

## ANCESTRIES

### DWARF



Dwarves are a short, stocky people who are often stubborn, fierce, and devoted.

### ELF



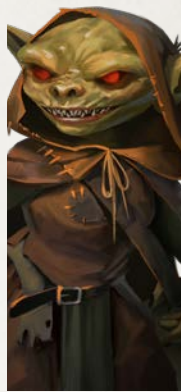
Elves are a tall, slender, long-lived people with a strong tradition of art and magic.

### GNOME



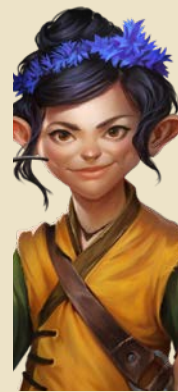
Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits.

### GOBLIN



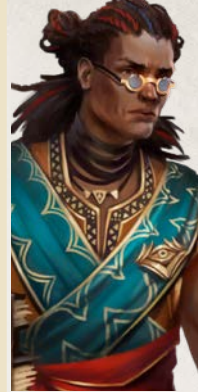
Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.

### HALFLING



Halflings are a short, adaptable people who exhibit remarkable curiosity and humor.

### HUMAN



Humans are incredibly diverse. Some, such as half-elves and half-orcs, even have non-human ancestors.

## ABILITY BOOSTS

Constitution, Wisdom, free

Dexterity, Intelligence, free

Constitution, Charisma, free

Dexterity, Charisma, free

Dexterity, Wisdom, free

Two free ability boosts

## ABILITY FLAW

Charisma

Constitution

Strength

Wisdom

Strength

—

## CLASSES

### ALCHEMIST



The alchemist throws alchemical bombs and drinks concoctions of their own making.

### BARBARIAN



The barbarian flies into a rage on the battlefield, smashing foes with abandon.

### BARD



Skilled performances and secrets of the occult enable the bard to distract foes and inspire allies.

### CHAMPION



A warrior dedicated to a deity, the champion uses divine power to enhance their abilities and protect allies.

## KEY ABILITY SCORE\*

Intelligence

Strength

Charisma

Strength or Dexterity

## SECONDARY ABILITY SCORES

Constitution, Dexterity

Constitution, Dexterity

Constitution, Dexterity

Charisma, Constitution



CLASSES

CLERIC



The cleric calls on the power of a deity to cast spells that can heal allies or harm foes.

DRUID



The druid uses the magic of the natural world to bolster allies and strike down enemies.

FIGHTER



The fighter is a master of weapons, martial techniques, and powerful attack combinations.

MONK



The monk wields the secrets of martial arts in dazzling displays of battlefield prowess.

KEY ABILITY SCORE\*

Wisdom

Wisdom

Dexterity or Strength

Dexterity or Strength

SECONDARY ABILITY SCORES

Charisma, Constitution

Constitution, Dexterity

Constitution

Constitution, Wisdom

CLASSES

RANGER



The ranger is a master of using their surroundings, traps, and animal allies to harry enemies.

ROGUE



The rogue is a multitasking master of skulduggery who strikes when enemies least expect it.

SORCERER



The sorcerer's magical might flows from their blood and manifests as fantastic spells and abilities.

WIZARD



The wizard is a scholar whose reservoirs of arcane knowledge powers their wondrous spells and abilities.

KEY ABILITY SCORE\*

Dexterity or Strength

Dexterity or other

Charisma

Intelligence

SECONDARY ABILITY SCORES

Constitution, Wisdom

Charisma, Constitution

Dexterity, Constitution

Dexterity, Constitution

\* A character receives an ability boost to their class's key ability score.

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## CHAPTER 3: CLASSES

*Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat-oriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.*

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe the 12 core classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as to advance them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- **Leveling Up** on page 31 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- **Animal Companions and Familiars** on page 214 provides rules to create an animal companion or a familiar to share your adventures with. You must have a class feature or feat that grants you a companion or familiar to use these rules.
- **Archetypes** on page 219 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

### READING CLASS ENTRIES

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an ability boost to a key ability score; a number of Hit Points they receive at each level; proficiency ranks for

various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

### PLAYING THE CLASS

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

### KEY ABILITY

This is the ability score that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this ability in some way.

For instance, this is the ability score you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key ability is used to calculate spell DCs and similar values.

Most classes are associated with one key ability score, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key ability. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an ability boost to their key ability score, increasing that ability score by 2. For more about ability boosts, see page 20.

### HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons bared gain a higher number of Hit Points

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each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 26.

## INITIAL PROFICIENCIES

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and either spells or class DC. You gain the trained proficiency rank in several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 13.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

## ADVANCEMENT TABLE

This table summarizes the feats, skill increases, ability boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

## CLASS FEATURES

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class

features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 481).

## CLASS FEATS

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

## SKILL FEATS

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5: Feats, beginning on page 254. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

## GENERAL FEATS

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5: Feats (page 254).

## SKILL INCREASES

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill of which they're already a master.

## ABILITY BOOSTS

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase their ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 20.

## ANCESTRY FEATS

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 32.



