Ranger. Palant variant

Предпосылки:

1. Стандартный рейнджер – говно.
2. Ревайзед – не лучше.
3. Чем искать в хоумбрю – лучше сделаю сам под свою задумку.

Основные положения разработки:

1. У рейнджера всегда была слабая кастовалка – по количеству и уровню заклинаний он уступал паладину.

2. У рейнджера очень много атмосферных и важных заклинаний вроде Animal Friendship, которые нужны для его роли практически всегда, но выбор всегда стоит между боевыми заклинаниями и ролевыми.

Решение.

Прогрессия слотов – взята с 1/3 кастеров – Элдритч Кнайта и Аркейн Трикстера.

Кантрипы заданы жестко: Light, Guidance

При этом рейнджер получит большое количество предопределенных заклинаний которые он всегда знает. И дополнительно сможет выбрать еще.

Важный момент – Hunter’s mark перестает быть кор фичей рейнджера – он все еще может взять это заклинание, но базово он использует Hunter’s Quarry – естественное напряжение своих усилий для точных выстрелов.

Hunter’s Quarry – Wisdom modifier +1 times per short rest. You add 1d6 damage vs one target. No concentration. Activation: bonus action

Также рейнджеру я выдам часть ритуальных заклинаний: вроде Alarm

Второй аспект рейнджера: это его скилл-манковость.

Если сравнивать к примеру рейнджера из 3.5 с бардом из 3.5 – то в старой доброй тройке у них было одинаковое количество скиллпоинтов, но в пятой редакции рейнджер проигрывает за счет вторичных навыков.

Поэтому решение

Skills: 3

Tools proficiency: herbalism kit или poisoner’s kit

Если посмотреть на паладина в пятой редакции, то у него существует несколько ресурсов:

1. Lay on hands
2. Channel divinity
3. Spell slots
4. Aura

У старого рейгнджера все было направлено на слоты..

Частично мы уже исправили положение за счет Hunter’s quarry.

Продолжим.

На втором уровне рейнджер не получает как ранее заклинания, поэтому получит использование припарок или изготовление ядов (в зависимости от выбранного на первом уровне вторичного навыка).

Потратив 1 час рейнджер может получить или целебные припарки, которые можно использовать на привале для более полного восстановления хп, эликсиры для снятия статус эффектов, тонизирующие настойки для более продолжительной активности или базовые натуральные яды - + к урону от спасброска, или дополнительные ослабляющие эффекты на противника.

Чтобы не было эффекта сбора тысяч припарок – базово считаем что припарки и яды теряют свою силу через сутки из-за несовершенной методики приготовления в походных условиях.

Также у рейнджера исторически есть еще два базовых для класса свойства – избранная местность и избранный враг.

Природный исследователь. Расширенный выбор местностей (включая пещеры, Андердарк, город, джунгли, тундра), в которой рейнджер самостоятельно передвигается быстрее и имеет эффективный экспертайз на проверки Nature, Survival, Perception, Investigation связанные с природными особенностями (в т.ч. против Stealth противника). Также бонус к фуражирингу и чтению следов в избранной местности.

Избранный враг. Я всячески поддерживаю идею о том, что избранный враг не должен давать плюсов к урону, поэтому это выбор языка (список врагов опять таки расширен чтобы не ограничиваться только базовыми типами чудовищ в пятой редакции), автоматического определения врагов по следам, и возможности определения ЦР и хитдайсов противника за счет быстрой проверки Инвестигейшена. Также предполагается что рейнджер хорошо знает обычаи или повадки избранного врага.

Архетипы.

Stalker (на основе Глум Сталкера), Monster Slayer, Hunter.

Бистмастер идет в один из базовых выборов у самого класса – рейнджер выбирает то ли он сам по себе эффективнее или имеет возможность завести природного союзника, который умеет действовать с рейнджером согласованно без его приказаний после тренировки – skill tricks, tasks, tactics которым необходимо обучить животное. При этом более слабые по ЦРу животные с ростом уровней рейнджера будут получать бонусы от более высокого уровня профишенси рейнджера, чтобы скомпенсировать разницу. Пока не прописано, надо еще подумать где в уровнях это влепить.

Эмпатия с животными – Рейнджер имеет преимущество на проверки Animal Handling с животными в своей избранной местности, а начиная уровня с 8ого – в любой. Это свойство может быть заменено на устойчивость к чарму и иллюзиям[[1]](#footnote-1).

