *(or lower)* you automatically succeed on that check.  
  
Ranger of the Dire Hour: You gain proficiency in Religion and Perception, you have advantage on all survival checks you use to track aberrations and undead and all intelligence history checks to recall information on aberrations and undead.

**Natural Explorer**  
  
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.

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. (you have advantage on perception checks)
* 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.

Gain a resistance based on your chosen terrain:

* Arctic, Mountain- Gain resistance to Cold damage
* Desert, Grassland- Gain resistance to Fire damage
* Forest- Gain resistance to acid damage
* Swamp- Gain resistance to Poison damage
* Coast- Gain resistance to Lightning damage
* Underdark- Gain resistance to psychic damage

You choose additional favored terrain type at 10th level. If you choose a land type that has the same resistance you gain resistance to thunder damage.

**Fighting Style**Starting at 2nd level you gain the fighting style feat.

**Spellcasting**

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See Spells Rules for the general rules of spellcasting and the Spells Listing for the ranger spell list.

**Spell Slots**

The Ranger table shows how many spell slots you have to cast your ranger spells of 1st 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.

For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

**Preparing and Casting Spells**

You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spell list. When you do so, choose a number of ranger spells equal to prepared spells column in the ranger table. The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level ranger, you have four 1st-level and two 2nd-level spell slots. You can prepare up to 4 spells out of your spell list of which spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn’t remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of ranger spells requires time spent in preparation and planning: at least 1 minute per spell level for each spell on your list.

**Innate Spells**

You know the **Hunter’s Mark** spell and **Ensnaring Strike** spell; these spells are always prepared for you. These spells do not count against the number of spells prepared.

**Spellcasting Ability**

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your 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 ranger spell you cast and when making an attack roll with one.

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

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

At 3rd level, you choose an archetype that you strive to emulate that is detailed at the end of the class description or one from another source. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level. (*See Subclass Guide*)  
  
**Primeval Awareness**

Beginning at 3rd level, you can use your action and expend one ranger spell slots to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, 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.  
  
**Feat**When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a feat.  
  
This class also gains an additional ability score increase of your choice by 1 at 4th and 12th and 19th level. As normal, you can’t increase an ability score above 20 using this feature. *(these are noted as “martial feats”)*  
  
**Martial Versatility**

starting at 4th level whenever you reach a level in this class that grants the feat feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

**Extra Attack**

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.  
  
**Tireless**At 5th level, as an action, you can give yourself a number of temporary hit points equal to 1d10 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.  
  
**Roving**

starting at 5th level your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.  
  
**Canny**

Starting at 6th level choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.  
  
You may choose another skill to double at 13th level.  
  
**Rangers Guile**Starting at 6th level you gain a few spells that you can cast as rituals. Choose two of the following spells to add to your list of castable spells. These do not count against your prepared spells and can only be cast as a ritual even if you do or do not have the spell slot level to cast them.

1. Alarm
2. Animal Messenger
3. Beast Sense
4. Feign Death
5. Find Familiar
6. Speak with animals
7. Tiny Hut
8. Water Breathing
9. Water Walking

**Land’s Stride**

Starting at 8th 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 those created by the entangle spell.  
  
**Nature’s Veil**

starting at 10th level you draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.  
  
**Vanish**

Starting at 14th 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.  
  
**Hunter’s Mark and Ensnaring strike Improvement**  
  
Starting at 17th level your hunters mark and ensnaring strike spells improve.

* Your Hunters Mark spell becomes a d8 for its damage. You no longer need to concentrate on Hunter’s Mark.
* Your Ensnaring Strike spell may now change which save you wish to have the creature make when you cast the spell out of strength, dexterity, intelligence, wisdom, charisma. If it targets intelligence, wisdom, or charisma the spell takes the form of ethereal vines and becomes an illusion spell. The creature may snap out of the vines as an action by focusing its mind and another creature can snap the creature out of the vines. It remains the same if you choose dexterity instead of strength.

**Feral Senses**

At 18th 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 60 feet of you, provided that the creature isn’t hidden from you and you aren’t blinded or deafened.  
 **Ranger, Hunter, Stalker, Slayer**Starting at 20th level you gain three of the following features of your choice:

* Gain a Feat.
* 15ft Tremor sense.
* You can concentrate on two ranger spells at once.
* Once per turn when you miss and attack you may add your wisdom modifier to the attack roll possibly turning a miss into a hit.
* You can take dash action without needing to use an action to do so once per minute.
* Your dexterity or strength increases by 2, this increase can increase your stat above 20.
* While you are an unseen attacker you critically strike on a 19-20. This ability stacks with other crit range abilities.
* You do not provoke opportunity attacks.
* You have advantage on all attack rolls vs creatures that you could track at advantage.
* As a bonus action you can determine all of a creature’s resistances and immunities of a creature you can see that is not immune to divination.
* You can escape all restraints magical or mundane using 10 ft of movement.
* Double your proficiency bonus you add to a save of your choice that you are proficient in.
* Once per turn when you hit a creature with a weapon attack you may add your wisdom modifier to that attacks damage.