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**ALCHEMIST****PAGE 70**

The alchemist uses their skill at crafting to create alchemical items—such as bombs, elixirs, and poisons—that they use to defeat foes and aid allies. Smart and resourceful, an alchemist often has just the right tool for the job and esoteric knowledge to help their friends get out of a jam.

**FIGHTER****PAGE 140**

With calculated daring and fearless determination, the fighter tracks down and confronts their enemies while defending allies from harm. A master of the battlefield, the fighter is quick to exploit opportunities and strike any who stumble within reach of their sword or bow.

**BARBARIAN****PAGE 82**

The barbarian is a fearsome embodiment of rage, focusing the deadly power of their anger against anyone who stands in their way. A barbarian is quick to enter battle and, once their fury has been unleashed, is immensely strong, often unpredictable, and nearly unstoppable.

**MONK****PAGE 154**

The monk seeks perfection in all things, and that includes transforming their body into the perfect weapon. They can be walking with calm purpose and contemplating the subtleties of existence in one minute and then transform into a blur of deadly blows in the next.

**BARD****PAGE 94**

An artist and a scholar, the bard uses performance and esoteric learning to bolster their companions and foil their enemies. Sometimes sneaky and quite often charming, the bard adventures with pizzazz and talent backed up by an impressive repertoire of occult magic.

**RANGER****PAGE 166**

Resourceful and cunning, the ranger is a hunter, tracker, and warrior who preserves the natural world and protects civilization from its ravages. Whether they use a bow, crossbow, a pair of weapons, or snares, the ranger is a fearsome enemy and great ally in the wild.

**CHAMPION****PAGE 104**

A defender of good who straps on armor and wields a righteous weapon, the champion protects the innocent and vanquishes evil. Steadfast in their beliefs, and devoted to both a deity and an aspect of good, they follow a strict code as they fight to make the world a better place.

**ROGUE****PAGE 178**

Cunning and quick, the rogue brings skill and expertise few of their comrades can match. In battle, they excel at sneak attacks and ambushes. Their racket gives them the tools they need to get the job done, and their wide array of skill choices lets them specialize as they see fit.

**CLERIC****PAGE 116**

The cleric is dedicated to the worship of a single deity and draws divine magic from this devotion. Clerics can be vastly different depending on who they worship, and whether they're cloistered clerics who pursue one of their deity's domains or war priests who serve as the sword arm of their god.

**SORCERER****PAGE 190**

The intense magic the sorcerer commands comes from neither study nor worship—it comes from their blood. Their magical abilities depend on whether they have the blood of dragons, angels, fey, aberrant creatures, or some other being flowing through their veins and powering their spells.

**DRUID****PAGE 128**

The druid walks the wild, primordial places of the world without fear, harnessing the primal magic of nature and controlling it with calm purpose. A devotee of the wilderness, the druid finds nourishment in its power, allies among its creatures, and strength in its fury.

**WIZARD****PAGE 202**

The wizard is the arcane master of spellcasting, plucking incredible power from reality through complicated spell formulas. They stride with confidence, without a need for armor or weapons, enacting their will upon the world and bringing woe upon their enemies.





# RANGER

*Some rangers believe civilization wears down the soul, but still needs to be protected from wild creatures. Others say nature needs to be protected from the greedy, who wish to tame its beauty and plunder its treasures. You could champion either goal, or both. You might be a scout, tracker, or hunter of fugitives or beasts, haunting the edge of civilization or exploring the wilds. You know how to live off the land and are skilled at spotting and taking down both opportune prey and hated enemies.*

## KEY ABILITY

### STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

## HIT POINTS

### 10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

## PERCEPTION

Expert in Perception

## SAVING THROWS

Expert in Fortitude

Expert in Reflex

Trained in Will

## SKILLS

Trained in Nature

Trained in Survival

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

## ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

## DEFENSES

Trained in light armor

Trained in medium armor

Trained in unarmored defense

## CLASS DC

Trained in ranger class DC

## DURING COMBAT ENCOUNTERS...

You can single out particular foes to hunt, making you better at defeating them. You target and brutalize your chosen foe with either a bow or melee weapons, while supporting your allies with your skills.

## DURING SOCIAL ENCOUNTERS...

When you speak, it's with the voice of practical experience, especially involving wilderness exploration.

## WHILE EXPLORING...

You guide your allies through the wilderness or follow tracks. You keep an eye out for trouble, constantly alert for danger even when it's not overt.

## IN DOWNTIME...

You craft weapons and train animals in preparation for your next venture. If you prefer to get outside, you might go on hunts or scout nearby areas to better understand your environment.

## YOU MIGHT...

- Respect the raw power of nature and understand how to make the best of its bounty.
- Enjoy the thrill of the hunt.
- Scout out ahead of the party, reconnoitering dangers before combat begins.

## OTHERS PROBABLY...

- Call upon you to protect them from the wilds or the encroachment of civilization.
- Expect you to be a quiet or taciturn loner.
- Think there is something dangerous and wild about you.

