



# RANGER

An eagle soars high above the snow-kissed mountaintops. From behind its eyes, an elvish warden watches over the edges of her range, constantly alert to foes that might endanger the precious lands below.

A lion's roar echoes through the savannah. Birds scatter and startled game dart from the underbrush. Then comes the snapping sound of hidden traps and the dull thud of falling birds, arrows hanging cleanly from their breasts. Then all falls silent and the hunter gathers his prey.

Ducking below a hill giant's clumsy swing, a coastal scout speaks a word of power that sounds like the spray of the surf and disappears, only to emerge again atop the giant's broad shoulders, longsword poised to plunge deep into its neck.

An orc raiding party moves warily through the moonlit forest. The war leader turns to issue a command to his patrol, but finds that he is suddenly, eerily, alone. Then comes the swift gleam of a pair of glowing blades followed by the low growl of a panther.

Each of these characters is a ranger, a diverse class of skilled wilderness survivalists. Rangers do whatever they can to survive in even the harshest of conditions. Whether that entails mastering martial techniques, medicine, befriending animals, setting traps, or using practical magic, rangers know what is needed to survive in the harsh worlds they call home.

## THE NATURE OF NECESSITY

Rangers learn through brutal necessity. They adapt to use terrain to their advantage and learn to fight with whatever styles or weapons they can get their hands on. They master the medicinal properties of plants and the subtle art of befriending wild animals. They learn ranger magic—a practical magic steeped in ritual and born from the divine reverence of nature and the application of arcane techniques and enhancements to whatever tools and materials are available.

## CITIZEN OF THE WILD

Some rangers work in close community with druids to protect sacred groves and hidden valleys. Others live in barbarian communities acting as healers, hunters, or shamans. Some have close ties with civilization, acting as daring explorers or forward scouts for military expeditions. Others are nomadic skirmishers or wilderness guides.

No matter what role a ranger plays, a ranger's life is characterized by constant striving against the elements and filled with long stretches of solitude and careful attention broken by hectic moments of bitter struggle.

This path is not chosen lightly, but those who do find that a life in the wilderness can be rewarding. Since rangers are often the first to encounter the rampaging beasts and ravenous hordes seeking easy prey in civilized lands, they are also the first to get the chance to defeat them. Rangers find power and purpose on the precipice of disaster.



## THE RANGER

Level	Proficiency Bonus	Features	— Spell Slots per Spell Level —				
			1st	2nd	3rd	4th	5th
1st	+2	Animal Empathy, Ranger of the Wild	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Herbal Remedies	2	—	—	—	—
3rd	+2	Ranger Path, Wilderness Guide	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Martial Instincts	4	2	—	—	—
6th	+3	Rugged Endurance, Animal Empathy improvement	4	2	—	—	—
7th	+3	Ranger Path feature	4	3	—	—	—
8th	+3	Ability Score Improvements	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Evasion, Natural Explorer	4	3	2	—	—
11th	+4	Advanced Martial Instincts	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	Herbal Remedies improvements	4	3	3	1	—
14th	+5	Animal Authority, Animal Empathy improvement	4	3	3	1	—
15th	+5	Ranger Path feature	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Feral Senses	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Ranger Path feature	4	3	3	3	2

## CREATING A RANGER

As you build a ranger, consider two related elements about your character's background: What brought you into the wilderness, and what allowed you to survive? What tools or techniques did you cling to when all hope seemed lost? Did a mentor teach you your skills or did you have to discover the nuances of the ranger life yourself? What drove you into the lonesome wilderness in the first place? A threat which destroyed your homeland, a wanderlust for the unknown, or a desire to protect your people might all have been factors.

Perhaps you fled a boring civilized life to find adventure, only to discover an affinity with the land you would never have discovered had you stayed. Or perhaps you were called upon by your chieftain because of your quick wits and agility, and were groomed for greatness. Perhaps you were raised by wolves and find yourself most at home while surrounded by a pack. What matters is that you learned to use your will and wits to master the ways of the wild and survive.

### QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom and Constitution (though some rangers who focus on two-weapon fighting or shields prefer Strength to Dexterity). Second, choose the Outlander background.