## Gloom Stalker

Features

|  |  |
| --- | --- |
| Ranger Level | Feature |
| 3rd | Umbral Ambusher, Overwhelming Momentum |
| 7th | Iron Mind, Momentum points increase:3 |
| 11th | Stalkers Flurry- Adrenaline Rush |
| 15th | Shadowy Aggression- Shadowy Dodge, Momentum points increase:4 |

#### Umbral Ambusher

Starting at 3rd level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

You gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

#### Overwhelming Momentum

Starting at 3rd level, you gain a pool of momentum points that can be used to fuel various abilities. You have a number of points as shown in the chart below based on your ranger level. These points a refueled by taking the attack action a rolling initiative. You have 2 momentum points at 3rd level, which increases to 3 at 7th level and 4 at 15th level. You cannot have more momentum points at any time than your momentum point maximum.

Whenever you finish a short or long rest, you regain all expended uses of momentum.

**After** you roll initiative or take the attack action and make at least one weapon attack against a hostile creature, you regain 1 point of momentum.

|  |  |
| --- | --- |
| Level | Points/maximum |
| 3rd | 2 |
| 7th | 3 |
| 15th | 4 |

**Momentum abilities:**

* Feral Attack: You may expend 2 points as part of taking the attack action during your turn. You make an additional weapon attack as part of that action. You can activate this only once per attack action.
* Stalkers Rush: you may expend 1 point during your turn to increase your walking speed by 10ft until the end of turn. You can activate this only once per turn.
* Umbral Launch: you may expend 1 point during your turn to double your jumping distance until the end of your turn. You can activate this only once per turn.
* Stalkers Eye: After you make a perception roll you may expend 1 point to reroll that roll, you must use the new roll. You can activate this only once per turn.

#### Iron Mind

Starting at 7th level, you have honed your ability to resist the mind-altering powers of your prey. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

#### Stalker’s Flurry

At 11th level, you learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

* Adrenaline Rush: when you roll initiative you may expend 1 use of momentum to ignore the surprise condition. (you may use this feature even if you are not surprised)

#### Shadowy Aggression

Starting at 15th level,

* You may use your Feral Attack feature on opportunity attacks as though they were the attack action.
* Whenever you use your Stalkers Rush feature it increases your movement speed by 15ft instead.
* Whenever you use your Umbral Launch feature triple your jumping distance.
* You may use your Stalkers Eye feature on Investigation checks as well as perception checks.
* Whenever you use your Adrenaline Rush feature you gain advantage on the first attack you make against each unique hostile creature you attack during your first turn in combat.
* Shadowy dodge: When an attacker that you can see hits you with an attack, you can use your reaction and 1 momentum to halve the attack’s damage against you.

## Green Rider

Features

|  |  |
| --- | --- |
| Ranger Level | Feature |
| 3rd | Green rider Spells, Wardens Strike, Wardens Steed |
| 7th | Green Riders Veil |
| 11th | Master Cavalier, Riders Strike |
| 15th | Evasion |

#### Green rider Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. Each spell counts as a ranger spell for you and can be attuned to during a long rest.

| **Ranger Level** | **Spells** |
| --- | --- |
| 3rd | Heroism |
| 5th | Enlarge/Reduce, Find Steed |
| 9th | Fly |
| 13th | Freedom of Movement, Find Greater Steed |
| 17th | Mislead |

#### Additional Tools

Starting at 3rd level, you gain proficiency with land vehicles and water vehicles. Double your proficiency bonus with those tools.

#### Wardens Strike

Starting at 3rd level, once per turn whenever you or your mount make a melee weapon attack against creature effected by your hunter’s mark spell you gain advantage on that attack.

Or *(these options share a total number of uses)*

Once per turn when you or your mount hit a creature with a melee weapon attack that is restrained by your ensnaring strike spell you deal an additional 1d8 damage to that creature.

You may use this feature a number of times equal to your wisdom modifier and you regain all expended uses of it when you finish a long rest.

#### Wardens Steed

Starting at 3rd level, whenever you finish a long rest, you may perform a ritual to cast the “Find Steed” spell without expending a spell slot. *Your dm may allow you to bond with more creatures than listed in the initial spell of “Find Steed” or “Find Greater Steed” such as if you want to ride a beast or elemental.*

Steeds summoned by the rangers “Find Steed” or “Find Greater Steed” do not count against the familiar limit and gain the following additional properties while you are not incapacitated.

* While you are mounted on them, they are protected by a natures veil preventing them from coming to direct harm. Reduce all damage the creature would take to 0.
* Your steed cannot take any action other than the dash or disengage action.
* They share your turn in combat instead of normal. You may choose which order you and your steed act and can interchange parts of your turns.
* You can replace any weapon attack to command the creature to make a weapon attack using its natural weapons. This attack is a melee attack that deals 2d6 and uses your wisdom modifier for attack and damage rolls.
* At 17th level whenever you cast the mislead spell it also creates an illusionary duplicate of your mount, you mount also becomes invisible.

#### Green Riders Veil

Starting at 7th level, whenever you or your mount are subjected to a spell or effect that would paralyze, stun, frighten, or reduce your or your mounts movement speed you ignore that part of the effect. You can only do this once per short or long rest. You may use this feature twice between rests at 15th level.

Your Mount may use your saving throws in place of its own when it’s forced to make a save while you are mounted on it.

#### Master Cavalier

Starting at 11th level, you cannot be knocked off your mount unless you chose to be by any spell or effect if you not incapacitated. If a spell or effect would teleport you or your mount you may follow your mount as part of that effect if you are mounted on it.

