

Ranger

Roaming the wilds and passing through cities, the Ranger is the commensurate explorer, guide, hunter, and survivalist. Wanderers of the untamed world beyond civilization, Rangers serve as the defender of both the wild and civilization. Rangers learn to read tracks and the environment, like wilderness detectives, to find prey, navigate, gather food, hunt game, and guide parties through the rough and virgin wilderness.

When nature encroaches too close to cities and villages, the Ranger investigates the cause of such unnatural migrations. When bandits, poachers, and unnatural things threaten the balance of life in the wild, the Ranger acts swiftly to put them down. Rangers have a strong connection to nature, which gives them magic similar to Druids. They also hone their skill with martial weapons to fight foes that pose a threat to the balance of life everywhere.

Hit Points

Hit Dice: 1d10 per Ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points per Level after 1st: 1d10 (or 6) + your Constitution modifier

Proficiencies

Saving Throws: Strength, Dexterity

Skills (Choose 3): Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival

Weapons: Simple Weapons, Martial Weapons

Tools: Woodcarver's Tools

Armor Training

Light Armor, Medium Armor, Shields

Recommended Starting Equipment

As a 1st-level character, you may start with the following equipment, or you can forgo it and spend 150 GP on equipment of your choice.

Arrows (20)

Druidic Focus (Sprig of Mistletoe)

Cook's Utensils

Explorer's Pack

Longbow or Shortbow

Quiver

Scimitar

Shortsword

Studded Leather Armor

6 GP

Level	Prof. Bonus	Class Features	Prepared spells	Spell Slots Per Spell Level	1 st	2 nd	3 rd	4 th	5 th
1	+2	Deft Explorer, Spellcasting, Mark of the Stalker	2	2	-	-	-	-	-
2	+2	Fighting Style, Weapon Mastery, Resourceful	3	2	-	-	-	-	-
3	+2	Ranger Subclass	4	3	-	-	-	-	-
4	+2	Ability Score Improvement	5	3	-	-	-	-	-
5	+3	Extra Attack	6	4	2	-	-	-	-
6	+3	Roving, Wilderness Healer	6	4	2	-	-	-	-
7	+3	Subclass Feature	7	4	3	-	-	-	-
8	+3	Ability Score Improvement	7	4	3	-	-	-	-
9	+4	Expertise	9	4	3	2	-	-	-
10	+4	Tireless	9	4	3	2	-	-	-
11	+4	Subclass Feature	10	4	3	3	-	-	-
12	+4	Ability Score Improvement	10	4	3	3	-	-	-
13	+5	Relentless Hunter	11	4	3	3	1	-	-
14	+5	Nature's Veil	11	4	3	3	1	-	-
15	+5	Subclass Feature	12	4	3	3	2	-	-
16	+5	Ability Score Improvement	12	4	3	3	2	-	-
17	+6	Precise Hunter	14	4	3	3	3	1	-
18	+6	Feral Senses, Triage Mastery	14	4	3	3	3	1	-
19	+6	Epic Boon	15	4	3	3	3	2	-
20	+6	Foe Slayer	15	4	3	3	3	2	-

Level 1: Spellcasting

Spell Slots. The Ranger table shows how many spell slots you have to cast your 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.

Prepared Spells of 1st+ Level. You prepare the list of spells of 1st level and higher that are available for you to cast with this feature. To start, choose two 1st-level spells from the Ranger spell list. Rather than choosing, you may start with Cure Wounds and Ensnaring Strike. The number of spells on your list increases as you gain Ranger levels, as shown in the Prepared Spells column of the Ranger table. Whenever that number increases, choose additional spells from the Ranger spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a 5th-level Ranger, your list of prepared spells can include six Ranger spells of 1st or 2nd level, in any combination. If another Ranger feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one spell on your list with another Ranger spell for which you have spell slots.

Spellcasting Ability. Dexterity is your Spellcasting Ability for your Ranger spells.

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for the spells you prepare for this class.

Bestial Spirit Companion. You know and can also cast the Find Familiar ritual spell, which is always prepared for you, without spending a spell slot nor requiring material components. It can be cast a number of times equal to your proficiency bonus per long rest. The ritual requires 10 minutes to complete or can be cast as part of a short rest. If all uses are expended, it can be cast by using a level 1 spell slot. If cast with a spell slot, it takes one bonus action.