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**TABLE 3-14: RANGER ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, hunt prey, hunter's edge, ranger feat
2	Ranger feat, skill feat
3	General feat, iron will, skill increase
4	Ranger feat, skill feat
5	Ability boosts, ancestry feat, ranger weapon expertise, skill increase, trackless step
6	Ranger feat, skill feat
7	Evasion, general feat, skill increase, vigilant senses, weapon specialization
8	Ranger feat, skill feat
9	Ancestry feat, nature's edge, ranger expertise, skill increase
10	Ability boosts, ranger feat, skill feat
11	General feat, juggernaut, medium armor expertise, skill increase, wild stride
12	Ranger feat, skill feat
13	Ancestry feat, skill increase, weapon mastery
14	Ranger feat, skill feat
15	Ability boosts, general feat, greater weapon specialization, improved evasion, incredible senses, skill increase
16	Ranger feat, skill feat
17	Ancestry feat, masterful hunter, skill increase
18	Ranger feat, skill feat
19	General feat, second skin, skill increase, swift prey
20	Ability boosts, ranger feat, skill feat

## CLASS FEATURES

You gain these abilities as a ranger. Abilities gained at higher levels list the level at which you gain them next to the features' names.

### ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

### HUNT PREY

When you focus your attention on a single foe, you become unstoppable in your pursuit. You gain the Hunt Prey action.

### HUNT PREY ◆

**CONCENTRATE** **RANGER**

You designate a single creature as your prey and focus your attacks against that creature. You must be able to see or hear the prey, or you must be tracking the prey during exploration.

You gain a +2 circumstance bonus to Perception checks when you Seek your prey and a +2 circumstance bonus to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within your second range increment against the prey you're hunting.

You can have only one creature designated as your prey at a time. If you use Hunt Prey against a creature when you already have a creature designated, the prior creature loses the designation and the new prey gains the designation. Your designation lasts until your next daily preparations.

### HUNTER'S EDGE

You have trained for countless hours to become a more skilled hunter and tracker, gaining an additional benefit when you Hunt Prey depending on the focus of your training. Choose a hunter's edge.

**Flurry:** You have trained to unleash a devastating flurry of attacks upon your prey. Your multiple attack penalty for attacks against your hunted prey is -3 (-2 with an agile weapon) on your second attack of the turn instead of -5, and -6 (-4 with an agile weapon) on your third or subsequent attack of the turn, instead of -10.

**Precision:** You have trained to aim for your prey's weak points. The first time you hit your hunted prey in a round, you also deal 1d8 additional precision damage. (Precision damage increases the damage you already deal, using the same type, but is ineffective against creatures that lack vital organs or weak points.) At 11th level, the extra damage increases to 2d8 precision damage, and at 19th level, the extra damage increases to 3d8 precision damage.

**Outwit:** You are talented at outwitting and evading your prey. You gain a +2 circumstance bonus to Deception checks, Intimidation checks, Stealth checks, and any checks to Recall Knowledge about the prey, and a +1 circumstance bonus to AC against your prey's attacks.

### RANGER FEATS

At 1st level and every even-numbered level, you gain a ranger class feat. Ranger feats are listed beginning on page 170.

### SKILL FEATS

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats appear in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

### GENERAL FEATS

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

### IRON WILL

**3RD**

Your training has hardened your resolve. Your proficiency rank for Will saves increases to expert.

### SKILL INCREASES

**3RD**

At 3rd level and every 2 levels thereafter, you gain a



skill increase. You can use this increase to either become trained in one skill, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

## ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

## ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

## RANGER WEAPON EXPERTISE

5TH

You've dedicated yourself to mastering your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. You gain access to the critical specialization effects of all such weapons and unarmed attacks when attacking your hunted prey.

## TRACKLESS STEP

5TH

When you move through natural terrains, you are difficult to track. You always gain the benefits of the Cover Tracks action in such terrains, without moving at half your Speed.

## EVASION

7TH

You've learned to move quickly to avoid explosions, dragons' breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

## VIGILANT SENSES

7TH

Through your adventuring, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

## WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

## NATURE'S EDGE

9TH

You always find the weak points in your foes' defenses when they're on unfavorable terrain. Enemies are flat-footed to you if they're in natural difficult terrain or in difficult terrain resulting from a snare.

## KEY TERMS

You'll see these key terms in many ranger class features.

**Flourish:** Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

**Open:** These maneuvers work only as the first salvo in the attacks you make on your turn. You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

**Press:** Actions with this trait allow you to follow up earlier attacks. An action with the press trait can be used only if you are currently affected by a multiple attack penalty. You can't use a press action when it's not your turn, even if you use the Ready activity.

Some actions with the press trait also grant an effect on a failure. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds, you can choose to apply the failure effect instead. (For example, you may wish to do this when an attack deals no damage due to resistance.)

## RANGER EXPERTISE

9TH

You've practiced your techniques to make them harder to resist. Your proficiency rank for your ranger class DC increases to expert.

## JUGGERNAUT

11TH

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

## MEDIUM ARMOR EXPERTISE

11TH

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

## WILD STRIDE

11TH

You move quickly through obstacles, whether they're tumbled stone, tangled undergrowth, or sucking mud. You can ignore the effects of non-magical difficult terrain. As normal for ignoring difficult terrain, this also lets you treat the hindrances of greater difficult terrain as those of difficult terrain.

