Еще один вариант переработанного рейнджера. Итерация третья. Версия 0.4.0

Также смотрите [предыдущую версию:](https://1drv.ms/w/s!Atcrhwwo1lBAx4IIdOMtdGNZr9RW6Q?e=zAWXXR)

Основные положения разработки

Рейнджер это гибкий, тактический воитель, который полагается не только на воинское мастерство, но и на использование вспомогательных средств, которые легко можно найти в дикой природе: яды, травы, ловушки. Хорошо ладит с дикими животными и может даже завести себе спутника. Что касается магии то она менее мощная нежели у паладина и рейнджер в целом ее знает меньше.

**Hit Dice:** 1d8

**Hit Points at 1st Level:** 8 + 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

You start with the following items, plus anything provided by your background:

- (a) scale mail or (b) leather armor

- (a) two shortswords or (b) two simple melee weapons

- (a) a dungeoneer's pack or (b) an explorer's pack

- A longbow and a quiver of 20 arrows

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

Определение уровней, на которых происходит получение базовых свойств класса и свойств архетипа

**Получение дополнительных свойств класса:**

Выбор архетипа: **3 уровень**

Увеличение характеристик: 4, 8, 12, 16, 19 уровни (базовые)

Классовые базовые свойства: 1,2,5,6,8,9,10,13,14,16,17,18,20

Свойства архетипа: **3,7,11,15**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Cantrip Known | Spells Known | 1st | 2nd | 3rd | 4th |
| 1st | +2 | **Extra Durability,** Favored Enemy\*, Natural Explorer\* | - | - |  |  |  |  |
| 2nd | +2 | Fighting Style, **Poultices\*** | - | - |  |  |  |  |
| 3rd | +2 | Ranger archetype, Archetype feature 1, **Primeval Awareness\*** | 2 | 3 | 2 |  |  |  |
| 4th | +2 | Ability Score Improvement | 2 | 4 | 3 |  |  |  |
| 5th | +3 | Extra Attack | 2 | 4 | 3 |  |  |  |
| 6th | +3 | Hunter’s quarry, Favored enemy improvement 1\*, Versatile Natural Explorer\* | 2 | 4 | 3 |  |  |  |
| 7th | +3 | Archetype feature 2 | 2 | 5 | 4 | 2 |  |  |
| 8th | +3 | Ability Score Improvement, Fleet of Foot | 2 | 6 | 4 | 2 |  |  |
| 9th | +4 | Natural Antivenom | 2 | 6 | 4 | 2 |  |  |
| 10th | +4 | Natural Explorer Improvement 2, Hide in Plain Sight | 3 | 7 | 4 | 3 |  |  |
| 11th | +4 | Extra Attack (2), Archetype Feature 3 | 3 | 8 | 4 | 3 |  |  |
| 12th | +4 | Ability Score Improvement | 3 | 8 | 4 | 3 |  |  |
| 13th | +5 | Vanish\* | 3 | 9 | 4 | 3 | 2 |  |
| 14th | +5 | Favored Enemy improvement 2 | 3 | 10 | 4 | 3 | 2 |  |
| 15th | +5 | Ranger Archetype Feature 4 | 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 | Feral Senses | 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[[1]](#footnote-1)

On 1st level you gain additional 8 hitpoints.

Если Вы возьмете уровень любого другого класса, то это свойство будет становится менее эффективным уменьшаясь на 2 за каждый уровень другого класса до 0.

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[[2]](#footnote-2). 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 members of your group is six or less.
* 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.[[3]](#footnote-3)[[4]](#footnote-4)
* While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

## Versatile Ranger – as UA

Источником силы паладина является его вера и божество. Рейнджер же в первую очередь рассчитывает на свои силы, но вместе с тем приобретает сверхъестественную связь с природой, которая ему немного помогает.

Поэтому источником дополнительных возможностей рейнджера становятся вспомогательные ресурсы, которые можно найти в окружающем мире и незначительное сверхъестественное усиление.

Но Для Упрощения Восприятия В Описании Базового Класса Приведено Только Одно Свойство – Все Остальные Варианты Представлены В Конце Описания Класса, После Архетипов

## Poultices

At 2nd level, you can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier (minimum 1). You can carry a number of poultices at one time equal to your Wisdom modifier (minimum 1). After 24 hours, any poultices that you have not used lose their potency.

If you spend 1 minute applying one of your poultices to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points for every 2 ranger levels you have (rounded up) up to 10d6 hp on 20th level

Basic poultices:

Healing poultices: 2d6+Ranger levels hitpoints

Improvised antitoxin: gain bonus equal to your proficiency bonus to ext saving throw versus poison.

## 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.

### Whirling Blades

When you engage in two-weapon fighting while wearing light or no armor, you do not expend your bonus action and add your ability modifier to the second attack. You can still gain the benefits of two-weapon fighting once during your turn.

## Ranger Archetype

Also at 3rd level, you choose to emulate the ideals and training of a ranger archetype, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

### Archetype Spells and Spell-less variant

Each archetype has a list of associated spells. You gain access to these spells at the levels specified in the archetype description. Once you gain access to an archetype spell, you always have it prepared. Archetype spells don't count against the number of spells you can prepare each day.

If you gain an archetype spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

Some archetypes has variant feature and hasn’t Spellcasting.

## Spellcasting

By the time you reach 3nd level, you have learned to use the magical essence of nature to cast spells.

### 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 selected ranger spells as rituals.

Даст рейнджеру гибкость и позволит отличать его от паладина.