You may cast “find steed” and “find greater steed” as an action instead of its usual casting time.

#### Raiders Strike

Starting at 11th level, once per turn, whenever you or your steed makes a melee attack roll with advantage you may forgo that advantage to make two attacks instead.

#### Evasion

Starting at 15th level, whenever you and/or your mount are subjected to an effect, such as a red dragon’s fiery breath or a lightning bolt spell, that allows one or both of you to make a Dexterity saving throw to take only half damage, you and/or your mount instead take no damage if you and/or your mount succeed on the saving throw, and only half damage if you and/or your mount fail.

## Head-hunter

Features

|  |  |
| --- | --- |
| Ranger Level | Feature |
| 3rd | Head-Hunter Spells, Head-Hunters Prep, Captive watch, Ensnare Prey |
| 7th | Tracker Sense, Toxic Therapy |
| 11th | Headhunting |
| 15th | Traversal, Improved Toxic Therapy |

#### Head-Hunter Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. Each spell counts as a ranger spell for you and can be attuned to during a long rest.

| **Ranger Level** | **Spells** |
| --- | --- |
| 3rd | Detect magic |
| 5th | Hold Person |
| 9th | Meld into Stone |
| 13th | Faithful Hound |
| 17th | Hold Monster |

#### Head-hunters prep

Starting at 3rd level, you gain proficiency with poisoners kit and improvised weapons.

#### Captive Watch

Starting at 3rd level, you have advantage on all checks you make when determining the security of a creature that you have personally restrained. You are more likely to notice something amiss, illusions placed, or if a prisoner or captive that you have restrained yourself would make an escape attempt.

#### Ensnare Prey

Starting at 3rd level, whenever you cast the ensnaring strike spell as a bonus action you may make a single weapon attack as part of casting that spell using a weapon you are wielding.

You may choose to remove the concentration from the ensnaring strike spell when you cast it. If you do its duration is reduced to “until the end of your next turn”.

You may cast ensnaring strike a number of times equal to half your proficiency bonus rounded up without expending a spell slot. You regain all uses of this ability when you finish a long rest.

#### Trackers sense

Starting at 7th level, you ignore the effects of pass without a trace, vanish, or other similar abilities when attempting to track a creature with mundane means.

You have a bonus to all Investigation (intelligence) rolls you make that is equal to your wisdom modifier.

#### Toxin therapy

Starting at 7th level, when you gain this feature, you gain resistance to a damage type that **is not** piercing, bludgeoning, slashing, or force damage.  
  
Whenever you finish a long rest you may grant a number of other willing creatures equal to your proficiency bonus, resistance to a damage type that you are resistant to.

#### Headhunting

Starting at 11th level, while in combat, when you critically strike with a weapon attack, reduce a creature to 0 hit points, or a hostile creature fails a save verses one of your spells you gain a headhunting action.

You can have up to 1 headhunting action stored at a time. You cannot use the headhunting action more than once each turn, and it can only be used on your turn. If combat ends all unused headhunting actions are lost.

Headhunting actions can only be used to dash, use an item, make a skill check, or make a single weapon attack.

#### Traversal

Starting at 15th level, when you dash, disengage, or hide your walking speed increases by 15ft. *(this distance is added “before” calculating the amount of movement you have from dashing. For example, if you have 35ft of movement and you dash you would have 100ft of movement).*

#### Improved Toxic Therapy

Starting at 15th level, you gain an additional resistance of your choice when you gain the benefits of your “toxic therapy” class feature. (you still cannot choose piercing, bludgeoning, slashing, or force damage)

## Horizon Walker

Features

|  |  |
| --- | --- |
| Ranger Level | Feature |
| 3rd | Horizon Walker Spells, Detect portal, Planar Warrior |
| 7th | Ethereal Step |
| 11th | Distant Strike |
| 15th | Spectral Defense, Teleportation |

#### Horizon Walker Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. Each spell counts as a ranger spell for you and can be attuned to during a long rest.

| **Ranger Level** | **Spells** |
| --- | --- |
| 3rd | Protection from evil and good |
| 5th | Misty step, Warp sense |
| 9th | Haste |
| 13th | Banishment |
| 17th | Teleportation circle |

#### Detect Portal

Starting at 3rd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you. If there are no portals or if all portals in range are hidden from divination magic your senses returns “no indication of a local portal”.

Once you use this feature, you can’t use it again until you finish a short or long rest.

See the “Planar Travel” section in chapter 2 of the Dungeon Master’s Guide for examples of planar portals.

#### Planar Warrior

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks.

As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 1d8 force damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

#### Ethereal Step

At 7th level, you learn to step through the Ethereal Plane. As a bonus action, you can cast the etherealness spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn.

Once you use this feature, you can’t use it again until you finish a short or long rest.

#### Distant Strike

At 11th level, you gain the ability to pass between the planes in the blink of an eye. When you take the attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

#### Spectral Defense

At 15th level, your ability to move between planes enables you to slip through the planar boundaries to lessen the harm done to you during battle. When you take damage from a hostile creature, you can use your reaction to give yourself resistance to all damage delt by that creature until the end of this turn.

#### Teleportation

At 15th level, once per long rest you may cast the “teleport” spell without expending a spell slot. You cannot do so again until you finish a long rest.