Level 1: Mark of the Stalker

You are adept at focusing on a single foe. Once per turn, you may mark one creature you can see as your prey with no action required. It lasts until either the target dies, you mark another creature, your Hit Points are reduced to 0, you lose consciousness, you become incapacitated, or you remove the mark at the beginning of your next turn. While this prey is marked, you have advantage when making a perception or investigation check to track them up to a mile away. You choose which of the two skills to use for tracking. When making a weapon attack roll against a creature marked by Mark of the Stalker, you can add 1d4 to your attack rolls and add your proficiency bonus once per turn to your damage rolls when it hits. If you make an attack roll against a creature that is not your prey, you subtract 1d4 from the roll.

Level 1: Deft Explorer

As a result of surviving in the wilds, you are adept at exploration. You are unaffected by difficult terrain that is not created by a magical effect. You have a 5 ft bonus to your walking speed. You also have a climbing and swim speed equal to your walking speed, which includes the 5 ft of movement added to your base walking speed. This feature applies as long as you're not wearing Heavy Armor. Example: If your species has a walking speed of 30 feet, your walking, climbing, and swimming are now 35 feet.

You can navigate unfamiliar terrain by making a Survival check to determine the direction of civilization, wildlife, dungeons, or other points of interest. The DC is 10 + 1d8. On a successful check, the DM will describe the direction of the point of interest and how far away it is. This could be in absolute distance or the amount of time it would take to get there on foot.

As an expert tracker, you can make a perception check to look for tracks. If you find any, you can make a Nature check to identify the type and direction of the tracks.

You have advantage on Medicine checks using a Healer's kit. You have advantage on Nature checks using an Herbalism kit to find ingredients for creating potions and poisons. You also have advantage on Survival checks to locate edible plants or wild game.

Expertise: You know two additional languages, and one skill you are proficient with gains expertise. Confer with your DM as to which languages are appropriate for the campaign setting.

Level 2: Weapon Mastery

Your training with weapons allows you to use the Mastery property of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Longswords. Whenever you finish a Long Rest, you can change the types of weapons you chose.

Level 2: Fighting Style

You have improved your martial prowess. You gain one of the following Fighting Style Feats of your choice: Archery, Blind Fighting, Defense, Dueling, or Two-Weapon Fighting. After a long rest, you can choose a new fighting style.

Level 2: Resourceful

Using your proficiency with Woodcarver's Tools, you can collect raw materials, such as wood, flint, leaves, and feathers, to craft either 20 non-magical arrows or 20 non-magical crossbow bolts at the end of a short or long rest.

Level 3: Ranger Subclass

You gain a Ranger subclass of your choice.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 5: Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Level 5: Companion Recovery

If your Bestial Spirit Companion has its Hit Points reduced to zero, you can use a bonus action to summon it back by expending a spell slot.

Level 6: Roving

Your walking, swimming, and climbing speed bonus increases from 5 ft to 10 ft while you aren't wearing Heavy Armor. You are now proficient with your choice of either Navigator's tools or Cartographer's tools. Allies within 20 feet of you are no longer affected by difficult terrain not created by a magical effect.

Level 6: Wilderness Healer

You are now able to use the Herbalism Kit to create Healer's Kits. You can spend one hour collecting ingredients from the wild to craft one Healer's Kit per long rest without any gold nor material cost. You can also expend one use of the Healer's kit and tend to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus. This increases to two hit dice at level 10, and three hit dice at level 17.

Level 7: Subclass feature

You gain a feature from your Ranger subclass.

Level 8: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 9: Advanced Expertise

The Ranger gains Expertise in two additional skills with which you have proficiency.

Level 9: Beast's Bond

Your Bestial Spirit Companion gains Temporary Hit Points equal to your Proficiency Bonus when summoned.

Level 10: Tireless

Temporary Hit Points. As an action, you can give yourself a number of Temporary Hit Points equal to 1d8, plus your Wisdom modifier (minimum of 1). You can use the action a number of times equal to your Wisdom modifier (minimum once), and you regain all expended uses when you finish a Long Rest.

Decrease Exhaustion. Whenever you finish a Short Rest, your Exhaustion level, if any, decreases by 1.

Level 11: Subclass feature

You gain a feature from your Ranger subclass.

Level 12: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 13: Companion's Boon

You can now cast touch spells through your Bestial Spirit Companion as a bonus action instead of an action. Also, your Companion now gains Temporary Hit Points equal to twice your Proficiency Bonus when summoned. Allies gain proficiency in Perception while your familiar is summoned.

Level 14: Nature's Veil

You can now turn Invisible as a bonus action. It lasts until the end of your next turn. It does not end prematurely when you use an action. A creature can take an action to make a perception check against your DC which is 8 + your Proficiency Bonus + your Wisdom modifier. On a success, that creature can see you. You can use this feature once per long rest.

