



# RANGER

*Some rangers' attunement with nature extends beyond the physical realm, with warden spells that can reshape the land and empower animal companions.*

## RANGER FEATS

### 1ST LEVEL

#### GRAVITY WEAPON

FEAT 1

**RANGER**

Your expertise with your weapons and commitment to taking out your targets lends you magical power. You gain the *gravity weapon* warden spell (page 234) and a focus pool of 1 Focus Point.

#### HEAL COMPANION

FEAT 1

**RANGER**

**Prerequisites** an animal companion

You have a deep devotion to your animal companion that enables you to magically heal their wounds. You gain the *heal companion* warden spell (page 234) and a focus pool of 1 Focus Point.

### 2ND LEVEL

#### MAGIC HIDE

FEAT 2

**RANGER**

**Prerequisites** an animal companion, warden spells

You can defend your companion in battle. You gain the *magic hide* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

#### SNARE HOPPING

FEAT 2

**RANGER**

**Prerequisites** Snare Crafting, warden spells

You can magically move your snares around. You gain the *snare hopping* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

### 4TH LEVEL

#### ANIMAL FEATURE

FEAT 4

**RANGER**

**Prerequisites** warden spells

You are so connected with the animal world that you can grant yourself an animal's features and abilities. You gain the *animal feature* warden spell (page 234). Increase the number of Focus Points in your focus pool by 1.

#### HUNTER'S LUCK

FEAT 4

**RANGER**

**Prerequisites** warden spells

Your recollection of monsters is magically enhanced by luck. You gain the *monster hunter's luck* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

#### SOOTHING MIST

FEAT 4

**RANGER**

**Prerequisites** warden spells

You have a connection to the healing properties of nature and can produce a magical mist to heal damage and stop burning or bleeding. You gain the *soothing mist* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

### 6TH LEVEL

#### ADDITIONAL RECOLLECTION

FEAT 6

**RANGER**

**Trigger** You succeed or critically succeed at a check to Recall Knowledge on your hunted prey.

You scan the battlefield quickly, remembering critical details about multiple opponents you face. You immediately attempt a check to Recall Knowledge about a different creature you can perceive.

#### EPHEMERAL TRACKING

FEAT 6

**RANGER**

**Prerequisites** expert in Survival, warden spells

You are able to track your quarry through impossible places. You gain the *ephemeral tracking* warden spell (page 234). Increase the number of Focus Points in your focus pool by 1.

#### RANGER'S BRAMBLE

FEAT 6

**RANGER**

**Prerequisites** warden spells

You can cause plants to grow and trap your foes with thorns. You gain the *ranger's bramble* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

### 8TH LEVEL

#### ENLARGE COMPANION

FEAT 8

**RANGER**

**Prerequisites** an animal companion, warden spells

You make your companion enormous. You gain the *enlarge companion* warden spell (page 234). Increase the number of Focus Points in your focus pool by 1.

### 10TH LEVEL

#### HUNTER'S VISION

FEAT 10

**RANGER**

**Prerequisites** warden spells

You are so focused on your hunted prey that you can see it clearly even beyond the limits of your senses. You gain the



*hunter's vision* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

## TERRAIN TRANSPOSITION

FEAT 10

**RANGER**

**Prerequisites** warden spells

You are so connected to the wilderness that you can magically jump from place to place within it. You gain the *terrain transposition* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

## 12TH LEVEL

## WARDEN'S FOCUS

FEAT 12

**RANGER**

**Prerequisites** warden spells

Your connection with your surroundings grows deeper as you focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

## 18TH LEVEL

## WARDEN'S WELLSPRING

FEAT 18

**RANGER**

**Prerequisites** warden's focus

You command unparalleled focus when you commune with the world around you. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

## 20TH LEVEL

## ACCURATE FLURRY

FEAT 20

**RANGER**

**Prerequisites** Impossible Flurry

**Requirements** You are wielding two melee weapons, each in a different hand.

You refine the precision of your unbelievable storm of blows. When you perform an Impossible Flurry, your first attack with each weapon instead takes the multiple attack penalty as though you had already made one attack this turn. All subsequent attacks take the maximum multiple attack penalty, as though you had already made two or more attacks this turn.

## IMPOSSIBLE SNARES

FEAT 20

**RANGER**

**Prerequisites** Ubiquitous Snares

You can create endless shorter-lived snares, protecting your lair or using them against foes. Once per minute, you can Craft one of the snares you've prepared for quick deployment without expending the prepared snare. Once deployed, such a snare lasts for 10 minutes before losing its effectiveness.

## WARDEN SPELLS

Your relationship with the world around you extends from the physical to the magical. Certain feats grant you warden spells, which are a type of focus spells. It costs 1 Focus Point (FP) to cast a focus spell. When you gain your first warden spell, you also gain a focus pool of 1 FP. You refill your focus pool during your daily preparations, and you regain 1 FP by spending 10 minutes using the Refocus activity to commune with nature.

Your warden spells are primal spells. When you first gain a warden spell, you become trained in primal spell attacks and spell DCs. Your spellcasting ability is Wisdom.

Focus spells are automatically heightened to half your level rounded up. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 FP. The full rules for focus spells appear on page 300 of the *Core Rulebook*.



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