This ability improves at 17th level allowing you to cast the “Gate” spell once without expending a spell slot. You cannot do so again until you finish a long rest.

## Monster Slayer

Features

|  |  |
| --- | --- |
| Ranger Level | Feature |
| 3rd | Monster Slayer Spells, Hunter’s Sense, Slayers Prey |
| 7th | Supernatural Defense |
| 11th | Slayers Counter |
| 15th | Slayers Tenacity |

#### Monster slayer Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. Each spell counts as a ranger spell for you and can be attuned to during a long rest.

| **Ranger Level** | **Spells** |
| --- | --- |
| 3rd | detect magic, magic missile |
| 5th | magic weapon, magic aura |
| 9th | dispel magic, magic circle |
| 13th | arcane eye, secret chest |
| 17th | planar binding, teleportation circle |

#### Hunter’s Sense

At 3rd level, you gain the ability to peer at a creature and magically discern how best to hurt it. 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.

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

#### Slayer’s Prey

Starting at 3rd level, you can focus your ire on one foe, increasing the harm you inflict on it. During your turn, you designate one hostile 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.

You can use this feature once during each of your turns. The benefits lasts until you finish a short or long rest. It ends early if you designate a different creature.

#### Supernatural Defense

At 7th level, you gain extra resilience against assaults on your mind and body. Whenever a hostile creature you can see forces you to make a saving throw and whenever you make an ability check to escape a grapple, add 1d6 to your roll.

#### Slayer’s Counter

At 11th level, you gain the ability to counterattack when your prey tries to sabotage you. If the target of your Slayer’s Prey forces you to make a saving throw or attempts to grapple you with a contested grapple check, or makes an attack roll against you, you may use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw or contested grapple check or determining whether an attack roll would hit or miss. If your attack hits, your save automatically succeeds or you win the contested check, or you gain +5 to you ac against that attack in addition to the attack’s normal effects.

#### Slayers Tenacity

At 15th level, when you are subjected to a spell cast by your slayers prey, that forces you to make a 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.

## Reclaimer

Features

|  |  |
| --- | --- |
| Ranger Level | Feature |
| 3rd | Umbral Ambusher, Overwhelming Momentum |
| 7th | Iron Mind, Momentum points increase:3 |
| 11th | Stalkers Flurry, Adrenalin Rush |
| 15th | Shadowy Dodge, Momentum points increase:4 |

#### Reclaimer spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. Each spell counts as a ranger spell for you and can be attuned to during a long rest.

When you gain a level in this class you may swap one spell from the table out for another of the same class and level.

| **Ranger Level** | **Spells** |
| --- | --- |
| 3rd | Resistance cantrip  one 1st level spell from the Cleric Spell List, one 1st level from the Warlock Spell List |
| 5th | one 2nd level spell from the Cleric Spell List, one 2nd level from the Warlock Spell List |
| 9th | one 3rd level spell from the Cleric Spell List, one 3rd level from the Warlock Spell List |
| 13th | one 4th level spell from the Cleric Spell List, one 4th level from the Warlock Spell List |
| 17th | one 5th level spell from the Cleric Spell List, one 5th level from the Warlock Spell List |

#### Reclaimer’s armaments

Starting at 3rd level, choose one type of ranged weapon and one type of melee weapon. You may use your wisdom modifier for attack and damage rolls with weapons of those types. They count as magical weapons while you wield them.

Those weapons count as spell focuses for your ranger spells.

Weapons of the chosen type deal an extra 1d4 damage.

#### God-Hunter

You gain proficiency in religion. If you were already proficient then double your proficiency bonus on checks using that skill.

You can read and write celestial and demonic.

#### Enigmatic Soul

Starting at 3rd level, whenever you cast a ranger spell you choose as part of your reclaimer spells or regular ranger spells gain the following effect:

* Radiant spirit: If you cast a spell gained from the clerics spell list; you may heal a friendly creature within 30ft of you that you can see or that can hear you equal to 1d8.
* Eldritch Force: If you cast a spell gained from the warlock spell list; The next creature delt damage by one of your reclaimer’s armaments within 1-minute causes any creature of size large or smaller gains the reeling condition until the end of your next turn.
* Soul Scorch: If you cast a ranger spell not gained from this subclass; Then next creature delt damage by one of your reclaimer’s armaments within 1-minute cannot regain HP until the start of your next turn.

Reminder text

**Reeling**: The next attack roll against the creature gains an additional chance to hit and cannot critically miss (rolls of a 1 do not automatically miss). The additional chance to hit comes in the form of the largest damage dice that caused the creature to become reeling.

This effect ends on the creature after:

* The help action is used on it to steady it.
* It uses its action to end the condition.
* An attack roll is made against it.

(For example: A creature is hit with a greataxe and suffers the reeling condition. A great axe’s largest damage dice that was used as part of the damage is a 1d12. The Next attack roll against that creature then rolls a 1d20 and a 1d12, and adds them together with all other relevant modifiers to see if the attack hits)

#### Hidden Spirit

Starting at 7th, you are immune effects (both positive and negative) of divination magic you do not choose to allow. It cannot be used to track or locate you. (If you allow a spell or ability, you must allow the whole spell or ability.)

You gain resistance to radiant and necrotic damage.

#### Nexus of Hidden Fate

Starting at 11th level, whenever you cast a spell of first level or higher **as an action** you may make a single weapon attack as part of that spell. The attack happens before or after you complete the spell as you choose, regardless this triggers your enigmatic soul before you attack.

