Ranger Rework

By: Jason Wolf

Brewer's note: *headings marked in* **RED***, indicate incomplete sections which are still in earlier stages of development.*

Core tenants:

1. The ranger is the most adaptable class. They have a variety of options as well as the ability to draw on new experiences to get the upper hand.

2. The ranger is in tune with nature by observation and use, not by magic. While some rangers may be more inclined towards druidic magic, it is not the source of their power.

3. The ranger's specialist role is filled slightly through his skills, a strong base knowledge of nature, but mainly through its subclass features which determine its specialized field.

Inspirations and Examples

Example characters:

- Geralt of Rivia, the witcher is a quintessential ranger type. A highly trained guild of hunters who wander the wilderness equally protecting man from the wilds and the wilds from man. The monster hunter archetype presented here is heavily based on them.

- Legolas, The classic elf ranger. Master of the bow, but handy with twin blades. Legolas is an old standby.

- Aragorn, despite the debate I firmly come down on Aragorn being a ranger fighter multiclass. He primarily functions as a wilderness guardian with a basic set of traveling skills. Later he leans more into fighter as he goes towards being a king and marshal.

- Link, the sheer versatility of Link throughout the legend of zelda games is what puts him on my ranger list. He is able to use a bunch of very strange tools to solve problems and adapt to some very strange locations. He may be most

famously seen as a sword and board combatant, but he's far from limited to it.

- Halt (Ranger's Apprentice), It shouldn't be surprising that a series called Ranger's apprentice would be an example here. Halt and the rangers of that series are an excellent example of the ranger's role in the world, especially politically, and in a party. They're specialists dealing in espionage, information gathering, sabotage, and survival allowing them to work in situations far beyond normal folk. A rogue may excell in a city, but what about the enemy fort in the middle of nowhere?

- The Lone Ranger, often it's forgotten that rangers existed into the modern era. The lone ranger, along with many seen in wild west fiction, are great examples of the ranger in a different setting. They are lawmen on the frontier. While a normal sheriff or soldier might be more towards a fighter being capable combatants, they lack the roving and detached nature of a ranger.

  Historic examples: Yeomen (medieval game wardens), U.S. Marshals, military scouts, special forces units,

---

Change Log:

3/24, v.02:
- Technique dice updated on leveling chart
- Subclass Techniques section added. More techniques to come.
- Some Techniques updated
- New lvl 14 feature
- Added Optional brews. These are from my other homebrew content that goes well with this, but aren't considered part of the class itself.
- Added an additional fighting style.

4/26, v.03:
- Added Wrangler subclass, a subclass inspired by Steve Irwin with pointing and grappling. Very early version.
- Added Beastmaster techniques.
- Beastmaster feature updates, considered complete for now.
- Formatting updates for clarity.
- Lvl 14 feature being reworked

4/16/28, v.04:
- Moved hunter's quarry to hunter subclass

- New cornerstone:

6/29/24
- Extra attack moved earlier.
- Lvl 10, 11, 12, 13 moved up by 1.
- New lvl 14 feature
- Removed hunter's quarry
- Updated monster hunter

7/10/24
- Added Inquisitor subclass

Beginning Stats:

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: Strength, Dexterity
Skills: Choose three from Animal Handling, Athletics, Acrobatics, Insight, Investigation, Nature, Perception, Stealth, and Survival

---

Standard Level progression

Ranger Level	Prof.	Features	Technique

			Dice
1	2	Land Trek, Nature’s Versatility	2+wis
2	2	Fighting Style, Press the advantage	2+wis
3	2	Ranger Subclass	2+wis
4	2	Ability Score Increase (ASI), Quarry Upgrade	2+wis
5	3	Extra Attack, Slither	3+wis
6	3	Ability Score Increase (ASI), Subclass Feature	3+wis
7	3	Versatility Upgrade	6+wis
8	3	Ability Score Increase (ASI), New Frontiers	6+wis
9	4	Subclass Feature	8+wis
10	4	Quarry Upgrade	8+wis
11	4	Versatility Upgrade	8+2x wis
12	4	Extra Attack 2	8+2x wis
13	5	Subclass Feature	10+2x wis
14	5	World Weary	10+2x wis
15	5	Ability Score Increase (ASI)	10+2x wis
16	5	Versatility Upgrade	10+2x wis
17	6	Subclass Feature Capstone	12+2x wis
18	6	Stem The Tide	12+2x wis
19	6	Ability Score Increase (ASI)	12+2x wis
20	6	Fated Finale, Perfected Technique	12+2x wis

Multiclassing:

To multiclass into Ranger you require 13 dex and 13 wisdom. If you multiclass into ranger you do not add your proficiency mod to your number of prepared Nature's Versatility techniques nor your technique dice (until 7th level, but do not multiply it by 2).

Lvl 1:

Nature’s Lexicon:

“Life is the journey, Death is the destination”

Rangers gather and collect knowledge on monsters/creatures, animals/plants, environments, and other natural phenomena (ex storms or a volcano) which gives them an edge in dealing with them. A ranger may reference this knowledge during a long rest to gain benefits based on the topic. They may gain benefits against options equal to their wisdom mod. You start with knowledge on five topics. You gain an additional two knowledge when you level up. You may also research knowledge from interacting with the topic or buying information from other professionals..

Monster/Creature: You gain advantage on checks to track the creature and knowledge checks about them, and you know their weaknesses, resistances, and immunities.

Research by examining corpses or observing over time.

Animal/Plants: You have advantage on survival and nature checks involving this animal or plant.

Research by harvesting and processing.

Environment: You can ignore natural difficult terrain and you can't lose your sense of direction, always know which way is north, automatically recognize any natural location you've seen within 1 week and can always backtrack your steps, unless the way is obscured by magic.

Research by spending time in the environment.

Phenomena: You have advantage on saves made against the phenomena and do not suffer passive negative effects of them.

Research by enduring phenomena and making saves against them.

Brewer's note: DMs should determine how much time is needed to gain additional knowledge based on campaign length, usage of the topic, and the danger/challenge the player goes through to gain the knowledge.

Nature's Versatility:

Technique Dice per Level																			
Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Formula	Prof + Wis	Prof + Wis	Prof + Wis	Prof + Wis	Prof + Wis	Prof + Wis	2x Prof + Wis	2x Prof + Wis	2x Prof + Wis	2x Prof + Wis	2x Prof + Wis	2x Prof + Wis	2x Prof + Wis	2x Prof + Wis	2x Prof + Wis	2x Prof + 2x Wis	2x Prof + 2x Wis	2x Prof + 2x Wis	2x Prof + 2x Wis	2x Prof + 2x Wis

Your experiences as a ranger have taught you a variety of techniques. These draw from your martial training, natural inspirations, and the monsters you've fought.

