

RANGER

THE RANGER

Level	Proficiency Bonus	Features	Prey Die
1st	+2	Fighting Style, Natural Explorer	—
2nd	+2	Marked as Prey	1d4
3rd	+2	Ranger Conclave	1d4
4th	+2	Ability Score Improvement	1d4
5th	+3	Extra Attack	1d6
6th	+3	Wild Intuition	1d6
7th	+3	Ranger Conclave Feature	1d6
8th	+3	Ability Score Improvement	1d6
9th	+4	Ranger Sight	1d8
10th	+4	Vanish	1d8
11th	+4	Extra Attack (2)	1d8
12th	+4	Ability Score Improvement	1d8
13th	+5	—	1d10
14th	+5	Ranger Conclave Feature	1d10
15th	+5	Natural Explorer Improvement	1d10
16th	+5	Ability Score Improvement	1d10
17th	+6	—	1d12
18th	+6	Ranger Conclave Feature	1d12
19th	+6	Ability Score Improvement	1d12
20th	+6	Master Ranger	1d12

CLASS FEATURES

As a Ranger, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Ranger level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose three 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:

- (a) two melee weapons or (b) a ranged weapon and quiver of 20 arrows
- (a) scale mail or (b) leather armor
- an explorer's pack

FIGHTING STYLE

At 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

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

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

TWO-WEAPON FIGHTING

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

NATURAL EXPLORER

At 1st level, you are an experienced traveler and have encountered many dangers while traveling across multiple landscapes. You gain all of these bonuses anytime you are traveling in natural landscapes for more than an hour:

- 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.
- When you forage, you find twice as much food as you normally would.
- You have advantage on Wisdom (Perception) to notice any volatile changes in the environment such as future bad weather, natural disasters, or large non-magical disturbances
- Difficult terrain doesn't slow your group's travel.
- If you are traveling alone, you can move stealthily at a normal pace.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

At 15th level, you fluff. You gain the following bonuses anytime you are traveling in natural and unnatural landscapes for more than an hour:

- Your group can't become lost even by magical means.
- You have advantage on Wisdom (Perception) to notice any magical disturbances.
- You gain expertise on Survival checks.

MARKED AS PREY

Starting at 2nd level, your training has allowed you focus on a target and mark it as your prey. You can use a bonus action to mark a creature you can see for 1 minute, you deal an extra 1d4 damage to your prey whenever you hit it with a weapon attack.

In addition you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. You can not mark another creature until the one you have marked falls unconscious (or dies), the mark's duration ends, or you finish a short or long rest (which removes the mark from the current creature).

At 5th level your damage die against your prey turns into a d6 and the duration increases to 10 minutes. At 9th level, it turns into a d8. At 13th level, it turns into a d10 and the duration increases to 1 hour. At 18th level, it turns into a d12.

RANGER CONCLAVE

At 3rd level, you must choose a conclave to follow.... Your choice grants you features at 3rd level and again at 7th, 14th, and 18th level.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 6th, 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class.

WILD INTUITION

Starting at 6th level, you are aware of your surroundings at all times, and are quick to act when exposed to sudden change or danger. You gain the Following Benefits:

- You ignore difficult terrain
- You have advantage on initiative rolls.
- When you are subjected to the effect of a trap that allows 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.

RANGER SIGHT

At 9th level, your focus on a prey allows you to compare its abilities to yourself. While you have marked a target with your Marked as Prey feature, you can use an action or a attack to learn one information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to one of the following characteristics of your choice:

- One Ability Score.
- Its Armor Class.
- Its current Hit Points.

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

VANISH

At 10th 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.

MASTER RANGER

At 20th level, fluff. Your mark's duration increases to 24 hours, making a short or long rest doesn't removes the mark, you can use a bonus action to move the mark to another creature within range that you can see (or end the mark), and attacks made against marked targets take extra damage equal to your Wisdom modifier.