You have twice as many first and second level spell slots.   
*(total of 8-1st level and 6-2nd level spells)*

#### Reclaimant Soul

Starting at 15th level, you are always under the effects of the bless spell.

## Swarm Keeper

Features

|  |  |
| --- | --- |
| Ranger Level | Feature |
| 3rd | Swarm Keeper Spells, Gather the Swarm |
| 7th | Writhing Tide |
| 11th | Mighty Swarm |
| 15th | Swarming Dispersal |

#### Swarm Keeper Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. Each spell counts as a ranger spell for you and can be attuned to during a long rest.

You learn the mage hand cantrip if you don’t already know it. When you cast it, the hand takes the form of your swarming nature spirits.

| **Ranger Level** | **Spells** |
| --- | --- |
| 3rd | Faerie Fire, Mage hand |
| 5th | Web |
| 9th | Gaseous form |
| 13th | arcane eye |
| 17th | Insect Plague |

#### Gathered Swarm

Starting at 3rd level, aswarm of intangible nature spirits has bonded itself to you and can assist you in battle. While you’re alive, the swarm remains in your space, crawling on you or flying and skittering around you within your space. You determine its appearance, or you generate its appearance by rolling on the Swarm Appearance table.

##### Swarm Appearance

| **d4** | **Appearance** |
| --- | --- |
| 1 | Swarming insects |
| 2 | Miniature twig blights |
| 3 | Fluttering birds |
| 4 | Playful pixies |

Once on each of your turns, you can cause the swarm to assist you in one of the following ways, immediately after you hit a creature with an attack:

* The attack’s target takes 1d6 piercing damage from the swarm.
* The attack’s target must succeed on a Strength saving throw against your spell save DC or be moved by the swarm up to 15 feet horizontally in a direction of your choice.
* You are moved by the swarm 10 feet horizontally in a direction of your choice.

#### Writhing Tide

Starting at 7th level, you can condense part of your swarm into a focused mass that lifts you up. As a bonus action, you gain a flying speed of 10 feet and can hover. This effect lasts for 1 minute or until you are incapacitated.

While attended by the swarm in this way you gain temporary hit points at the start of every turn equal to your wisdom modifier. You double your jumping distance.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

#### Mighty Swarm

Starting at 11th level, your Gathered Swarm feature grows mightier in the following ways:

* The damage of Gathered Swarm increases to 2d6.
* If a creature fails its saving throw against being moved by Gathered Swarm, you can also cause the swarm to knock the creature prone.
* When you are moved by Gathered Swarm, it gives you half cover until the start of your next turn. (+2 to Ac and dex saves)

#### Swarming Dispersal

Starting at 15th level, you can discorporate into your swarm, avoiding danger. When you take damage, you can use your reaction to give yourself resistance to that damage. You vanish into your swarm and then teleport to an unoccupied space that you can see within 30 feet of you, where you reappear with the swarm.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. You may expend a use of a 2nd level spell slot or higher to fuel this feature additional times.

## Tamer

Features

|  |  |
| --- | --- |
| Ranger Level | Feature |
| 3rd | Tamer Spells, Companion, Runic Bond |
| 7th | Runic Resilience, Runic Bond Growth |
| 11th | Mark For Death |
| 15th | Runic Bond Growth |

#### Tamer Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. Each spell counts as a ranger spell for you and can be attuned to during a long rest.

| **Ranger Level** | **Spells** |
| --- | --- |
| 3rd | Command |
| 5th | Enlarge/Reduce |
| 9th | Catnap |
| 13th | Dominate Beast |
| 17th | Greater Restoration |

**Companion**

Starting at 3rd level, you summon or find a companion that fights alongside you. It does not count towards your familiar limit.

The creature is an ally to you and your companions. In

combat, the creature shares your initiative count, and

takes its turn during your turn. It obeys your verbal

commands (no action required by you), The companion is fiercely loyal to you and will listen to your commands even if those commands would harm it. If you don’t issue

any, it takes the disengage action and uses its move to avoid danger.

The familiar is built based on your runic bond with the creature. Choose the bond you have that will determine the extra abilities you gain at certain levels of this subclass. These bonds are listed after the “Mark for Death” class feature.

These bonds gain additional powers at level 7 and level 15 in this class.

At the end of the class features list there is a companion build that dictates the stats and proficiencies your companion has. Your companion is always a reflection of you and your bond with it. As such its stats are based off of your stats plus or minus any additional stats that each build offer's. The stronger you are the stronger they will be. The smarter you are the smarter they will be. Your companion has one attunement slot in which it can attune a set of armor.

**Runic Bond**

Starting at 3rd level, your companion of choice forms a runic bond that cannot be broken. During short rests your companion heals the same amount you do.

During a long rest you can perform a ritual unique to you and your companion. This ritual takes at least 1 hour in which you pull your companion across or from any plane of existence to an unoccupied space within 5 feet of you. You can perform the same ritual to resurrect your companion from death as though you had cast the spell "True Resurrection" naming your companion as the target as long as you have your companions’ body. If you do not have your companions’ body you can expend 100 gold worth of incense in a fire to resurrect your companion as though you had cast the spell "True Resurrection" naming your companion as the target.