## WEAPON MASTERY

13TH

You fully understand the intricacies of your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

## GREATER WEAPON SPECIALIZATION

15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

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## RANGER FEATS

If you need to look up a ranger feat by name instead of by level, use this table.

Feat	Level
Animal Companion	1
Blind-Fight	8
Camouflage	10
Companion's Cry	4
Crossbow Ace	1
Deadly Aim	8
Disrupt Prey	4
Distracting Shot	12
Double Prey	12
Far Shot	4
Favored Enemy	4
Favored Terrain	2
Greater Distracting Shot	16
Hazard Finder	8
Hunted Shot	1
Hunter's Aim	2
Impossible Flurry	18
Impossible Volley	18
Improved Twin Riposte	16
Incredible Companion	10
Legendary Monster Hunter	16
Legendary Shot	20
Lightning Snares	12
Manifold Edge	18
Master Monster Hunter	10
Masterful Companion	18
Mature Animal Companion	6
Monster Hunter	1
Monster Warden	2
Penetrating Shot	10
Perfect Shot	18
Powerful Snares	8
Quick Draw	2
Quick Snares	6
Running Reload	4
Scout's Warning	4
Second Sting	12
Sense the Unseen	14
Shadow Hunter	18
Shared Prey	14
Side by Side	12
Skirmish Strike	6
Snap Shot	6
Snares Specialist	4
Specialized Companion	16
Stealthy Companion	14
Swift Tracker	6
Targeting Shot	14
Terrain Master	8
To the Ends of the Earth	20
Triple Threat	20
Twin Parry	4
Twin Riposte	10
Twin Takedown	1
Ubiquitous Snares	16
Ultimate Skirmisher	20
Warden's Boon	8
Warden's Guidance	14
Warden's Step	10
Wild Empathy	2

## IMPROVED EVASION

Your ability to elude danger is matchless. Your proficiency rank for Reflex saves increases to legendary. When you roll a critical failure on a Reflex save, you get a failure instead. When you roll a failure on a Reflex save against a damaging effect, you take half damage.

15TH

## INCREDIBLE SENSES

You notice things almost impossible for an ordinary person to detect. Your proficiency rank for Perception increases to legendary.

15TH

## MASTERFUL HUNTER

You have honed your abilities as a hunter to incredible levels. Your proficiency rank for your ranger class DC increases to master. When using a ranged weapon that you have master proficiency in, you can ignore the penalty if attacking your hunted prey within the weapon's second and third range increments.

17TH

If you have master proficiency in Perception, you gain a +4 circumstance bonus to Perception checks when you Seek your prey, and if you have master proficiency in Survival, you gain a +4 circumstance bonus to Survival checks when you Track your prey.

You also gain an additional benefit depending on your hunter's edge.

**Flurry:** You can blend your weapon mastery with skillful targeting to make a series of precise attacks. If you have master proficiency with your weapon, your multiple attack penalty for attacks against your hunted prey is –2 (–1 with an agile weapon) on your second attack of the turn, and –4 (–2 with an agile weapon) on your third and subsequent attacks of the turn.

**Precision:** Your weapon mastery allows you to hit your prey's vital areas multiple times. The second time in a round you hit your hunted prey, you also deal 1d8 precision damage. At 19th level, your second hit in a round against your hunted prey deals 2d8 precision damage, and your third hit in a round against your hunted prey deals 1d8 precision damage.

**Outwit:** Your mastery of skills allows you to overwhelm your prey. If you have master proficiency in Deception, Intimidation, Stealth, or the skill you use to Recall Knowledge about your prey, increase the circumstance bonus against the prey with that skill from +2 to +4. If you have master proficiency with your armor, increase the circumstance bonus to AC against the prey from +1 to +2.

## SECOND SKIN

Your armor has become akin to a second skin for you. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to master. When wearing light or medium armor, you can rest normally, rather than receiving poor rest that leaves you fatigued.

19TH

## SWIFT PREY

You size up your prey with only a glance. You can use Hunt Prey as a free action if it's your first action of your turn.

19TH

## RANGER FEATS

At every level that you gain a ranger feat, you can select one of the following. You must satisfy any prerequisites before taking the feat.

### 1ST LEVEL

#### ANIMAL COMPANION

FEAT 1

##### RANGER

You gain the service of a young animal companion that travels with you and obeys simple commands as best as it can. See Animal Companions on page 214. When you Hunt Prey, your animal companion gains the action's benefits and your hunter's edge benefit if you have one.



## CROSSBOW ACE

## FEAT 1

## RANGER

You have a deep understanding of the crossbow. When you're wielding a crossbow and use Hunt Prey or use Interact to reload your crossbow, you gain a +2 circumstance bonus to the damage roll on your next Strike with that crossbow. If the crossbow is a simple crossbow, also increase the damage die size for that attack by one step (page 279). You must make the attack before the end of your next turn or these benefits are lost.

## HUNTED SHOT ◆

## FEAT 1

## FLOURISH RANGER

**Frequency** once per round

**Requirements** You are wielding a ranged weapon with reload 0. You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

## MONSTER HUNTER

## FEAT 1

## RANGER

You swiftly assess your prey and apply what you know. As part of the action used to Hunt your Prey, you can attempt a check to Recall Knowledge about your prey. When you critically succeed at identifying your hunted prey with Recall Knowledge, you note a weakness in the creature's defenses. You and allies you tell gain a +1 circumstance bonus to your next attack roll against that prey. You can give bonuses from Monster Hunter only once per day against a particular creature.

