

Ranger Archetype:

Keeper

In the ever-expanding urbanization of the world nature opposes. Some choose to hid away from these developments and keep their roots in nature. However, some choose to adapt and evolve. Those who except these changes are Keepers, experts of the urban landscape and masters of settled society

Keeper Features

Ranger Level	Feature
3rd	Discover Settlement, City Guardian
7th	Crowded Maneuvers
11th	Slinking Dodge
15th	Focused

Discover Settlement

At 3rd level, you gain a special type of favored terrain, Settlements. This favored terrain consists of any type of creature settlement. Additionally, when you are in a unfamiliar settlement, you can spend 1 hour discovering the settlement. While in a discovered settlement, you gain the following benefits:

- You always know the locations of general districts and commodities (such as a market or a blacksmith).
- You learn common knowledge about any potent organizations, guilds, or groups.
- When travelling in the settlement, your parties' travel speed is halved as you know all the fastest routes and shortcuts.

City Guardian

At 3rd level, you have become a master of combat in cities, which has allowed you to learn how to best fight large groups. As a bonus action, you can alter your attack to redirect damage to other creatures. The next time you hit a creature with a weapon attack on your turn, you can choose another creature within your weapon range to deal an additional 1d8 damage from the weapon. The number of creatures you can target increases when you reach certain levels in this class, increasing to 2 at 7th level, and 3 at 11th level.

Crowded Maneuvers

At 7th level, you have become an expert at moving between crowds of people. You gain the following benefits:

- You gain a climbing speed equal to your walking speed.
- You gain resistance to any damage you take from falling
- You suffer no penalties from non-magical difficult terrain.
- You can move through spaces occupied by enemy creatures. If you would take an opportunity attack, the has disadvantage on their attack.

Slinking Dodge

At 11th level, you have learned how to use the brief moments between attacks. Whenever a creature misses an attack within 5 feet of you, you can use your reaction to make a attack against the creature or to move up to your movement speed.

Skill Focus

At 15th level, you gain the ability to tune your mind. Using an action, you can add your Wisdom modifier to any damage you deal from your City Guardian trait. Additionally, creatures can no longer make an opportunity attack against you. This effect lasts for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.