During a long rest you may prepare up to your Proficiency Bonus + Wisdom mod number Techniques from the list below. During a short rest you may exchange techniques up to your remaining number of dice.

You gain a pool of d6s which can be burned to use a technique. At later levels you will gain more dice and the ability to roll additional d6s when using an ability.

Technique Save DC: 8 + Proficiency Bonus + Wisdom

- At level 7 you may use 2d6 on a technique, and you may add twice your proficiency mod to your number of technique dice.
- At level 11 you regain 3 technique dice on short rest.
- At level 16 you may use 3d6 on a technique, and you may add twice your wisdom mod to your number of technique dice.

Brewer's Note: This should start players with an average of 4-5 dice at lvl 1, and progress to an average around 16-20 up to a max around 22 at level 20. As well you may choose to use this system more like prepared spellcasting instead of picking how many uses of each technique. This will increase power for the ranger, but also reduces bookkeeping.

Lvl 2:

Fighting Style

- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Blind Fighting.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Druidic Warrior.** You learn two cantrips of your choice from the Druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the Druid spell list.
- **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.
- **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.
- **Scrappy.** You gain proficiency with improvised weapons. All improvised weapons gain the finesse trait, and tiny objects used as improvised weapons gain the light trait.

Press the advantage

Nature is unrelenting, you must take every advantage you can find. When you gain multiple sources of advantage you may add +1 to the check for each source of advantage beyond the first.

Lvl 3:

Subclass Feature:

- At 3rd level, you choose to emulate the ideals and training of a ranger conclave. Your choice grants you features at 3rd level and again at 6th, 9th, 13th, and 17th level.

Lvl 4:

Ability Score Increase (ASI)

- When you reach 4th level, and again at 6th, 8th, 12th, 15th, 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.
-

Lvl 5:

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 14th level in this class.

Slither:

- When moving through a natural environment you may drop prone and make a hide action as if in full cover. You may continue moving while hidden as long as you remain in full cover. You can hide in dense brush, cover yourself in sand or snow, or use other camouflaging techniques to become undetectable by non-magical vision alone. Creatures who attempt to detect you with sound receive -2 to the check for every five feet between you and them. Taking any Actions or bonus actions ends this feature.

  You may use this feature proficiency bonus times per long rest.

Optional Brew:

Extra Reaction: When you gain a level of extra attack, you gain an additional reaction.

Brewer's notes: Taken from my martial overhaul. This gives martials more map control, chances

for cool counters, and improves their quick adaptability while casters have single big actions in their spells.

Lvl 6:

Ability Score Increase (ASI)

- When you reach 4th level, and again at 6th, 8th, 12th, 15th, 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.

Subclass Feature

- At 3rd level, you choose to emulate the ideals and training of a ranger conclave. Your choice grants you features at 3rd level and again at 6th, 9th, 13th, and 17th level.

Lvl 7:

Nature’s Versatility Upgrade

- You may roll up to two dice when using a technique.
- You may add double your proficiency modifier when determining your number of technique dice.

Lvl 8:

Ability Score Increase (ASI)

- When you reach 4th level, and again at 6th, 8th, 12th, 15th, 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.

New Frontiers:

- You gain a swim and climb speed equal to your walking speed. If you already have a climb or swim speed, that speed increases by 10. Your Long jump and High jump are doubled.

Lvl 9:

Subclass Feature

- At 3rd level, you choose to emulate the ideals and training of a ranger conclave. Your choice grants you features at 3rd level and again at 6th, 9th, 13th, and 17th level.

Lvl 10:

Nature’s Versatility:

- You regain 3 technique dice on short rest. This feature cannot be used again until you take a long rest.
- You may exchange any number of prepared techniques during a short rest.

Lvl 11:

Ability Score Increase (ASI)

When you reach 4th level, and again at 6th, 8th, 12th, 15th, 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.

Lvl 12:

Extra Attack 2

- Beginning at 14th level, you can attack thrice, instead of twice, whenever you take the Attack action on your turn.

Optional Brew:

Extra Reaction: When you gain a level of extra attack, you gain an additional reaction.

Lvl 13:

Subclass Feature

- At 3rd level, you choose to emulate the ideals and training of a ranger conclave. Your choice grants you features at 3rd level and again at 6th, 9th, 13th, and 17th level.

Lvl 14:

World Weary:

“You’ve seen it all before, just makes it all the more special when you get to see it again. An old forest is like an old friend.”

- You cannot be surprised.
- Your passive perception increases by two.
- You gain expertise in a skill of your choice.
- You gain a language of your choice.
- Whenever you end a short rest you may reduce your exhaustion level by one.

Advanced Lexicon:

You can apply your collected knowledge even more acutely. All knowledge checks made on your current topics are made at advantage.

Lvl 15:

Ability Score Increase (ASI)

- When you reach 4th level, and again at 6th, 8th, 12th, 15th, 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.

Lvl 16:

Nature’s Versatility:

- You may roll up to three dice when using a technique.
- You may add double your wisdom modifier when determining your number of technique dice.

Lvl 17:

Subclass Feature

- At 3rd level, you choose to emulate the ideals and training of a ranger conclave. Your choice grants you features at 3rd level and again at 6th, 9th, 13th, and 17th level.

Lvl 18:

Stem the Tide:

You stand to stem the tide. Choose one of the following:

- **Sentinel Oak:** When you use Attack of Opportunity Reaction you may target one additional creature in melee weapon range and make an attack against them in addition to the original target. Gain temporary HP equal to total damage dealt to both creatures. You may use this feature proficiency number of times per long rest.

- **Precipice Guardian:** You may use your Attack of Opportunity Reaction using a ranged weapon when a creature moves more than ten feet towards you. On hit, the creature must make a strength save against your class DC or become restrained, on save the creature has their speed reduced by fifteen or half their total speed, whichever is more, until the end of their next turn. The strength save can be remade at the end of each of the creature's turn to end the restrained condition. You may use this feature proficiency number of times per long rest.

Lvl 19:

Ability Score Increase (ASI)

- When you reach 4th level, and again at 6th, 8th, 12th, 15th, 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.

Lvl 20:

Fated Finale:

- As a bonus action you may select a single specific creature you can see and designate them to fall by your hand even if it's the last thing you do. Every time you land an attack you add an additional weapon damage die(dice) to subsequent attacks until you miss. This effect stacks up to four times.