Также большой игромеханической проблемой рейнджера было сильное отставание от воина и паладина на третьем тире по урону – для этого я просто добавлю ему вторую экстраатаку.

В конце второго-начале третьего тира рейнджер получит преимущество на спасброски против естественных ядов и болезней. – natural antivenom

Помимо тренированного спутника рейнджер на третьем тире (скорее всего через закл третьего круга) получает возможность призвать последователей – то ли одно большое существо то ли несколько поменьше. В отличие от компаньона и скакунов паладинов – последователи призываются только один раз и в случае их гибели рейнджер не сможет получить новых. При этом действует ограничение на ядовитых существ, которых добрый рейнджер не может призвать (в отличие от злого рейнджера).

Свойство 20 уровня – hunter’s quarry также позволяет добавлять модификатор мудрости к попаданию и если в начале боя у рейнджера не было hunter’s quarry – то он получает одно использование. – Ultimate Hunter’s Quarry

Hit Points

Hit Dice: 1d8

Hit Points at 1st Level: 16 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Ranger level after 1st

Armor proficiency: light armor, medium armor, heavy armor, shields

Weapon proficiency: simple weapons, martial weapons

Tools: Herbalism kit or Poisoner’s kit

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, and Survival.

Starting Equipment

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Cantrip Known | Spells Known | 1st | 2nd | 3rd | 4th |
| 1st | +2 | Extra Durability, Favored Enemy, Natural Explorer | - | - |  |  |  |  |
| 2nd | +2 | Fighting Styles Poultices. Hunter’s Quarry | - | - |  |  |  |  |
| 3rd | +2 | Ranger archetype, Primeval Awareness, Animal Empathy | 2 | 3 | 2 |  |  |  |
| 4th | +2 | Ability Score Improvement | 2 | 4 | 3 |  |  |  |
| 5th | +3 | Extra Attack | 2 | 4 | 3 |  |  |  |
| 6th | +3 | Favored Enemy and Natural Explorer improvements, ***6th level feature*** | 2 | 4 | 3 |  |  |  |
| 7th | +3 | Ranger Archetype feature | 2 | 5 | 4 | 2 |  |  |
| 8th | +3 | Ability Score Improvement | 2 | 6 | 4 | 2 |  |  |
| 9th | +4 | **Natural Antivenom** | 2 | 6 | 4 | 2 |  |  |
| 10th | +4 | Natural Explorer improvement, Hide in Plain Sight | 3 | 7 | 4 | 3 |  |  |
| 11th | +4 | Extra Attack (2), Ranger Archetype Feature | 3 | 8 | 4 | 3 |  |  |
| 12th | +4 | Ability Score Improvement | 3 | 8 | 4 | 3 |  |  |
| 13th | +5 |  | 3 | 9 | 4 | 3 | 2 |  |
| 14th | +5 | Improved Animal Empathy | 3 | 10 | 4 | 3 | 2 |  |
| 15th | +5 | Ranger Archetype Feature | 3 | 10 | 4 | 3 | 2 |  |
| 16th | +5 | Ability Score Improvement | 3 | 11 | 4 | 3 | 3 |  |
| 17th | +6 | 17th level feature | 3 | 11 | 4 | 3 | 3 |  |
| 18th | +6 | 18th level feature | 3 | 11 | 4 | 3 | 3 |  |
| 19th | +6 | Ability Score Improvement | 3 | 12 | 4 | 3 | 3 | 1 |
| 20th | +6 | Ultimate Hunter’s Quarry | 3 | 13 | 4 | 3 | 3 | 1 |

## Extra Durability[[2]](#footnote-2)

On 1st level you gain additional 8 hitpoints. Also you have a bonus equal to your proficiency bonus in Favored terrain or half of your proficiency bonus in other cases to all your Constitution saving throws against exhaustion, environmental effects, natural poisons and diseases.

## Favored Enemy.

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead[[3]](#footnote-3). Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) or Intelligence (Investigation) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

**In combat you can spent your action to investigate exemplar of your favored enemy and make Intelligence (Investigation) check vs DC equal to 8+CR. If you succeed on Investigation check DM must tell you CR and number of hit dices of target**

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

## 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, jungles, grassland, mountain, swamp, sea, urban 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, if your group is lightly encumbered and number of memberts of your group is no more six.

