

Ranger (d8, d10)
Skill Expert

Subclasses:

- Beastmaster
- Hunter

Ranger (default)	
Power Sources: Martial, Primal, Shadow Reserves & Surging: 1d8; 8 reserves, surge value 8 HP & Engagement: 1d8; 28 HP, engage 8 Base Melee Damage: 1d8 Base Ranged Damage: 1d8 Opportunity Damage: 1d8	

Core Skills:

Beastmaster	Hunter
Trained Skillsets & Attributes: • Agility • Athletics Bonus Rank: • Communication	Trained Skillsets & Attributes: • Agility • Athletics Bonus Rank: • Dexterity

Special: As long as you are not dropped, you grant your allies mastery on Agility and Athletics skill checks.

As a Skill Expert, you gain a bonus rank in a Skillset of your choice, at 1st, 3rd, and 5th levels. In addition, you start with two power sources from the options granted by your subclass; you may use this option to instead gain one power source, and to upgrade it.

Class Specialization (Skill Expert)

At 1st level, you gain training with one additional Attribute or Skillset of your choice.

Ranger Feature: Skirmishing Survivalist

In combat, you can make any Agility check as a Move action; you can also Withdraw while you are Prone.

Ranger Feature: Ranger's Mark

[Concentration]

As a Minor Action, you designate one enemy as your mark. While marked, an enemy cannot become Hidden from you. You gain mastery on base damage rolls and skill checks against your mark. Each time you successfully attack your mark, you deal 1d10 extra damage to that creature.

Until the mark ends, you can make an opportunity attack against your mark any time it attacks one of your allies. Opportunity attacks against your mark gain a d8 bonus.

Ranger Feature: Animal Companion

[Concentration] [Summon]

As a Minor Action, you summon an animal companion with HP equal to the maximum value of both your class dice combined. This companion uses your extra damage die for its base damage. If taking damage would cause you to become Dropped, the creature can take the damage instead, and vice-versa; the same is true of any HP restoration that you or your creature receive. Your companion can use its move action to take the Defend action.

Ranger Feature: Twin Strike (iconic attack)

As a standard action, make two attacks and roll 2d8; you can use one of these dice as a d8 bonus to both attacks, with the other d8 being used as the damage roll for both attacks. These attacks must each target a different enemy, with the following exceptions:

- **Beastmaster:** If you use your animal companion to deliver one of these attacks, both attacks can target the same enemy.
- **Hunter:** If you use Twin Strike to make two ranged attacks, both attacks can target the same enemy, so long as that enemy is open..

If both attacks successfully target the same creature, you deal 1d10 extra damage to that creature. You can shift away from any creatures that you target with this feature.

Subclass Features:

Beastmaster Feature: Aspects of the Wild

You gain a d8 bonus when you power attack.

As part of the Minor Action that you use to activate a Concentration ability, choose one of the following Aspects:

- *Eye of the Great Eagle:* Your summoned creature always has Altitude, and you gain a d10 bonus on your ranged basic attacks.
- *Strength of the Dire Bear:* You and your summoned creature gain advantage on your base damage. You and your summoned creature gain a save bonus.
- *Grace of the Stalking Cat:* You and your summoned creature gain combat mastery against enemies in the encounter. You and your summoned creature can both choose not to become adjacent to the targets of your respective melee attacks.

Hunter Feature: Ambush & Evasion

You gain advantage on initiative checks.

When you are open and make a successful basic attack, the target is also Stunned.

You can make ranged opportunity attacks and can riposte against ranged attacks.

Your ranged basic attacks gain a d8 bonus when you are hidden, and a d10 bonus when you are open.