When a creature is killed while using this feature you regain hit points equal to your last attack against it, and cannot use the feature again for 1 week.

Perfected Technique:

- You may use any number of your available technique dice when using a technique.

Nature's Versatility Techniques:

Brewer's note: *More techniques to come, I see this as something to steadily expand overtime the same as spell lists or maneuvers.*

Archery Focused:

- **Thread the Needle:** *"Pinpoint accuracy is not an exaggeration for a ranger."* On your next attack, you ignore **crowding*** and prone, and can shoot through any gap at least 1 inch in width and height. If you hit, you add the technique dice to the attack's damage roll. This technique replaces one attack for the purposes of multiattack.

  *Crowding: Cover provided by creatures.

- **Ricochet**: *"Sometimes you just have to take the scenic route."* Choose a point on a solid surface in range of your attack. You may ricochet your arrow off that point giving it 30 feet range in any direction from that point. If you hit, you add the technique dice to the attack's damage roll. This technique replaces one attack for the purposes of multiattack. For each additional die used, you may add another ricochet point.

- **Piercing Quill:** *“Sometimes you just have to take the direct route.”* Designate a straight line originating from you going to your max weapon range and make a ranged weapon attack. This attack pierces 2 + the number of technique dice used. The attack pierces targets that would be hit by the attack roll. If you hit, you add the technique dice to the attack's damage roll. This technique replaces one attack for the purposes of multiattack.

Dual Wield Focused:

- **Watch the Birdie:** "*Keep your eyes on the knife*." When you activate this technique, using dual wielded weapons you distract the opponent with your first melee attack made against them, reducing their AC by 2 until the end of your turn. If you hit, you add the technique dice to the attack's damage roll. This technique replaces one attack for the purposes of multiattack.

- **Sabre Fangs:** *"Your weapons are your fangs. Pounce and go for the kill."* Strike with both weapons at once. You make a special melee weapon attack using your strength or dex and add your proficiency. On hit, roll the damage dice for both of the weapons you are wielding, and your weapon attacking mod once, and add your technique dice. This technique replaces one attack for the purposes of multiattack.

- **Cyclone strike:** *“The wind cuts like razors, the razors cut like the wind.”* You swiftly swing your dual weapons around you. Roll an attack, for each creature within 5 feet. (including allied creatures). On hit, roll both weapon dice (if you have the dual wielder feat add your mod) and then half the total.

Other Melee Focused:

- **Timber!:** *“Chop chop!”* You make a melee weapon attack and attempt to knock the enemy prone. If you hit, you add the technique dice to the attack's damage roll. The target must make a Strength saving throw. On a failed save, you knock the target prone. They take an additional 1d6 bludgeoning damage for every size category above medium.

- **Wolf’s Strike:** *“I believe in the sword.”* Swinging your weapon in fluid long arcs lets you exert a greater pressure on your foes. You may shift up to 5 ft, which cannot trigger AoOs, and make a melee weapon attack. Add your technique dice to the attack roll. In addition, for turns equal to the number of technique dice used you are immune to flanking and pack tactics.

- **Rock Cracker:** *“Geology is the study of pressure and time.”* Even solid stone has its faults, now you work to expose weaknesses in your target. Make a weapon attack and

add your technique die to the attack roll. On hit the target has disadvantage on saving throws until the start of your next turn.

Utility Focused:

- **Wait, Look!:** *"There, right there!"* When you make a Perception or survival check to spot: tracks, animals, plants, or traps, you can expend Technique Dice and add the total to the ability check.

- **Build the Nest:** *"Home is where the hunt is."* Using natural materials you construct a hiding spot large enough for you to comfortably rest in. When you make a Stealth check to hide in the cover, you can expend Technique Dice and add twice the total to the ability check. This stealth check may be maintained even while unconscious. You may allow another creature of equal or smaller size to hide in the cover instead. The cover breaks down after 1 hour if 1 technique dice is used, and 8 hours if 2 or more are used.

- **The Hunt is On:** *"Predator and Prey. The cycle of life."* When traveling through the wilderness you may make a Survival (Wisdom) check and add your Technique Dice. DC 5 Abundant wilderness, DC 10 Normal wilderness, DC 15 Sparse wilderness, DC 20 Barren wilderness. You spend half an hour searching, and on a success you find a weight of food or gallons of water equal to your technique dice result. You may divide the result as you see fit between food and water. IE if you roll a 3, you could find 1 lb of food and 2 gallons of water.

Tank/Sustain Focused:

- **Take Root:** *"Stand tall like the mighty oaks*." As a reaction to being targeted by an attack or spell or making a save against a spell, When you use this technique until the end of your next turn, you cannot be moved against your will except by a creature two size categories larger than you and can add technique dice to your AC for the next attack made against you.

- **Field Medicine**: *"Nature is The Cure."* You provide medical care to quickly get someone back up on their feet. As an action, the creature regains HP equal to Xd6 + your wis mod. (X is the number of technique dice used).

- **Escape Plan:** "Always know your escape routes." As a bonus action roll your technique dice, you gain movespeed equal to 5 x the result. For each die used you gain disengage for that many rounds.

Wild Card:

- **Pouch of Sand**: *"Even the sand of your pocket is a weapon."* You may make a Special Ranged Weapon attack using your Dexterity or Strength with range equal to five times to the modifier you used. On hit, the target takes damage equal to your technique dice and is blinded for a number of rounds equal to the number of technique dice used.

- **Enter The Beast's Den**: *"Abandon all hope, ye who enter here."* When making an attack from concealment, after the attack you may take a free hide action assuming there is still usable cover and add your technique dice to your stealth check. If you successfully hide, creature's who attempted to spot you do not recognize where you have hidden.

- **Bare Your Fangs**: *"We all come from beasts, embrace your heritage."* As a bonus action, target 2 + the number of technique dice you used and make an Intimidation check, adding your technique dice, contested by their Wisdom Save. If you pass, the targets are frightened until the end of its next turn.

- **Hamstrung:** "Harry them, break their charge, then cut them down." Make a Weapon attack. On hit, the target must make a dexterity save against your technique DC. The creature is slowed by your technique dice x 5, on a save this amount is halved.

Available after lvl 7

- **Snap Judgment**: When you would normally be surprised (or negate surprise because of your other features) you may use your reaction to make an attack against a target that attempted to surprise you. If you hit, you add the technique dice to the attack's damage roll.

- **Defensive Reflex:** When making a dexterity save, you may add your technique dice. If you surpass the check DC by 10 you ignore all negative effects. If you pass the DC by 20 you regain 1 technique die.