## CLASS FEATURES

As a ranger, you gain the following class features,

### HITPOINTS

**Hit Dice:** 1d10 per ranger level

**Hitpoints at 1st Level:** 10 + your Constitution modifier

**Hitpoints 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:** Herbalism kit

**Saving Throws:** Strength, Dexterity

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

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scalemail 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

## ANIMAL EMPATHY

Though many learn to handle pets and train animals, rangers have a special bond with the creatures of the wild that far surpasses even the most talented of mundane trainers.

You can touch a willing beast of challenge rating 1/4 or lower and create a temporary bond of friendship with it. Until you use this feature on another beast, you can communicate simple ideas with the animal and understand its responses. It will follow you and attempt to carry out your instructions to the best of its ability, but will not endanger itself and may leave if mistreated. In combat, the beast acts on your turn, but will always attempt to disengage, dodge, or hide. Once you have bonded with a creature in this manner, you can't do so again until you finish a long rest.

The maximum challenge rating of the beast increases to 1/2 when you reach 6th level, and to 1 when you reach 14th level.

## RANGER OF THE WILD

Your time in the wilderness has honed your survival skills. You gain the following features:

**Forager.** When you forage, you find twice as much food as you normally would.

**Strider.** Moving through nonmagical difficult terrain costs you no extra movement.

**Tracker.** While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

**Trapper.** You add your proficiency bonus to the DC for creatures to detect or avoid the hunting traps that you place (statistics for hunting traps can be found on page 152 of the *Player's Handbook*).

**Trainer.** You have advantage on Wisdom (Animal Handling) checks.

**Traveler.** You learn one language of your choice. You learn another at 6th level and another at 14th level.

## 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.

### 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.

## SPELLCASTING

Starting at 2nd level, you begin to learn to emulate the magical abilities of the creatures of the wild, and to enhance your tools with magic. See Spellcasting for the rules for casting spells and the Ranger Spells list.

### PREPARING AND CASTING SPELLS

The Ranger table shows how many spell slots you have to cast your spells. To cast one of your ranger 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.

You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spells list. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level ranger, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of ranger spells requires time spent in study and meditation: at least 1 minute per spell level for each spell on your list.

### SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature and common sense. You use your Wisdom whenever a spell refers to your spellcasting ability. You also 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

You can cast a ranger spell as a ritual if that spell has the ritual tag and you have the spell prepared.



## HERBAL REMEDIES

Beginning at 2nd level, you learn to use your knowledge of herbal remedies and the natural healing of the body to treat a creature's wounds. During a short rest you can aid injured creatures by applying bandages, poultices, and other herbal remedies to their wounds.

Choose a number of willing creatures up to your Wisdom modifier (minimum 1). For this short rest, whenever one of those creatures spends one or more Hit Dice to regain hitpoints, it can't roll less than your Wisdom modifier.

At 13th level, when you aid a creature in regaining hitpoints with your herbal remedies, you can also end one nonmagical disease or neutralize one poison affecting it.

## WILDERNESS GUIDE

At 3rd level, your adeptness at traveling and surviving in the rough and untamed regions of the world allows you to lead others more easily through any environment. While traveling for an hour or more in the wilderness, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- You do not suffer the penalty to passive Wisdom (Perception) checks imposed by moving at a fast pace.
- Your group can move stealthily at a normal pace.

## RANGER PATH

Starting at 3rd level, you choose a Ranger Path which reflects your personal journey as a ranger and favored methods of wilderness survival. Your Ranger Path grants features at 3rd, 7th, 15th, and 20th levels.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, 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.

## MARTIAL INSTINCTS

Beginning at 5th level, your instincts for survival have shaped the way you fight. You discover martial techniques for fighting alone or convincing beasts to fight alongside you. You gain one of the following features of your choice.

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

**Beast Attack.** When you bond with a creature using your Animal Empathy feature, it will now follow you into combat and can attack and perform all other actions as normal.

## RUGGED ENDURANCE

Starting at 6th level, you hone your fortitude to avoid and overcome injury. You add double the bonus from your Constitution modifier when making Constitution saving throws or when rolling hit dice to regain hitpoints.

## EVASION

Beginning at 10th level, you learn to nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a *lightning bolt* spell. When you are subjected to an effect 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.