### Ritual ranger spells

1st level

Alarm

3rd level

Water Breathing

## Primeval Awareness (non using slot variant)

Beginning at 3rd level, you can use your action ~~and expend one ranger spell slot~~ to focus your awareness on the region around you. For 1 minute ~~per level of the spell slot you expend,~~ you can sense whether the following types of creatures are present within 1 mile of you ~~(or within up to 6 miles if you are in your favored terrain):~~ aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

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

## 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

## Hunter’s Quarry

Starting at 6th 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 90 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 2 + your Wisdom modifier. When you finish a short or a long rest, you regain all expended uses.[[6]](#footnote-6)

## Archetype feature 7

## Ability Score Improvement

## Fleet of Foot

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.

Also your walking speed increase by 10 ft.

## Natural Antivenom

Starting at 9th level, you have advantage on saving throws against poison and have resistance to poison damage. Additionally, you can create antitoxin salve to cure one poison effect on the creature you are applying it to.

## 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.

## Ability Score Improvement (12)

## Vanish

## Ability Score Improvement (16)

## RANGER FEATURE 17

Что сюда воткнуть – до сих пор без понятия

## Feral Senses[[7]](#footnote-7)

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.

## Ability Score Improvement (19)

## Ultimate Hunter’s Quarry

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

# Hunter (Ranger archetype)

## 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 [[8]](#footnote-8)

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | Hunter’s mark |
| 7th | See Invisibility |
| 13th | Elemental Weapon[[9]](#footnote-9) |
| 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.[[10]](#footnote-10)

**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. **This effect ends at end of your next turn.[[11]](#footnote-11)**

**Steel Will.** You gain proficiency in Wisdom saving throws.[[12]](#footnote-12)

## 11th level Ranger archetype feature[[13]](#footnote-13)

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

Extra Attack (2)

Интересный вариант – **Improved Hunter’s Quarry.** You gain 1 additional use of Hunter’s Quarry and it’s damage increases to 2d6

ПЛОХО - **Whirlwind Attack** – Ranger makes a special attack with advantage versus every creature in his reach as action. This special attack counts as Attack action to trigger any possible bonus actions.

ПЛОХО - **Rapid Shot.** Ranger can make two shots when any one make one. By using bonus action and his action ranger makes four ranged attacks with his ranged weapon versus any targets in his range.

## Superior Hunter’s Defense

At 15th level, you gain one of the following features of your choice.

**Evasion.** When you are subjected to an effect, such as a red dragon’s fiery breath or a lightning bolt spell, that allows you to make a Dexterity 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.

**Stand Against the Tide.** When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.[[14]](#footnote-14)

**Uncanny Dodge.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack’s damage against you.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.[[15]](#footnote-15)

# Ranger spells

## Cantrips

Dancing Lights

Light

Guidance

Mending

Produce Flame

Resistance

## 1st Level

Alarm – R, K

Animal Friendship – R, K

Cure Wounds

Detect Magic

Detect Poison and Disease

Ensnaring Strike

Fog Cloud

Goodberry

Hail of Thorns

Hunter’s Mark

Jump

Longstrider

Purify Food and Drink

Speak with Animals - K

(new)Reintalize Animal

Absorb elements

Beast bond

Snare - K

Zephyr strike

Searing smite

## 2nd Level

Animal Messenger

Barkskin

Beast Sense

Cordon of Arrows

Darkvision - K

Find Traps

Lesser Restoration

Locate Animals or Plants –K

Locate Object

Pass without Trace –K

Protection from Poison –K

Silence

Spike Growth

Healing spirit

Branding smite

## 3rd Level

Conjure Animals

Conjure Barrage

Daylight

Lightning Arrow

Nondetection

Plant Growth

Protection from Energy

Speak with Plants – R, K

Water Breathing – R, K

Water Walk

Wind Wall

Flame arrows

## 4th Level

Conjure Woodland Beings

Freedom of Movement – R, K

Grasping Vine

Locate Creature – R, K

Stoneskin

Guardian of nature (transmutation)

# ВАРИАНТНЫЕ СВОЙСТВА

## Versatile Ranger

## **Ranger tools** specialization (poultices, poisons or traps)

You choose which aspect of additional resources your character know better. He can use herbalism kit to prepare toxins and elixirs, poisoner’s kit to prepare more powerful poisons or can perfectly use traps.

Любой рейнджер знает начала как обращения с ядами, так и сбора лекарственных растений, так и использование ловушек, но уделяют внимание какому-то одному аспекту

## Primal Awareness

## Improved animal empathy

1. 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-1)
2. Как правильно заменить этот список я не знаю. [↑](#footnote-ref-2)
3. Подумать как лучше сформулировать [↑](#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. Появление первого дополнительного ресурса. [↑](#footnote-ref-6)
7. Но я бы все еще эту абилку бы заменил [↑](#footnote-ref-7)
8. У каждого архетипа должны быть свои заклинания, причем желательно не из списка рейнджера [↑](#footnote-ref-8)
9. Может быть жирновато [↑](#footnote-ref-9)
10. Переделал. Вроде норм. Ослабил. [↑](#footnote-ref-10)
11. Эта абилка получается слабоватая [↑](#footnote-ref-11)
12. Усилил. [↑](#footnote-ref-12)
13. Это свойство архетипа должно существенно влиять на повышение урона персонажа. [↑](#footnote-ref-13)
14. Не нравитяс [↑](#footnote-ref-14)
15. В концепцию живучего гада эта фича прекрасно ложится. [↑](#footnote-ref-15)