Available after lvl 11

Skills with an * cannot be selected at the same time.

- **Volley*:** You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must

have ammunition for each target, as normal, and you make a separate attack roll for each target. Add 1 to your attack's to hit for every technique die used.

- **Whirlwind attack*:** You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target. Add 1 to your attack's to hit for every technique die used.

- **Storm's Wake*:** As an action move up to 30 feet to a target and make a melee attack against them. You may repeat this action up to eight times selecting a new target each time. Add 1 to your attack's to hit for every technique die used.

Available after lvl 15

Skills with an * cannot be selected at the same time.

-

Subclasses

- **Beastmaster:** Command a loyal beast to aid you

- **Monster Hunter:** Become he who slays monsters.

- **Drake Warden:** Dragons stand apart as an ultimate force of Nature. You have become the keeper of draconic power, with a loyal drake as your ward.

- **Inquisitor:** Magic is an all encompassing danger. It is a wild frontier like no other. Fight the endless war to contain it and stop those who would abuse such power.

- **Frontiersman:** You didn't become a ranger to protect nature, but to protect others from it. You specialize in cutting through untamed wilderness and exploiting natural resources

- **Druidic Sentry:** Some Rangers and druids find their work overlapping and choose to work together to better serve the will of Nature.

- **Arcane Archer:** This subclass puts the range in ranger choosing to focus heavily on the bow and using special arrows to take down their foes.

- **Forester:** Use your extensive knowledge of nature to aid your allies and turn the tide on your enemies

- **Wrangler:** A ranger who gets into the thick of things, wrestling beasts, and diving into danger.

Beast Master

Level	Feature	Resource 1	Resource 2
3	Beastmaster		
6	New Tricks		
9	Bestial Fury		
13	Old Beast, New Tricks		
17	Nature's Envoy		

Subclass techniques:

- **Ol' 1 2:** *"Sicc em"* As a bonus action you can command your pet to time its attack with yours. Before you've used your Attack action, your pet attacks and draws the target's attention giving you advantage on your next attack against them until the end of your turn.

- **Tracker's Talent:** *"What's that girl? Timmy's stuck in the well?"* Beast's senses often are far keener than a person's, you may expend a technique dice and have your pet make a perception, investigation, or insight check using its wisdom and add the result of the technique dice to the check. Anything found this way is

made clear to the ranger so they understand what was discovered fully.

- **Rescue Pet:** *“Did I save them, or did they save me?”* If you are ever unconscious your beast may expend one of your technique die to use the **Field Medicine** technique on you, restoring 1 HP and granting temporary HP equal to 1d6 + their wisdom mod.

Available at lvl 13:

- **Test:** test

Lvl 3: Beast Companion:

You have coaxed a beast into your service. This creature serves you willingly and will not disobey an order within reason.

You may select any beast with a CR of 1/4th or less. It loses multiattack if it has it nor can it use any features that trigger a second attack.

The beast acts after you in the initiative. It may move freely or be directed to move on its turn with a free action. If given no orders it takes the dodge action. It can be commanded to act as a bonus action, it will repeat this order until given a new one or the task is complete. You may give a specific command for its actions or you can issue a general command, such as to guard a particular chamber or corridor.

Add your proficiency bonus to the beast’s AC, attack rolls, damage rolls, and saving throws, as well as to any skills it is proficient in. Its hit point maximum equals its normal maximum or five times your ranger level, whichever is higher. Like any creature, the beast can spend Hit Dice during a short rest.

The CR of the creature you may have tamed increases by 1 level (¼, ½, 1, 2, 3, 4) every third level of ranger. You may instead revise the stats of the creature you currently have to that of another creature at that higher CR. At twentieth level you have no restriction on the CR of beast you may tame, but must gain DM approval for creatures above CR 4.

You may instead use the rules found in Tasha's to create a baseline creature.

Lvl 6: New Tricks:

Beginning at 6th level, on any of your turns when your beast companion doesn’t attack, you can use a free action to command the beast to take the Dash, Disengage, or item interaction action on its turn. If your beast is wearing any magic items, its attacks now count as magical for the

purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Brewer's Note: The requirement for the beast to have a magic item to deal magic damage does put the onus on the DM to provide one, but I see this as no different from any other class wanting cool magic items for their build.Giving magic items that work for the Ranger's pet also helps to make the pet actually feel like an important part of the team rather than an expendable bag of hit points.

Lvl 9: Bestial Fury:

Starting at 9th level, your beast now may use its multiattack feature if it has one. It also may use features that trigger a second attack.

They Bite.

If you or your beast companion are targeted by an attack by a creature within 5 ft. Of your beast, your beast may use their reaction to make an attack of opportunity against the attacker.

In addition to the attack's normal effects, if the attack hits the target gets disadvantage on their next attack roll.

Lvl 13: Shared Vigor.

You and your pet push each other to keep going. Whenever you regain hp, your pet regains half the hp you gained. Whenever your pet regains hp, you gain hp equal to half of the hp they gained. This effect does not trigger itself.

Lvl 17: Undying Loyalty.

Your pet has become undyingly loyal. Whenever it is reduced to 0 health points it instead is set to 1 hit point and ends any ongoing negative effects on itself. If it is reduced to 0 hp again within an hour it goes unconscious, but does not die and does not need to make any death saving throws.

Additionally it gains the following benefits:

- Your beast is immune to frightened, charmed, and mind control.
- Your beast gains Evasion.
- Your beast's keen sense lets them detect invisible creatures and illusions, and your pet ignores their effects.

A Ranger and their Pet:

You and your pet have a bond deep as the oceans. You and your beast are so in sync that they no longer need verbal commands to be given order. Instead they can read your body language and act accordingly. You may now command your pet as a free action, it still has the same limitations on its number of actions.

In addition, you and your pet bring out the best in each other. While you and your pet are conscious you may freely benefit from the help action on skill checks. If either of you is unconscious the other gains +2 to hit and reduce all damage taken by five.

Monster Hunter

Level	Feature	Resource 1	Resource 2
3	Hunter's Lexicon, Hunter's Toxins	Prof + Wis	
6			
9	Improved Toxins		
13	Always on the Hunt		
17			

Subclass techniques:

- **Monster Bane:** *"Silver for monsters"* As a free action you may coat your weapon in a dose of your hunter's toxin. You may add your technique die to your next attack roll.
- **Blank**
- **Blank**

Available at lvl 13:

- **Test:** test

Lvl 3: Hunter’s Lexicon

A hunter focuses their knowledge even more deeply on monsters. When memorizing knowledge about a monster type with your Nature’s Lexicon feature you gain these additional benefits against them.