## TWIN TAKEDOWN ◆

## FEAT 1

## FLOURISH RANGER

**Frequency** once per round

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

You swiftly attack your hunted prey with both weapons. Make two Strikes against your hunted prey, one with each of the required weapons. If both hit the same hunted prey, combine their damage for the purpose of its resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

## 2ND LEVEL

## FAVORED TERRAIN

## FEAT 2

## RANGER

You have studied a specific terrain to overcome its challenges. Choose aquatic, arctic, desert, forest, mountain, plains, sky, swamp, or underground as your favored terrain. When in that terrain, you can ignore the effects of non-magical difficult terrain.

If you have the wild stride class feature, you gain a second benefit while in your favored terrain, depending on your choice.

- **Aquatic** You gain a swim Speed equal to your Speed. If you already had a swim Speed, you gain a +10-foot status bonus to your swim Speed.
- **Arctic** You need to eat and drink only one-tenth as much as usual, you aren't affected by severe or extreme cold, and you can walk across ice and snow at full Speed without needing to Balance.
- **Desert** You need to eat and drink only one-tenth as much as usual, you aren't affected by severe or extreme heat, and you can walk along sand at full Speed without needing to Balance.
- **Forest, Mountain, or Underground** You gain a climb Speed equal to your Speed. If you already had a climb Speed, you gain a +10-foot status bonus to your climb Speed.
- **Plains** You gain a +10-foot status bonus to your land Speed.
- **Sky** You gain a +10-foot status bonus to your fly Speed, if you have one.



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**Swamp** You can move across bogs at full Speed, even if they are deep enough to be greater difficult terrain or to normally require you to Swim.

## HUNTER'S AIM ◆◆

FEAT 2

CONCENTRATE RANGER

When you focus on aiming, your attack becomes particularly accurate. Make a ranged weapon Strike against your hunted prey. On this Strike, you gain a +2 circumstance bonus to the attack roll and ignore your prey's concealed condition.

## MONSTER WARDEN

FEAT 2

RANGER

**Prerequisites** Monster Hunter

You understand how to defend yourself and others against your prey. When you grant bonuses from Monster Hunter, you and your allies also each gain a +1 circumstance bonus to your next saving throw against that particular creature and to your AC against that creature's next attack against you.

## QUICK DRAW ◆

FEAT 2

RANGER

You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

## WILD EMPATHY

FEAT 2

RANGER

You have a connection to the creatures of the natural world that allows you to communicate with them on a rudimentary level. You can use Diplomacy to Make an Impression on animals and to make very simple Requests of them. In most cases, wild animals will give you time to make your case.

## 4TH LEVEL

## COMPANION'S CRY

FEAT 4

RANGER

**Prerequisites** an animal companion

You can urge your companion to do its utmost. You can spend 2 actions to Command an Animal instead of 1 when commanding your animal companion. If you do, your animal companion uses an additional action.

## DISRUPT PREY ↻

FEAT 4

RANGER

**Trigger** Your hunted prey is within your reach, and it uses a manipulate action, uses a move action, or leaves a square during a move action it's using.

Make a melee Strike against your prey. If the attack is a critical hit, you disrupt the triggering action.

## FAR SHOT

FEAT 4

RANGER

Your experience in the field has taught you how to focus

your aim at a distance, increasing your accuracy. Double your weapons' range increments.

## FAVORED ENEMY

FEAT 4

RANGER

You have studied a specific type of wild creature and can hunt it more easily. When you gain this feat, choose animals, beasts, dragons, or both fungi and plants as your favored enemy. When you roll initiative and can see an enemy that belongs to the chosen category, you can Hunt Prey as a free action, designating that enemy.

You can use this free action even if you haven't identified the creature yet with Recall Knowledge. The benefit doesn't apply against favored enemies disguised as other creatures, and the GM determines whether it applies against a creature disguised as a favored enemy.

## RUNNING RELOAD ◆

FEAT 4

RANGER

You can reload your weapon on the move. You Stride, Step, or Sneak, then Interact to reload.

## SCOUT'S WARNING ◆

FEAT 4

RANGER

**Trigger** You are about to roll a Perception or Survival check for initiative.

You visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the visual or the auditory trait, respectively.

## SNARE SPECIALIST

FEAT 4

RANGER

**Prerequisites** expert in Crafting, Snare Crafting

You specialize in creating quick traps to obstruct your enemies on the battlefield. If your proficiency rank in Crafting is expert, you gain the formulas for three common or uncommon snares (page 589). If your rank is master, you gain 6. If your rank is legendary, you gain 9.

Each day during your daily preparations, you can prepare four snares from your formula book for quick deployment; if they normally take 1 minute to Craft, you can Craft them with 3 Interact actions. The number of snares increases to six if you have master proficiency in Crafting and eight if you have legendary proficiency in Crafting. Snares prepared in this way don't cost you any resources to Craft.