#### runic Resilience.

Starting at 7th level, you gain proficiency in on saving throw of your choice.

#### Mark for death

Starting at 11th level, when you cast hunters mark or move your hunters mark onto a new creature your companion can immediately make an attack against that creature (no action required).

Your companion gains all the bonuses and damage provided by your Hunter’s Mark spell.

Beast Bond

Starting at 3rd level, your companion takes the form of a beast creature and gains the following:

* Your Companion Has proficiency in Athletics and Survival Skills
* Your companions senses: No additional Senses
* Bond Language: Your companion understands one language you speak.
* Adrenaline Burst: Once per short or long rest during your turn, your companion can take an additional action.

#### Primal bond

Starting at 7th level, you can see everything your companion sees, and your companion can see everything you can see as long as you are within 150 feet of each other.

#### Bestial Resilience

Starting at 15th level your companion has gained an unnatural hardiness as part of the bond it’s made with you and its sense's for danger are better than ever.

Your Companion has resistance to bludgeoning, piercing, and slashing damage.

Your companion has advantage on Dexterity saving throws against effects that your companion can see, such as traps and spells. To gain this benefit, your companion can’t be blinded, deafened, or incapacitated.

**Fey Bond**

Starting at 3rd level, your companion takes the form of a beast creature and gains the following:

* Your Companion Has proficiency in Nature and Stealth Skills
* Your companions senses: No additional Senses
* Bond Language: Your companion understands Sylvan. You gain proficiency in the sylvan language.
* Fey trickery: As a bonus action your companion may perform the hide action. In addition, you and your companion can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

#### Arcane bond

Starting at 7th level, when you cast a spell, your companion can deliver that spell as if it had cast the spell. Your companion must be within 100ft of you. (It uses your modifiers and spell save dc’s, if the spell has concentration, you must still concentrate on the spell.)

#### Fey tricks

At 15th level your companion becomes a master of their innate fey magics. It learns the following spells each of which it can cast only once per long rest using your wisdom modifier as its spellcasting modifier.

Your companion learns: Disguise self, Phantasmal Force, Enemies Abound, and Greater Invisibility which it can cast without expending a spell slot or needing somatic material, or verbal components. If your companion casts any of these spells on itself, if you are within 30 feet of it when it cast the spell you may gain the benefits of that spell altering it to better suit yourself. (All spells cast are at its lowest levels)

No attack roll can be rolled with advantage when attacking your companion.

**Aberration Bond**

Starting at 3rd level, your companion takes the form of a beast creature and gains the following:

* Your Companion Has proficiency in Intimidation Skill
* Your companions senses: Blind sense 10 ft.
* Bond Language: Your companion understands Deep Speech. You gain proficiency in the Deep Speech language.
* Aberrant Guile: Your aberration gains a pool of three d6’s that a Guile dice. Whenever your companion hits with one of its weapons it may spend a guile dice rolling a 1d6 psychic damage and adding its damage to the damage total. Then a creature effected by this dice must make a wisdom saving throw vs your spell save dc. Upon a failure the creature is afraid of your companion until the end of your companion’s next turn.  
  This pool of dice increases to 4 at 11th level and 5 at 15th level

#### Primal bond

Starting at 7th level, you can see everything your companion sees, and your companion can see everything you can see as long as you are within 150 feet of each other.

#### Aberrant Treachery

Starting at 15th level, your companion can exploit creatures that are afraid. It gains advantage on all attacks against creatures with the fear condition (regardless of who its afraid of).

Your companion learns to cast Hold Monster and the fear spell, which it can cast only once per long rest without expending a spell slot or needing somatic, material, or verbal components. (All spells cast are at its lowest levels)

Creatures immune to the fear condition automatically succeed against the hold monster spell when your companion casts it.

Your companion has resistance to all force, radiant, and necrotic damage.

**Draconic Bond**

Starting at 3rd level, your companion takes the form of a draconic creature and gains the following:

* Your Companion Has proficiency in Arcana Skill
* Your companions senses: Darkvision 60ft
* Bond Language: Your companion understands Draconic. You gain proficiency in the Draconic language.
* Elemental resistance: Your companion gains resistance to an element of your choice that corresponds with its draconic nature.
* Dragon Breath: Once per short or long rest, as your companions bonus action, your companion can use its magic to exhale destructive energy as a breath weapon. This breath weapon deals 2d6 elemental damage in a 15 ft cone corresponding to its "Elemental resistance”.  
  At 7th level it increases to 3d6. Ath 11th level it increases to 4d6. At 15th level it increases to 5d6.

#### Arcane bond

Starting at 7th level, when you cast a spell, your companion can deliver that spell as if it had cast the spell. Your companion must be within 100ft of you. (It uses your modifiers and spell save dc’s, if the spell has concentration, you must still concentrate on the spell.)

#### Dragons Prowess

Starting at 15th, level your companion gains immunity to the element corresponding with its "Elemental resistance".

In addition, your companion gains a blindsight of 30ft, Darkvision of 120ft. Your companion can now see magical essence, and can sense the presence of magic within 15 feet of it. If your companion sense's magic in this way, it can use its action to see a faint aura around any visible creature or object in the area that bears magic, and it learns its school of magic, if any and can share this information with you as part of this action.   
This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Your companion has resistance to all damage from spells.