- Once per round you may reduce damage from an attack made by the creature by 1d4.
- Once per round you may deal an additional 1d4 damage to the creature hit by your attack.
- Once per round you may add 1d4 to a saving throw caused by the creature.

Hunter's Toxins:

Everything is weak to something, and you've learned how to distill it.

During a long rest you may produce doses of Hunter's Toxins equal to your proficiency bonus + Wisdom modifier. When applied to a weapon it deals damage as if the creature is vulnerable to the attack. This ignores any normal resistances they have to your damage type. The toxin wears off when combat ends.

Lvl 6: Slayer’s Lexicon

Your dice from hunter’s lexicon increase to 2d4.

In addition once per round you may increase your attack roll by 2d4.

Lvl 9: Improved Hunter’s Toxins

When you hit a creature with a hunter’s toxin that matches their creature type they gain the Addled condition. While Addled the creature must make a constitution saving throw before using any unique active feature (DC your wis+prof+8). If the creature fails the saving throw the unique feature fails and the addled condition ends. If the creature succeeded, the feature is used as normal but the addled condition remains.

Lvl 13: Always on the Hunt

You have spent so long hunting some monsters that you are considered a master at fighting them. You gain four additional monsters to your Nature’s Lexicon.

Your dice from hunter’s lexicon increase to 3d4.

Lvl 17: Die, Monster!

You have become what the monsters fear. Hunt them to extinction. Select a monster from your Nature's Lexicon, for the next week you have advantage on all checks involving that creature type. You may select a new creature type after the effect ends.

Drake Warden

Level	Feature	Resource 1	Resource 2
3	Drake Warden	2 technique dice to resummon	
6	Bond of Fang and Scale		
9	Drake's Breath	4 technique dice to recast	
13	Perfected Bond		
17	Dragon Chosen		

Subclass techniques:

- **Blank**
- **Blank**
- **Blank**

Available at lvl 13:

- **Test:** test

Lvl 3: Drake Companion

At 3rd level, as an action, you can magically summon the drake that is bound to you. It appears in an unoccupied space of your choice within 30 feet of you.

The drake is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Drake Companion stat block, which uses your proficiency bonus (PB) in several places. Whenever you summon the drake, choose a damage type listed in its Draconic Essence trait. You can determine the cosmetic characteristics of the drake, within the bounds of that species of drake.

In combat, the drake shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the drake can take any action of its choice, not just Dodge.

The drake remains until it is reduced to 0 hit points, until you use this feature to summon the drake again, or until you die. Anything the drake was wearing or carrying is left behind when the drake vanishes.

Once you summon the drake, you can't do so again until you finish a long rest, unless you expend two technique dice or a spell slot of 1st level or higher to summon it.

Drake Companion

Small dragon

Statistics

Armor Class: 14 + PB (natural armor)

Hit Points: 5 + five times your ranger level (the drake has a number of hit dice [d10s] equal to your ranger level)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (−1)	14 (+2)	8 (−1)

Saving Throws: Dex +1 plus PB, Wis +2 plus PB

Damage Immunities: determined by the drake's Draconic Essence trait

Senses: darkvision 60 ft., passive Perception 12

Languages: Draconic,understands one language of their ranger's choice.

Challenge: Proficiency Bonus (PB) equals your bonus

Features

- **Draconic Essence:** When you summon the drake, choose a damage type: acid, cold, fire, lightning, or poison. The chosen type determines the drake's damage immunity and the damage of its Infused Strikes trait.

Actions

- **Bite.** Melee Weapon Attack: +3 plus PB to hit, reach 5 ft., one target. Hit: 1d6 plus PB piercing damage.

Reactions

- **Infused Strikes.** When another creature within 30 feet of the drake that it can see hits a target with a weapon attack, the drake infuses the strike with its essence, causing the target to take an extra 1d6 damage of the type determined by its Draconic Essence.

Lvl 6: Bond of Fang and Scale

At 7th level the bond you share with your drake intensifies, protecting you and stoking the drake's fury. When you summon your drake, it grows wings on its back and gains a flying speed equal to its walking speed.

In addition, while your drake is summoned, you and the drake gain the following benefits:

- **Drake Mount.** The drake grows to Medium size. Reflecting your special bond, you can use the drake as a mount if your size is Medium or smaller. While you are riding your drake, it can't use the flying speed of this feature.

- **Magic Fang.** The drake's Bite attack deals an extra 1d6 damage of the type chosen for the drake's Draconic Essence.

- **Resistance.** You gain resistance to the damage type chosen for the drake's Draconic Essence.

Lvl 9: Drake's Breath

At 9th level, as an action, you can exhale a 30-foot cone of damaging breath or cause your drake to exhale it. Choose acid, cold, fire, lightning, or poison damage (your choice doesn't have to match your drake's Draconic Essence). Each creature in the cone must make a Dexterity saving throw against your spell save DC, taking 6d6 damage on a failed save, or half as much damage on a successful one.

This damage increases to 10d6 and again to 14d6 when you reach 13th and 17th level in this class respectively.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 3rd level or higher to use it again.

Draconic Magic:

You gain access to the following spells. They may be cast by your or your drake. Instead of spell slots you cast them using your technique dice requiring dice equal to the spell level. These spells cannot be upcast past a 3rd level spell slot until level 13 when you can upcast to 4th level, and 5th level spell slots at level 17. At level 20 you may upcast to 9th level.

Dragons breath, Ashardalon's stride, Rime's Binding Ice, chromatic orb*.

*You ignore the material cost of this spell, but the orb will match the type chosen in your draconic essence.

Lvl 13: Empowered Bond

At 13th level, your bond to your drake reaches a whole new level. While your drake is summoned, you and the drake gain the following benefits:

- **Empowered Bite.** The drake's Bite attack deals an extra 1d6 damage of the type chosen for its Draconic Essence (for a total of 2d6 extra damage).

- **Large Drake**. The drake grows to Large size. When you ride your drake, it is no longer prohibited from using the flying speed of Bond of Fang and Scale.

- **Reflexive Resistance.** When either you or the drake takes damage while you're within 30 feet of each other, you can use your reaction to give yourself or the drake resistance to that instance of damage. You can use this reaction a number

of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

LVl 17: Dragon Chosen

At 17th level, you and your drake have ascended to your ultimate potential.

- **True Dragon:** The drake is now considered a true dragon and gains: 30 ft. Blindsight and 10 ft. reach on its bite attack.
- **Dragonrider:** When you ride your drake companion, you cannot be dismounted against your will while you or your drake are conscious.
- **Bonded Immunity:** You gain immunity to the damage type chosen for the drake's Draconic Essence.