## TWIN PARRY ◆

FEAT 4

RANGER

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

You can use two weapons to deflect attacks. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement.



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## 6TH LEVEL

## MATURE ANIMAL COMPANION

## FEAT 6

## RANGER

**Prerequisites** Animal Companion

Your animal companion grows up, becoming a mature animal companion and gaining additional capabilities (page 214).

If you have the Hunt Prey action, your animal companion assaults the prey even without your orders. During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action that round on your turn to Stride toward or Strike your prey.

## QUICK SNARES

## FEAT 6

## RANGER

**Prerequisites** expert in Crafting, Snare Specialist

You can rig a snare in only moments. You can Craft snares that normally take 1 minute to Craft with 3 Interact actions, even if you haven't prepared them.

## SKIRMISH STRIKE ◆

## FEAT 6

## FLOURISH RANGER

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

## SNAP SHOT

## FEAT 6

## RANGER

You've learned to react with ranged weapons when a creature is in close quarters. You can use a reaction that normally allows

you to make a melee weapon Strike to instead make a ranged weapon Strike. You must be Striking an adjacent target. If necessary for the reaction's trigger, you treat your ranged weapon as if it had a reach of 5 feet. If the reaction has other requirements, such as wielding a specific kind of weapon, Snap Shot doesn't allow you to ignore them; it allows you only to replace a melee weapon Strike with a ranged weapon Strike.

## SWIFT TRACKER

## FEAT 6

## RANGER

**Prerequisites** expert in Survival, Experienced Tracker

Your keen eyes catch signs of passage even when you're moving. You can move at your full Speed while you Track. If you have master proficiency in Survival, you don't need to attempt a new Survival check every hour while Tracking. If you have legendary proficiency in Survival, you can use another exploration activity while Tracking.

If you roll Survival for initiative while tracking your hunted prey, when you start your first turn of the encounter, you can Stride toward your hunted prey as a free action.

## 8TH LEVEL

## BLIND-FIGHT

## FEAT 8

## RANGER

**Prerequisites** master in Perception

Your battle instincts make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures



## SAME RANGER



## ANIMAL RANGER

*Sharing a powerful bond, you and your beloved animal explore the wilds and fight in tandem.*

### ABILITY SCORES

Prioritize Dexterity, followed by Constitution and Wisdom. Take Strength if you want to deal more damage.

### SKILLS

Acrobatics, Athletics, Medicine, Nature, Stealth, Survival

### HUNTER'S EDGE

Outwit

### STARTING FEAT

Animal Companion

### HIGHER-LEVEL FEATS

Companion's Cry (4th), Mature Animal Companion (6th), Incredible Companion (10th), Side by Side (12th), Specialized Companion (16th), Masterful Companion (18th)

that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

### DEADLY AIM ◆

FEAT 8

OPEN RANGER

**Prerequisites** weapon specialization

You aim for your prey's weak spots, making your shot more challenging but dealing more damage if you hit. Make a ranged Strike against your hunted prey at a -2 penalty. You gain a +4 circumstance bonus to damage on that Strike. This bonus increases to +6 at 11th level and +8 at 15th level.

### HAZARD FINDER

FEAT 8

RANGER

You have an intuitive ability to sense hazards. You gain a +1 circumstance bonus to Perception checks to find traps and hazards, to AC against their attacks, and to saves against their effects. You can find hazards that would normally require you to Search even if you aren't Searching.

### POWERFUL SNARES

FEAT 8

RANGER

**Prerequisites** master in Crafting, Snare Specialist

Your snares are particularly difficult for enemies to avoid. When you set a snare, the saving throw DC for that snare is equal to its normal DC or your class DC, whichever is higher.

### TERRAIN MASTER

FEAT 8

RANGER

**Prerequisites** master in Survival, Favored Terrain

You adapt to your surroundings in any natural terrain. You can spend 1 hour practicing in your current terrain in order to make it your favored terrain, replacing your current favored terrain temporarily. If you spend a full day out of the new favored terrain, your favored terrain reverts back to your original choice when you took the Favored Terrain feat.

### WARDEN'S BOON ◆

FEAT 8

RANGER

By pointing out vulnerabilities, you grant the benefits listed in Hunt Prey and your hunter's edge benefit to an ally until the end of their next turn. Depending on whether you call out or use gestures, this action gains either the auditory or visual trait.

### 10TH LEVEL

### CAMOUFLAGE

FEAT 10

RANGER

**Prerequisites** master in Stealth

You alter your appearance to blend in to the wilderness. In natural terrain, you can Sneak even if you're observed.



**INCREDIBLE COMPANION****FEAT 10****RANGER****Prerequisites** Mature Animal Companion

Your animal companion continues to grow and develop. It becomes a nimble or savage animal companion (your choice), gaining additional capabilities determined by the type of companion (page 214).

**MASTER MONSTER HUNTER****FEAT 10****RANGER****Prerequisites** master in Nature, Monster Hunter

You have a nearly encyclopedic knowledge of all creatures of the world. You can use Nature to Recall Knowledge to identify any creature. In addition, you gain the benefits of Monster Hunter (and Monster Warden, if you have it) on a success as well as a critical success.