You have advantage on checks to determine your location and direction.

Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

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.[[4]](#footnote-4)

While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

## Hunter’s Quarry

Starting at 3rd level, you can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. When you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon.

This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

You can use this ability a number of times equal to 1 + your Wisdom modifier. When you finish a short or a long rest, you regain all expended uses.

## Fighting Style

At 2nd 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.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

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.

Two-Weapon Fighting

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

## 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 chapter 10 for the general rules of spellcasting and chapter 11 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.

**Spells Known of 1st Level and Higher**

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

**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

**Ritual Casting[[5]](#footnote-5)**

You can cast a ranger spell as a ritual if that spell has the ritual tag and you have the spell prepared.

## Animal Empathy

You have advantage on Animal Handling checks on beasts in your favored terrain.

## Ability Score Improvement

When you reach 4th 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.

If your DM allows the use of feats, you may instead take a feat.

## Extra Attack

***6th level feature***

At 6th level, you gain one of the following features of your choice.

**Animal Companion.**

**Enchantment Resistance.**

**XXXX**

## 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.

## Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

## Improved Animal Empathy

Starting at 20th level, you always have advantage on Animal Handling checks.

## 17th level feature

## 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 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

## Ultimate Hunter’s Quarry

Starting at 20th level, if you do not have Hunter’s Quarry when you roll initiative you regain one. Also you gain additional bonus to hit equal your Wisdom modifier versus target which is marked by your Quarry.

# Hunter – Ranger Archetype

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter’s path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

## Hunter Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### Hunter Spells [[6]](#footnote-6)

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | Hunter’s mark |
| 7th | See Invisibility |
| 13th | Elemental Weapon[[7]](#footnote-7) |
| 19th | Hold Monster |

## Hunter’s Prey

At 3rd level, you gain one of the following features of your choice.

**Colossus Slayer.** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it’s below its hit point maximum. You can deal this extra damage only once per turn.

**Giant Killer.** When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature with advantage immediately after its attack, provided that you can see the creature.

**Horde Breaker.** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range (or reach) of your weapon.

## Defensive Tactics

At 7th level, you gain one of the following features of your choice.

**Escape the Horde.** You can make Disengage as bonus action.[[8]](#footnote-8)

**Multiattack Defense.** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.[[9]](#footnote-9)

**Steel Will.** You gain proficiency in Wisdom saving throws.[[10]](#footnote-10)

## 11th level Ranger archetype feature[[11]](#footnote-11)

At 11th level, you gain one of the following features of your choice.

## Stalker – Ranger Archetype

## Stalker Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Stalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### Stalker Spells [[12]](#footnote-12)

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | disguise self |
| 7th | rope trick |
| 13th | haste |
| 19th | greater invisibility |

## Dread Ambusher

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.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

## Umbral Sight

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

## Justifier – Ranger Archetype

1. Не реализовано. [↑](#footnote-ref-1)
2. Повышенная живучесь рейнджера. На первом уровне рейнджер дополнительно получает 8 хитпоинтов.При этом на все проверки спасбросков по Телосложению против природных эффектов или естественных событий (против марш броска или холода) рейнджер добавляет свой профишенси бонус если в избранной местности или половину его (округляемую вниз) для незнакомой местности. [↑](#footnote-ref-2)
3. Как правильно заменить этот список я не знаю. [↑](#footnote-ref-3)
4. Не нравится [↑](#footnote-ref-4)
5. Это то, чего дико не хватало рейнджеру с ватер бризинг и алярмом. [↑](#footnote-ref-5)
6. У каждого архетипа должны быть свои заклинания, причем желательно не из списка рейнджера [↑](#footnote-ref-6)
7. Может быть жирновато [↑](#footnote-ref-7)
8. Переделал. Вроде норм. Ослабил. [↑](#footnote-ref-8)
9. Эта абилка получается слабоватая [↑](#footnote-ref-9)
10. Усилил. [↑](#footnote-ref-10)
11. В виду наличия экстра атаки второй мультиатака становится не актуальна. Надо придумать что-то другое. [↑](#footnote-ref-11)
12. Переделано под ограниченную кастовалку. И, да, у сталкера должна быть хаста. Доказано Валигаром. [↑](#footnote-ref-12)