Inquisitor (Silencer)

Level	Feature	Resource 1	Resource 2
3	Hum of Magic		
6	Forbidden Knowledge		
9	Anti-Magic Weapon		
13	Anti-Mage Tactics		
17	Dauntless		

Subclass techniques:

- **Flash powder**: a special blend of ground minerals explodes into a flash of light disorienting spellcasters. As an action throw a pouch of flash powder on the

ground. In a five foot radius casters concentrating on a spell must make a DC 10+your technique dice Con check to maintain concentration.

- **Shut up**: a quick strike to the throat keeps casters from uttering their foul words.

  Make a special melee attack at disadvantage. If you hit the target is unable to speak for the next round including verbal components of spells. You deal damage equal to your technique dice + your attacking mod.

  Every technique die you use increases your to hit by 2.

- **Find Magic**: you may make an investigation check + your technique dice to look for signs of magic use. DC equals 10 + the level of the spell cast or the CR of the creature whichever is higher. If you succeed you know what spells have been cast in the immediate area within the last day.

Available at lvl 13:

- **Test:** test

Lvl 3: Hum of Magic

You are instantly aware of a spell being cast within 60 ft of you. You do not know the source or what spell is being cast.

If the spell is targeting you, you have advantage on the save made against it or the spell attack has disadvantage against you. This feature only activates on the first spell cast against you by that creature.

This effect always works against magical traps.

Lvl 6: Forbidden Knowledge

Inquisitors are cursed to know the ways of magic.

Gain expertise in Arcana. You can decipher spellbooks to know what spells are in them. You can also completely identify a number of scrolls, potions, and common and uncommon magic items during a short rest equal to your wisdom mod.

You may take two additional topics of knowledge for your Nature’s Lexicon.

Lvl 9: Anti-Magic Weapon

Using magic absorbing materials you can cause your weapon to become anti-magical. This anti-magic weapon ignores resistance to non-magic weapons and ignores spell effects that increase the opponents AC, give temporary hit points, or grant resistances/immunities.

The weapon also gains a +1. This increases to a +3 when attacking a creature who cast a spell or used a magical ability since your last turn.

At level 15 the base bonus increases to +2. At level 20 it increases to +3.

Lvl 13: Anti-Mage Tactics

At 13th level, you gain the ability to counterattack those using magic. When you see a creature using one of their features within 60 feet of you, you can use your reaction to dash up to 60 feet and/or make an attack of opportunity against them. If the attack hits, the creature must succeed on a Wisdom saving throw against 8 + your proficiency mod + your wisdom mod, or its feature fails and is wasted.

You may use this feature a number of times equal to half your proficiency modifier rounded down, regain all uses when you finish a short or long rest.

Lvl 17: Dauntless

The heretics shall not pull you off the righteous path.

You gain immunity to charm, sleep, and frightened.

You have advantage on all saving throws against magical effects. Spell attacks have disadvantage against you

---

Druidic Sentry

Level	Feature	Resource 1	Resource 2
3	Druidic Sentry		

6	Martial Magics		
9	Magic Technique	1 tech die per spell level	
13	Inner Circle		
17	One With Nature		

Subclass techniques:

- Blank
- Blank
- Blank

Spells Known	Spells Known	1st	2nd	3rd	4th	5th
3rd	3	3	-	-	-	-
4th	3	3	-	-	-	-
5th	4	4	2	-	-	-
6th	4	4	2	-	-	-
7th	5	4	3	-	-	-
8th	5	4	3	-	-	-
9th	6	4	3	2	-	-

10th	**6**	**4**	**3**	**2**	**-**	**-**
11th	**7**	**4**	**3**	**3**	**-**	**-**
12th	**7**	**4**	**3**	**3**	**-**	**-**
13th	**8**	**4**	**3**	**3**	**1**	**-**
14th	**8**	**4**	**3**	**3**	**1**	**-**
15th	**9**	**4**	**3**	**3**	**2**	**-**
16th	**9**	**4**	**3**	**3**	**2**	**-**
17th	**10**	**4**	**3**	**3**	**3**	**1**
18th	**10**	**4**	**3**	**3**	**3**	**1**
19th	**11**	**4**	**3**	**3**	**3**	**2**
20th	**11**	**4**	**3**	**3**	**3**	**2**

Lvl 3: Druidic Spellcasting

Your alliance with the druids has granted you access to some of their magics. You gain access to the Updated Ranger spell list.

Brewer's Note: This list will largely be a druid list with some of the core-most ranger spells kept.

Lvl 6: Martial Magics

As part of your multiattack, you may replace one of your attacks with a cantrip.

Lvl 9: Magic Technique

Your techniques count as magical for the purposes of overcoming resistance even if you do not use a magic weapon to use them.

Once per long rest you may trade technique dice to regain a spent spell slot. You regain a spell slot of level equal to the number of technique dice spent.

Lvl 13: Inner Circle

You have reached the inner circle of druids and gain access to druidic secrets. You may speak with animals as though you share a language, you may enter a druidic grove unimpeded, and you gain advantage on concentration checks, if you already have advantage on concentration checks you gain a plus 2 to them.

Lvl 17: One With Nature

You have reached harmony with nature. While in natural environment you gain blindsight and truesight out to 120 feet. Any beast native to that environment looks upon you favorably and considers themselves your allies. They will assist in any reasonable way they can, excluding combat, without any additional prompting. You may attempt to persuade them to aid in combat as with any NPC.

In addition you may cast "Summon animals" for free at 8th level once a day.

Arcane Archer

Level	Feature	Resource 1	Resource 2
3	**Forester's Fletching** **Spell Sniper**		

6	**Arcane Shot** **Elemental Arrows**	**PB Arrows** **1 dice to 1 arrow**	
9	**Improved Arcane Shot**		
13	**Improved Spell Sniper**		
17	**Arrow of Annihilation**		

Subclass techniques:

- **Ethereal shot:** you briefly put your arrow into a higher plane of energy**.** It can phase through up to 1 foot of most materials. It can only go through a thin coating of lead and cannot go through an antimagic barrier or a force construct.
- **Blank**
- **Blank**

Lvl	**Can**	**L1**	**L2**	**L3**	**L4**	**L5**
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Level 3: Ranger’s War Magic

- **Foraged Fletching:** During your long rest while in a natural environment with access to wood, stones, and leaves or feathers you may produce 20 crude arrows. These arrows have the same effectiveness as normal arrows but no base sell price.