**PENETRATING SHOT** ♦♦**FEAT 10****OPEN RANGER****Requirements** You are wielding a ranged weapon.

You shoot clear through an intervening creature to hit your prey. Choose a target that is giving lesser cover to your hunted prey. Make a single ranged Strike with the required weapon against the chosen target and your hunted prey. This attack ignores any lesser cover the chosen target provides your hunted prey. Roll damage only once, and apply it to each creature you hit. A Penetrating Shot counts as two attacks for your multiple attack penalty.

**TWIN RIPOSTE** ↻**FEAT 10****RANGER****Trigger** A creature within your reach critically fails a Strike against you.**Requirements** You are benefiting from Twin Parry

A clever parry with one weapon leaves your opponent open to an attack with the other weapon. Make a melee Strike or use a Disarm action against the triggering opponent.

**WARDEN'S STEP****FEAT 10****RANGER****Prerequisites** master in Stealth

You can guide your allies to move quietly through the wilderness. When you Avoid Notice during exploration in natural terrain, you can designate any number of your allies to gain the benefits as if they were using that activity during that exploration. This requires no action on their part.

**12TH LEVEL****DISTRACTING SHOT****FEAT 12****RANGER**

The sheer power of your attacks, or the overwhelming number of them, leaves an enemy flustered. If you critically hit your hunted prey with a ranged weapon, or hit it at least twice on the same turn with a ranged weapon, it's flat-footed until the start of your next turn.

**DOUBLE PREY****FEAT 12****RANGER**

You can focus on two foes at once, hunting both of them down. When you use the Hunt Prey action, you can pick two creatures as your prey.

**LIGHTNING SNARES****FEAT 12****RANGER**

**Prerequisites** master in Crafting, Quick Snares, Snare Specialist  
You can rig a trap with incredible speed. When you create a snare that normally takes 1 minute to Craft, you can Craft it using a single Interact action instead.

**SECOND STING** ♦**FEAT 12****PRESS RANGER****Requirements** You are wielding two melee weapons, each in a different hand.

You read your prey's movements and transform them into openings, so failures with one weapon set up glancing blows with the other. Make a melee Strike with one of the required weapons against your hunted prey. The Strike gains the following failure effect.

**Failure** You deal the damage the other required weapon would have dealt on a hit, excluding all damage dice. (This removes dice from weapon runes, spells, and special abilities, not just weapon damage dice.)

**SIDE BY SIDE****FEAT 12****RANGER****Prerequisites** an animal companion

You and your animal companion fight in tandem, distracting your foes and keeping them off balance. Whenever you and your animal companion are adjacent to the same foe, you are both flanking that foe with each other, regardless of your actual positions.

**14TH LEVEL****SENSE THE UNSEEN** ↻**FEAT 14****RANGER****Trigger** You fail a check to Seek.

When you look for foes, you can catch even the slightest cues, such as their minute movements or the shifting of air currents on your skin. Even though you failed at the triggering check, you automatically sense any undetected creatures in the area where you're Seeking, making them merely hidden to you.

**SHARED PREY****FEAT 14****RANGER****Prerequisites** Double Prey, Warden's Boon

Hunting as a duo, you and your ally both single out your prey. When you use Hunt Prey and select only one prey, you can grant your Hunt Prey benefits and hunter's edge to an ally in addition to gaining them yourself. The ally retains these benefits until you use Hunt Prey again.

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## SAMPLE RANGER



## ARCHER

*You keep your distance from your prey, shooting arrows with incredible precision to hinder or kill those you hunt.*

### ABILITY SCORES

Prioritize Dexterity, then Wisdom. Choose Strength if you want to use a composite bow or thrown weapon, or Intelligence to be more skilled.

### SKILLS

Acrobatics, Athletics, Nature, Stealth, Survival, Thievery

### HUNTER'S EDGE

Flurry

### STARTING FEAT

Hunted Shot

### HIGHER-LEVEL FEATS

Quick Draw (2nd), Far Shot (4th), Skirmish Strike (6th), Deadly Aim (8th), Penetrating Shot (10th), Distracting Shot (12th), Impossible Volley (18th)

## STEALTHY COMPANION

FEAT 14

### RANGER

**Prerequisites** Animal Companion, Camouflage

You've trained your animal companion to blend in to its surroundings. Your animal companion gains the benefit of the Camouflage feat. If your companion is a specialized ambusher, its proficiency rank for Stealth increases to master (or legendary if it was already master).

## TARGETING SHOT

FEAT 14

### CONCENTRATE PRESS RANGER

**Prerequisites** Hunter's Aim

You carefully track your prey's position and defenses, allowing you to follow up around obstacles that block your shot. Make a ranged weapon Strike against your hunted prey. You ignore the target's concealed condition and all cover.

## WARDEN'S GUIDANCE

FEAT 14

### RANGER

You can convey your prey's location to your allies, no matter how well hidden it is. As long as your hunted prey is observed by you, all your allies who roll failures and critical failures when Seeking it get a success instead. Your allies need to be able to see or hear you to gain this benefit. You have to be able to call out or use gestures for your allies to get this benefit.