**Companion Build**

Below is a list of options that you may choose at level 1. These builds reflect the type of companion you have chosen and give your companion a list of stats that represent how they function in combat and as a general build of how they are viewed in the world. These also represent the possible sizes for your companion and if it can fly or have a ranged attack and even more. If you choose a companion that is not one of the companions under the recommended list in each runic bond talk with your dm and group about the creature you wish to have traveling in your group to make sure that everyone is ok with having such a creature in their midst. It’s also recommended to generate an extra character sheet for your companion to keep track of their stats. Keep in mind that your companions saves will be the same as yours regardless of their stats. It's recommended picking a build that represents what your companion would be like based on your bond with it and their creature type. For armor certain builds can use armor to differing levels, this effects your companion’s ac and defenses. It is not all that challenging to alter a piece of armor, getting a smith with proficiency in smithing tools and a basic forge, a set of armor can be altered to fit and be equipped by your companion for as little as 10 gp. (Reminder: Your companion has one attunement slot in which it can attune a set of armor it is proficient in.)

## Hardy Build

Size (a) Medium or (b) Large Creature (choose at level 1)

* **Armor Class** Light, Medium, and Heavy Armor
* **Speed** 30ft.
* **Health** Max hp = (tamer's + 2 hp per level)
* **proficiency Bonus** Same as Tamer's

| **Class level** | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- | --- |
| 1-4 | +1 | +0 | +4 | -3(min3) | 0 | -3(min3) |
| 5-9 | +1 | +0 | +4 | -2(min3) | 0 | -2(min3) |
| 10-14 | +2 | +1 | +4 | -2(min3) | 0 | -2(min3) |
| 15-19 | +2 | +2 | +4 | -2(min3) | 0 | -2(min3) |
| 20 | +2 | +2 | +4 | 0 | 0 | 0 |

* **Skills** Runic bond
* **Senses** Runic bond
* **Saves** Same as Tamer Regardless of stats
* **Languages** Runic Command, Runic Bond language

### Actions/ Abilities

Melee attack: range 5 feet (a)Slashing or (b)Bludgeoning Damage (choose at level 1).

Interception Fighting Style, Your companion does not need a shield or weapon to use this fighting style.

## Lightfoot Build

Size (a)Medium or (b) Small Creature (choose at level 1)

* **Armor Proficiencies** Light, and Medium Armor
* **Speed** 45ft.
* **Health** Max hp = Tamer's max hp
* **proficiency Bonus** Same as Tamer's

| **Class level** | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- | --- |
| 1-4 | 0 | +1 | 0 | -1(min3) | 0 | -1(min3) |
| 5-9 | 0 | +2 | 0 | 0 | 0 | 0 |
| 10-14 | +1 | +3 | 0 | 0 | 0 | 0 |
| 15-19 | +1 | +4 | 0 | +1 | +1 | +1 |
| 20 | +2 | +4 | 0 | +2 | +2 | +2 |

* **Skills** Runic bond, Acrobatics + 4
* **Senses** Runic bond
* **Saves** Same as Tamer Regardless of stats
* **Languages** Runic Command, Runic Bond language

### Actions/ Abilities

Melee attack: range 5 feet (a)Slashing or (b)Bludgeoning Damage (choose at level 1). Your companion may use its dexterity modifier for attack and damage rolls in place of strength modifier.

Rush: When you command your companion to take the dash action it may make one melee attack as a bonus action.

## Brawn Build

Size (a) Medium or (b) Large Creature (choose at level 1)

* **Armor Class** Light, Medium, and Heavy Armor
* **Speed** 35ft.
* **Health** Max hp = (Tamer's + 1 hp per level)
* **proficiency Bonus** Same as Tamer's

| **Class level** | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- | --- |
| 1-4 | +1 | +1 | +2 | -5(min3) | 0 | -5(min3) |
| 5-9 | +2 | +2 | +2 | -3(min3) | 0 | -3(min3) |
| 10-14 | +2 | +2 | +2 | -2(min3) | 0 | -2(min3) |
| 15-19 | +3 | +2 | +2 | -2(min3) | 0 | -2(min3) |
| 20 | +4 | +4 | +2 | 0 | 0 | 0 |

* **Skills** Runic bond, Athletics + 4
* **Senses** Runic bond
* **Saves** Same as Tamer Regardless of stats
* **Languages** Runic Command, Runic Bond language

### Actions/ Abilities

Melee attack: range 5 feet (a)Slashing or (b)Bludgeoning Damage (choose at level 1).

## Bombardment Build

Size (a) Small or (b) Medium Creature

* **Armor Class** Light, and Medium Armor
* **Speed** 30ft.
* **Health** Max hp = (Tamer's max hp - 1 hp per level)
* **proficiency Bonus** Same as Tamer's

| **Class level** | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- | --- |
| 1-4 | +1 | +1 | -2(min3) | +1 | +1 | +1 |
| 5-9 | +1 | +1 | -2(min3) | +1 | +1 | +1 |
| 10-14 | +2 | +2 | -2(min3) | +2 | +2 | +2 |
| 15-19 | +2 | +2 | -2(min3) | +2 | +2 | +2 |
| 20 | +2 | +2 | -2(min3) | +2 | +2 | +2 |

* **Skills** Runic bond
* **Senses** Runic bond
* **Saves** Same as Tamer Regardless of stats
* **Languages** Runic Command, Runic Bond language

### Actions/ Abilities

Melee attack: range 5 feet (a)Slashing or (b)Bludgeoning Damage (choose at level 1).Your companion may use its dexterity modifier for attack and damage rolls in place of strength modifier.