- **Spell Slinger**: When making a spell attack you may use your dexterity modifier for the attack roll. You gain spell casting from the abjuration and evocation schools. See chart for spell progression. Your bow may be used as a magic foci.

Lvl 6: Arcane Archer

- **Arcane Shot:** Your investigations into war magic have given you the ability to imbue your arrows with special magical effects. You get PB number of arrows prepared per short rest, you may use technique die to create an additional arrow for every dice used. All arcane shots replace one attack. You may only use one arcane shot per round.

- **Elemental Ammunition:** in addition to casting spells you have learned to imbue your arrows with magic. When making an attack with a ranged weapon you may change the weapon's damage to an elemental damage type. The ammunition is destroyed if used this way.

Lvl 9: Improved Spell Sniping

- When making a ranged spell attack you may increase the range of the spell up to the range of your weapon.

- You may add your wisdom mod to one instance of damage on your turn.

Lvl 13: Improved Arcane Shot

- Arcane shot damage doubles. (2dW)
- Additional Arcane Shots unlocked.
- You may fire two arcane shots per round.

Lvl 17: Arrow of Annihilation:

You have discovered a way to produce the most dangerous arrow known, and improved your other arrows to their best.

- Arcane shot base damage is tripled. (3dW)
- You may craft 1 Arrow of Annihilation perlong rest, and only carry 3 total. The arrow instantly kills any creature CR 10 or lower, does 10d10 damage to any creature above CR 10. If the arrow hits terrain it goes inert and can be recovered to fire again by the arcane archer who fired it.

ARCANE SHOTS:

- **Magic'd Missile:** does 1dW force damage and cannot miss. Is negated by the shield spell.
- **Firestarter:** does 1dW fire damage and lights the target on fire for turns equal to your proficiency mod, or until they douse the flames. They take 1d4 fire damage every turn they are on fire at the start of their turn. This can also light objects on fire.
- **Frosted Fletching:** 1dW cold damage and the target is frozen in place until the end of their next turn or until another creature uses their action to break the ice off or they take fire damage. They have vulnerability to fire while frozen like this.
- **Explosive Arrow:**
- **Rope Trap Arrow:**
- **Venom Arrow:**
-

Forester

Level	Feature	Resource 1	Resource 2
3	Forager		
6			
9	Forage Master		
13			
17	Seed of Life		

Subclass techniques:

- **Blank**
- **Blank**
- **Blank**

Lvl 3: Forager

You gain access to special forage tables. These special plants, mushrooms, and other resources provide special bonuses. The forage presented here does not refer to specific plants but to categories that should be found in all normal environments. You may forage specifically for one, or search randomly. Make a survival check and gain forage equal to your proficiency bonus. The forage goes off and rots after 24 hours if not consumed or preserved.

This feature may be used twice per long rest.

Your foraging options can be upgraded into salves, potions, etc starting at lvl 9

Herbal medicine:

You gain proficiency with either: herbalists kit or a healers kit.

Lvl 6:

Lvl 9: Forage Master

Forage Mastery: You can now use your forage ingredients to create potions, poultices, poisons, etc which enhance their effects. During a long rest you may convert two of the same forage ingrediants into one refined resource based on the table below.

Your foraging skills now extend to outer plains and alien worlds. You may find forage in any environment.

Horticulturalist:

You gain expertise with the tool that you selected at third level.

Lvl 13:

Lvl 17: Seed of Life

Nature has bequeathed to you a single tiny golden seed. As an action you may cast the seed to the ground and a Guardian Treant, see stats below, will grow there. The treant withers back to a seed after four hours, and cannot be summoned again until the seed has been bathed in sunlight for a week.

Guardian Treant

Huge plant

Armor Class: 14 + PB (natural armor)

Hit Points: 10 + 10 times your ranger level (the treant has a number of hit dice [d12s] equal to your ranger level)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8(-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Saving Throws: Str +6 plus PB, Con +5 plus PB

Damage Immunities: Piercing
Damage Resistances: Bludgeoning
Damage Vulnerabilities: Fire

Senses: Blindsight 60 ft., passive Perception 13
Languages: Ent, Druidic, Elven, Sylvan, Common
Challenge: Proficiency Bonus (PB) equals your bonus

Features

Guardian: This creature counts as full cover for all creatures behind it and within 5 feet

Siege monster: this creature deals double damage to objects and structures.

Actions

Multiattack. The treant makes two slam attacks.
Slam. Melee Weapon Attack: +6+PB to hit, reach 5 ft., one target. Hit: (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +6+PB to hit, reach 60/180 ft., one target. Hit: (4d10 + 6) bludgeoning damage.

Plant	Base Effect	Refined Effect	Roll: 1d6
Verdant Roots	Heals a creature by 2 hp. If cooked into a stew it restores 5 hp. The stew goes off after an hour.	Can be refined into a Potion that heals for 2d6+5	1
Amber Grain	A prized foodstuff. Can be used to entice a beast with an animal handling check. Also saught by traders.	A treat made with the honeycomb can be used to charm one wild beast for 1 minute. A trained beast may make a DC X wisdom saving throw to resist the temptation.	2
Smoky Moss	Throw the moss on the ground and it creates a 15 foot cube of spores	A smoke bomb that can be throw on the group to create an opaque smoke cloud. A fifteen foot	3

	that lightly obscure vision for all creatures in it and lightly obscures vision of all creatures in it.	cube of opaque smoke fills the area and creatures must roll a DC X wisdom save to regain their sense of direction.	
Dark Bulbs	Apply to a weapon and deals 2 poison damage. Can be cooked into a food to poison it. The food now deals 5 poison damage when consumed. DC X con save.	Can be refined into a poison that deals 2d6+5 and causes the poisoned condition, half damage and no poison after DC X con save.	4
Bold Flowers	Grind the flowers in your hand to release a pungent aroma. Any beast within 10 feet must make a con save or use it's movement to exit the 10 foot radius. The smell fades in one round.	A dried potpourri that causes all beasts and humanoids to reel. Any creature that can smell who attempts to melee attack a target wearing the potpourri must make a DC X wisdom save to not stagger back. It wears off after 1 minutes after being opened.	5
Wrought Mushrooms	Provides half a creatures needed food for a day	A hearty meal prepared from these mushrooms lets a creature shrug off 1 critical hit, reducing it to a regular hit, in the next 8 hours, and provides enough food for the whole day.	6

Frontiersman

Level	Feature	Resource 1	Resource 2
3	**Frontiersman**		
6	**Trap Maker**	**Wis**	
9	**The Wild Rover**		
13	**Magic Traps**		
17	**Manifest Destiny**		

Subclass techniques:

- **Blank**
- **Blank**
- **Blank**

Lvl 3: Frontiersman

Your experience on the frontier has manifested in your resourcefulness and problem solving. You are an expert in harvesting resources from nature to meet your needs.