## 16TH LEVEL

## GREATER DISTRACTING SHOT

FEAT 16

### RANGER

**Prerequisites** Distracting Shot

Even a single missile can throw off your enemy's balance, and more powerful attacks leave it flustered for longer. If you hit your hunted prey with a ranged weapon, it's flat-footed until the start of your next turn. If you critically hit your prey or hit it twice on the same turn with a ranged weapon, it's flat-footed until the end of your next turn instead.

## IMPROVED TWIN RIPOSTE

FEAT 16

### RANGER

At the start of each of your turns, you gain an additional reaction that you can use only to perform a Twin Riposte against your hunted prey. You can use this extra reaction even if you are not benefiting from Twin Parry.

## LEGENDARY MONSTER HUNTER

FEAT 16

### RANGER

**Prerequisites** legendary in Nature, Master Monster Hunter

Your knowledge of monsters is so incredible that it reveals glaring flaws in your prey. Your bonus from Monster Hunter (and the bonus from Monster Warden if you have it) increases from +1 to +2 for you and any allies who benefit.

## SPECIALIZED COMPANION

FEAT 16

### RANGER

**Prerequisites** Incredible Companion



Your animal companion has become cunning enough to become specialized. Your animal companion gains one specialization of your choice. (See the Animal Companion section on page 214.)

## UBIQUITOUS SNARES

FEAT 16

RANGER

**Prerequisites** Snare Specialist

You can prepare a seemingly impossible number of snares in advance, and you're ready to spring them on unsuspecting foes. Double the number of prepared snares from Snare Specialist.

## 18TH LEVEL

### IMPOSSIBLE FLURRY

FEAT 18

FLOURISH OPEN RANGER

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

You forgo precision to attack at an impossible speed. Make three melee Strikes with each of the required weapons. All of these Strikes take the maximum multiple attack penalty, as if you had already made two or more attacks this turn.

### IMPOSSIBLE VOLLEY

FEAT 18

RANGER

**Requirements** You are wielding a ranged weapon with the volley trait and reload 0.

You fire a volley at all foes in an area. Make one Strike with a -2 penalty against each enemy within a 10-foot-radius burst centered at or beyond your weapon's volley range. Roll the damage only once for all targets.

Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

## MANIFOLD EDGE

FEAT 18

RANGER

**Prerequisites** hunter's edge, masterful hunter

You've learned every possible edge to use against your foes. When you use Hunt Prey, you can gain a different hunter's edge benefit instead of the one you selected at 1st level. If you do, you don't gain the additional benefit from masterful hunter.

## MASTERFUL COMPANION

FEAT 18

RANGER

**Prerequisites** masterful hunter, Animal Companion

Your animal companion shares your incredible hunting skills, allowing it to take down your shared prey with ease. When you Hunt Prey, your animal companion gains the masterful hunter benefit associated with your hunter's edge, rather than just your original hunter's edge benefit.

## PERFECT SHOT

FEAT 18

FLOURISH RANGER

**Requirements** You are wielding a loaded ranged weapon with reload 1 or more, and you have not reloaded your weapon since your last turn.

After watching the motions of combat with incredible intensity and precision, you fire at your prey at the perfect moment to deliver maximum pain. Make a ranged Strike with the required weapon against your hunted prey. If you hit, the Strike deals maximum damage. After the Strike, your turn ends.

## SHADOW HUNTER

FEAT 18

RANGER

**Prerequisites** Camouflage

You blend in to your surroundings so well that others have trouble telling you apart from the terrain. While in natural terrain, you're always concealed from all foes if you choose to be, except for your hunted prey.

## 20TH LEVEL

### LEGENDARY SHOT

FEAT 20

RANGER

**Prerequisites** masterful hunter, legendary in Perception, Far Shot  
You focus on your hunted prey, perceiving angles, air resistance, and every variable that would affect your ranged attack. If you have master proficiency with your ranged weapon, you can ignore the penalty for attacking up to five range increments away when attacking your hunted prey.

### TO THE ENDS OF THE EARTH

FEAT 20

RANGER

**Prerequisites** legendary in Survival

Your ability to track your prey has surpassed explanation, allowing you to trace your prey's movements and predict its location with ease. When you use Hunt Prey on a creature within 100 feet, you can follow that creature's movements, allowing you to know the creature's exact location no matter how far away it becomes, as long as it remains your prey. You must be legendary in Nature to track your prey's location across teleportation or planar travel. This feat gains the detection, divination, and primal traits if you're legendary in Nature.

### TRIPLE THREAT

FEAT 20

RANGER

**Prerequisites** Shared Prey

You can divide your attention three ways when hunting. When you use Hunt Prey, you can designate three creatures as prey, designate two creatures as prey and share the effect with one ally (as Shared Prey), or designate one creature as prey and share the effect with two allies.

### ULTIMATE SKIRMISHER

FEAT 20

RANGER

**Prerequisites** wild stride

You are so skilled at navigating the wild, your movement is completely unaffected by terrain. You ignore the effects of all difficult terrain, greater difficult terrain, and hazardous terrain, and you don't trigger traps and hazards that are triggered by moving into an area (such as trip wires and pressure plates), unless you want to.

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