Ranged attack: range 80/320 feet, any Damage type (Talk with your dm for what would make sense) (Example: spine shot, spit fire, psychic scream, etc.). Your dm chooses the stat this attack will use as it would make sense.

## Flight Build

Size (a) Tiny or (b) Small Creature (choose at level 1)

* **Armor Class** Light Armor
* **Speed** 20ft. Flying Speed 40ft
* **Health** Max hp = (Tamer's max hp - 1 hp per level)
* **proficiency Bonus** Same as Tamer's

| **Class level** | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- | --- |
| 1-4 | -3(min3) | 0 | -2(min3) | 0 | 0 | 0 |
| 5-9 | -2(min3) | 0 | -2(min3) | 0 | 0 | 0 |
| 10-14 | -2(min3) | 0 | -2(min3) | +1 | +1 | +1 |
| 15-19 | -1(min3) | 0 | -2(min3) | +1 | +1 | +1 |
| 20 | 0 | 0 | -2(min3) | +2 | +2 | +2 |

* **Skills** Runic bond, Acrobatics + 2
* **Senses** Runic bond
* **Saves** Same as Tamer Regardless of stats
* **Languages** Runic Command, Runic Bond language

### Actions/ Abilities

Melee attack: range 5 feet (a)Slashing or (b)Bludgeoning Damage (choose at level 1).Your companion may use its dexterity modifier for attack and damage rolls in place of strength modifier.

Flyby: Your companion doesn't provoke opportunity attacks when it flies out of an enemy's reach.

## Swimming Build

Size Medium Creature type: Bond Choice

* **Armor Class** Light, Medium, and Heavy Armor
* **Speed** 30ft. Swim Speed 40ft
* **Health** Max hp = (Tamer's max hp + 1 hp per level)
* **proficiency Bonus** Same as Tamer's

| **Class level** | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- | --- |
| 1-4 | +1 | +1 | +2 | -1(min3) | 0 | -1(min3) |
| 5-9 | +1 | +1 | +2 | -1(min3) | 0 | -1(min3) |
| 10-14 | +2 | +2 | +2 | 0 | 0 | 0 |
| 15-19 | +2 | +2 | +2 | 0 | 0 | 0 |
| 20 | +2 | +2 | +2 | +1 | 0 | +1 |

* **Skills** Runic bond, Athletics + 2, Acrobatics + 2
* **Senses** Runic bond
* **Saves** Same as Tamer Regardless of stats
* **Languages** Runic Command, Runic Bond language

### Actions/ Abilities

Melee attack: range 5 feet (a)Slashing or (b)Bludgeoning Damage (choose at level 1).

Amphibious: Your companion can breathe air and water.

Deep Water living: Your Companion is adapted to even the most extreme ocean depths, it has resistance to cold damage, additionally it ignores any of the drawbacks caused by a deep, underwater environment.

**Ranger Spell List**

**1st Level**

Absorb elements (abjuration)

Alarm\* (abjuration)

Animal Friendship (enchantment)

Beast Bond (divination)

Cure Wounds (evocation)

Detect Magic\* (divination)

Detect Poison and Disease\* (divination)

Ensnaring Strike (conjuration)

Entangle (conjuration)

Fog Cloud (conjuration)

Goodberry (transmutation)

Hail of Thorns (conjuration)

Hunter’s Mark (divination)

Jump (transmutation)

Longstrider (transmutation)

Snare (abjuration)

Speak with Animals\* (divination)

Zephyr Strike (transmutation)

**2nd Level**

Aid (abjuration)

Animal Messenger\* (enchantment)

Barkskin (transmutation)

Beast Sense\* (divination)

Cordon trap/ Auto cordon trap (transmutation)

Darkvision (transmutation)

Enhance Ability (transmutation)

Find Traps (divination)

Gust of wind (evocation)

Healing spirit (conjuration)

Lesser Restoration (abjuration)

Locate Animals or Plants\* (divination)

Locate Object (divination)

Magic honing (transmutation)

Pass without Trace (abjuration)

Protection from Poison (abjuration)

Rope Trick\* (transmutation)

Silence\* (illusion)

Skywrite\* (transmutation)

Spike Growth (transmutation)

Summon beast (conjuration)

**3rd Level**

Conjure Barrage (conjuration)

Daylight (evocation)

Elemental weapon (transmutation)

Elemental munitions (transmutation)

Lightning Arrow (transmutation)

Meld into stone (transmutation)

Nondetection (abjuration)

Plant Growth (transmutation)

Protection from Energy (abjuration)

Revivify (necromancy)

Speak with Plants (transmutation)

Summon fey (conjuration)

Sunlight spear (transmutation)

Water Breathing\* (transmutation)

Water Walk\* (transmutation)

Wind Wall (evocation)

**4th Level**

Dominate beast (enchantment)

Conjure Woodland Beings (conjuration)

Faithful Hound (conjuration)

Freedom of Movement (abjuration)

Grasping Vine (conjuration)

Guardian of nature (transmutation)

Locate Creature (divination)

Stoneskin (abjuration)

Summon elemental (conjuration)

Summon Giant insect (conjuration)