Level 15: Subclass Feature

You gain a feature from your Ranger subclass.

Level 16: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 17: Precise Hunter

Your precision with weapons is unmatched. You can add 2d4 to attack rolls against a creature marked by Mark of the Stalker.

Level 18: Feral Senses

You now have Blindsight out to 30 feet. When using your Bestial Companion's senses, they also have this feature.

Level 18: Triage Mastery

As an action, you can restore the hit points of an ally within 5 ft of you, who is making death saving throws, by expending all 10 uses of a Healer's Kit. When you do this, the ally regains half of their maximum hit points. You cannot use a kit that has less than 10 uses remaining. This can only be used once per long rest.

Level 19: Epic Boon

You gain an Epic Boon feat of your choice.

Level 20: Foe Slayer

When you reduce the Hit Points of a creature marked by Mark of the Stalker to zero, the next attack on a creature marked by Mark of the Stalker within one minute is a critical hit.

Subclasses

Beast Master Subclass

At level 3, your Bestial Spirit Companion becomes more powerful, drawing strength from your bond with nature. The beast is friendly to you and your companions and obeys your commands. Choose its stat block—Beast of the Land, Beast of the Sea, or Beast of the Sky—which uses your proficiency bonus (PB) in several places. You also determine the kind of animal the beast is, choosing a kind appropriate for the stat block. Whatever kind you choose, the beast bears primal markings, indicating its mystical origin.

In combat, the beast's Initiative comes immediately after yours. It can move and use its reaction on its own, but the only action it takes 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. You can also sacrifice one of your attacks when you take the Attack action to command the beast to take the Attack action. If you are incapacitated, the beast can take any action of its choice, not just Dodge.

You can now summon your Bestial Spirit Companion as a bonus action. Each time you summon your Bestial Spirit Companion, the new beast appears in an unoccupied space within 5 feet of you, and you choose its stat block and appearance. If you already have a beast from this feature, it vanishes when the new beast appears. Whenever your Bestial Spirit Companion vanishes, everything it was carrying is dropped. The beast also vanishes if you die. While your Bestial Spirit Companion is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your Companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

If your Bestial Spirit Companion hits a creature you have marked with Mark of the Stalker, you can add your Proficiency Bonus to the damage roll in addition to the damage listed in its stat block.

BEAST OF THE LAND

Medium beast

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your ranger level (the beast has a number of Hit Dice [d8s] equal to your ranger level)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Challenge — **Proficiency Bonus (PB)** equals your bonus

Charge. If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 slashing damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked **prone**.

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

Actions

Maul. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 + PB slashing damage.

BEAST OF THE SEA

Medium beast

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your ranger level (the beast has a number of Hit Dice [d8s] equal to your ranger level)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Challenge — **Proficiency Bonus (PB)** equals your bonus

Amphibious. The beast can breathe both air and water.

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

Actions

Binding Strike. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 + PB piercing or bludgeoning damage (your choice), and the target is **grappled** (escape DC equals your spell save DC). Until this grapple ends, the beast can't use this attack on another target.

BEAST OF THE SKY

Small beast

Armor Class 13 + PB (natural armor)

Hit Points 4 + four times your ranger level (the beast has a number of Hit Dice [d6s] equal to your ranger level)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	11 (+0)

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Challenge — **Proficiency Bonus (PB)** equals your bonus

Flyby. The beast doesn't provoke **opportunity attacks** when it flies out of an enemy's reach.

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

Actions

Shred. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 + PB slashing damage.

Level 7: Bond of Fang and Talon

Your bond with your beast has grown. All medium stat blocks are now a Large beast and gain the mount feature. You can mount your beast if you have a saddle and bit and bridle equipped on the beast.

Level 11: Primal Fury

Your Bestial Spirit Companion can now attack twice when taking the attack action, and you can choose its damage type to be acid, cold, fire, lightning, poison, or thunder instead of slashing, piercing, or bludgeoning.

Level 15: Spell Sharing

At level 15, you now gain the ability to cast a cantrip with a range of self as a bonus action through your Bestial Spirit Companion. The spell must only have a target of self, requires an action to cast, and does not affect a weapon nor ammunition.

Level 17: Primal Rage

Your Bestial Spirit becomes a furious attacker. As an action, you can command your Bestial Spirit to attack three times when using its attack action. If any attack is a critical hit, the Bestial Spirit can attack a total of four times instead of three.