

Scout (Ranger Archetype)

The archetypal scout is a master of swift movement and deadly precision. Lightly armored scouts make for frustratingly difficult moving targets while finding the perfect spot from which to unleash debilitating attacks. They are also undisputed masters of turning the terrain to their advantage by setting deadly snares and traps while nimbly side-stepping those set by their foes.

Fast Movement

When you adopt this archetype at third level, your movement speed increases by 10 feet when you are wearing light armor or no armor.

Skirmish

Also at 3rd level, you gain the ability to make the most of your agility, positioning yourself to make a single precise and deadly strike. As an action on any turn in which you move at least 10 feet, you can make a single skirmish attack with a melee or ranged weapon. If it hits, this attack does an additional 2d6 damage.

The additional damage increases to 3d6 at 7th level, to 4d6 at 11th level, to 5d6 at 15th level, and to 6d6 at 19th level.

Running Dodge

At 7th level, your mobility in combat makes you a difficult target. When you move at least 10 feet on your turn, you gain a +1 bonus to your armor class until your next turn. This bonus increases to +2 at 13th level and to +3 at 17th level.

Master of Snares

Beginning at 11th level, your awareness of the terrain around you makes you an expert at spotting hazards. You have a +5 bonus to your passive Wisdom (Perception) to spot traps in any of your favored terrains.

Additionally, whenever you set a hunting trap, add your Wisdom modifier to the DC to spot the trap, the trap's save DC, the DC of the Strength check to escape the trap, and to the trap's damage.

Running Defense

At 15th level, your mobility and superior reflexes make you almost impossible to hit. On any turn in which you move at least 10 feet, you can take the Dodge action as a bonus action. You may use this feature a number of times equal to your Wisdom modifier (minimum once), and you regain any expended uses when you take a short or long rest.