You have advantage on all checks to hunt or gather materials

You gain expertise in nature and deal double damage to natural objects like trees and rocks, and objects made out of wood or stone

Home Range:

Every ranger comes from somewhere and that history gives them different skills and views. Select a range from the list below and gain its benefits.

- Woodland: You work amongst the forests and are as comfy in a tree as a fish in water. You gain a 20 foot climb speed (if you already have a climb speed add 5). You have advantage to stealth checks when hiding in wooded areas or in foliage. Your attacks made from stealth may add your wisdom modifier to the to hit once per target per turn.

- Tundra: You are acclimatized to cold temperatures. You gain cold resistance. You gain 30 ft night vision (dark vision that only functions outdoors at night).

- Ocean: You gain a 40 foot swim speed (if you already have a swim speed add 10). You can hold your breath 3x as long as normal. You gain expertise in water vehicles. You cannot be knocked prone against your will.

- Desert: You are acclimatized to hot temperatures. You gain fire resistance. You have advantage on attacks and perception checks made towards targets over 200ft away.

- Plains: You gain 5ft walking speed. You have advantage on riding checks.

- Mountain: You gain a 30 ft climb speed. You can fall an additional 20 feet before taking damage. One attack per round made with height advantage may add your wisdom score to the attack roll.

- Urban: You have expertise in diplomacy checks. You have advantage to stealth checks used to blend into a crowd or to tail someone in a city. You have advantage when making checks to haggle with, bribe, or extort someone.

- Subterranean: You gain 5ft blindsight.

Lvl 6: Trap Maker

Living on the frontier requires special tools, some of the most handy are traps. You may produce traps, up to your proficiency bonus, from scavenged materials during a long rest. You may prepare a number of traps up to your wisdom modifier.

Snare, dead-drop,

Lvl 9: The Wild Rover

You gain an additional 10 move speed.

You also cannot have your speed reduced by any source. Any allied creature who starts their turn within 10 feet of you has their speed increased by 10.

Lvl 13: Magic traps

Lvl 17: Manifest Destiny

The whole world is a resource to be used. Select two additional home ranges.

You restore double the amount of HP from hit dice, and gain half your hp in temporary hit dice after a long rest.

When targeted by a lair or legendary action you have "evasion" (taking half damage or duration on failure, and no damage or effect on save).

Wrangler

Level	Feature	Resource 1	Resource 2
3	**Down and Dirty,** **Look at that beauty!**		
6			

9			
13			
17			

Subclass techniques:

- **Crikey!:** *“Crikey!”* Nature is full of surprises. When called for initiative, you may add your technique dice.
- **Get a Grip:** *“”* You’ve got prodigious grip strength, you add your technique die to your grapple checks.
- **Blank**

Lvl 3: Down and Dirty.

Look at that Beauty!

Lvl 6:

Lvl 9: Beastial Technique

Lvl 13:

Lvl 17:

Ranger Corps. Background

The world is a big place, and so it needs many hands to tend it. Ranger Corps. Are organizations of rangers, though they sometimes include druids and more rarely other adventurers who share ideals. These corps are made up of a web of Rangers who each cover a certain range. Rarely ranger's will call in aid from others in the corps if the threat is great enough. The corps vary in their styles, goals, and organization.

Work with your DM to find or develop a corps. That fits your character. Corps should focus in on a certain section of world whether a kingdom, major wilderness, or even a whole continent. Corps. Can also focus on protecting nature from civilization or civilization from nature or try to maintain a balance. Not all ranger corps. Exist for the aid of nature, some see it as a resource to be used.

Proficiencies:

Skills: Nature, Survival
Tools: herbalism kit or poisoner's kit
Language: One of your choice, representing a language common to your range.
Equipment: A Ranger's cloak pin for your corps, a mottled cloak, a set of traveler's clothes, a rare specimen found in your range (a strange flower, twisted horn, glittering rock, etc), and a pouch containing 10 gp.

Feature: In Service to the Land

As a member of a Ranger Corps you are beholden to the land upholding your corps values to the best of your abilities. This service will often garner you aid from those who share your beliefs. It is traditionally accepted that a ranger may find lodging in any settlement in which the corps is sanctioned to function in. This usually will come in combination with tasks required of the ranger in the area.

Use the following tables to help determine your character traits.

Roll	Rank
1	Rookie
2	Corps. man
3	Patrolling Ranger

4	Commanding Ranger
5	Urban Ranger
6	Foreign Ranger

If you are no longer in the Ranger corps try using one of the reasons below:

Roll	Reason
1	Failed training
2	Kicked out
3	Striking out on your own
4	Corps. Disbanded
5	Went missing and were considered KIA
6	Had a falling out with the corps.

PERSONALITY TRAITS

- "I live on the outside of two worlds of man and nature."
- "I love the thrill of the hunt."
- "Politics are for city folks. Out here action matters more."
- "I prefer conversing with animals to people, they're better listeners."
- "I want nothing more than to see the world, climb its mountains, and swim in its seas."
- "My range is where my heart is."

IDEALS

- **Balance,** "A ranger seeks a peaceful balance above all else." Neutral
- **Protect,** "I will give my life to save others." Good
- **Order** "The corps. enforces the law, everywhere all the time." Lawful
- **Wilderness,** "The frontier is wild and untamed, and I wouldn't have it any other way." Chaotic
- **Survival,** "Nature wishes the strong to survive." Evil

- **Allies,** "The corps. Is my family, my whole world."

BONDS

- **Hero,** You were apprentice to a legendary Ranger and admire them above all others.
- **Pet,** You have a trusty animal friend who is your constant companion
- **Family,** You have a family back home, you miss them dearly while out on the frontier.
- **Rival,** You formed a rivalry with another Ranger in training and still end up competing with them even now.
- **Quarry,** You have been hunting a terrible monster, but it has evaded you at every turn.
- **Corps,** A disaster wiped out your village. The rangers found you and have been your family ever since.

FLAWS

- **Claustrophobic,** Cities are much too crampt. I find them unnerving.
- **Vengeful,** An attack on my range, will be returned tenfold.
- **Haunted,** I've failed to save someone and can't forgive myself.
- **Wild,** I'm loud as a crow, smelly as a boar, and grumpy as a bear.
- **Judge,** city folk just aren't as capable as frontier folk.
- **Cold,** I haven't spent much time around people and I prefer it that way.