## NATURAL EXPLORER

Your innate comradery with the forces of nature give you insight into the patterns and dangers of the wilderness. At 10th level, you can easily traverse even the harshest of terrain. You gain the following benefits:

- You cannot become lost, except by magical means.
- You have advantage on checks and saving throws to avoid becoming lost by magical means.
- Moving through magical difficult terrain costs you no extra movement and you ignore damage caused by moving through magical or nonmagical difficult terrain.
- You have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.
- You have advantage on saving throws against the effects of extreme weather.



## ADVANCED MARTIAL INSTINCTS

Starting at 11th level, your martial instincts allow you to master more complex actions in combat. You gain one of the following features of your choice.

**Volley.** Choose any number of creatures within 10 feet of a point you can see within your weapon's range. You can use your action to make a separate ranged attack against each of them. You must have enough ammunition for each target.

**Whirlwind Attack.** Choose any number of creatures within your reach. You can use your action to make a separate melee attack against each of them.

**Felling Blow.** Choose a creature within your weapon's range. You can use your action to make a single powerful weapon attack against that creature. You gain advantage on this attack if the creature is at least one size larger than you. If you hit, the attack deals an additional 2d8 bludgeoning, piercing, slashing, or poison damage (your choice) and the creature must make a Strength saving throw against 8 + your Strength modifier + your proficiency bonus or fall prone.

## ANIMAL AUTHORITY

Beginning at 14th level, animals view you as simply a part of nature, and come to respect your authority.

You gain the ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate ideas to any beast you can see and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it.

You cannot use this feature against a creature that you have attacked within the past hour.

Additionally, if you are within 60 feet of a hostile beast, as an action, you can call out to it, commanding it to heed your authority. It must succeed on a Wisdom saving throw against your spell save DC or cease being hostile to you and your allies for 1 hour or until a hostile action is taken against it.

## FERAL SENSES

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.

## RANGER PATHS

Though different rangers have many features in common with one another, including their martial prowess borne of necessity, skills for surviving in the wilderness, and an affinity for animals, their journeys rarely lead them on identical paths. Your selection of a ranger path is a reflection of your own personal journey as a ranger.

## PATH OF THE SCOUT

You are the first, and often last, line of defense against the terrors of the wilderness. Journeying down the Path of the Scout requires a cool mind and steady hand. You are the stalker of prey, honing your skills in the methods of tracking and finding. You consider no tactics cowardly or unpalatable, so long as you return with the information you seek.

### STALKER

Starting when you choose this path at 3rd level, you learn to track, detect, and perform deadly strikes against fleeing targets. You gain each of the following features.

**Bloodhound.** When an animal helps you in tracking creatures, you double your proficiency bonus for those checks (in addition to the normally granted advantage).

**Spotter.** You can take the Search action as a bonus action.

**Relentless.** When you hit a creature with a weapon attack, if it used movement to move away from you on its last turn, you deal an additional 1d8 damage to it. You can deal this damage only once per turn.

### FAVORED TERRAIN

At 3rd level, choose one type of favored terrain: Arctic, Coast, Desert, Forest, Grassland, Mountain, Swamp, or Underdark.

While in your Favored Terrain, attempts to track you or otherwise determine your location have disadvantage and you can Hide as a bonus action on each of your turns.

You also learn a number of Path Spells related to your favored terrain. Once you gain access to a path spell, you always have it prepared and it doesn't count against the number of spells you can prepare each day.

### SKIRMISHER

Beginning at 7th level, your trained senses allow you to react quickly to the movement of enemies around you. When a creature within 30 feet of you moves to a space more than 30 feet away, you can use your reaction to make a ranged weapon attack against it.

Additionally, when a creature more than 30 feet from you, moves within 30 feet of you, you can use your reaction to move up to 15 feet. You must be able to see or otherwise sense the creature to use either reaction.

### HIDE IN PLAIN SIGHT

Starting at 15th level, you can spend 1 minute creating natural 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 this way, you gain a +10 bonus to Dexterity (Stealth) checks against creatures while you remain in terrain similar to your natural disguise. Once you move or make an attack, this effect is suppressed until the beginning of your next turn.

Your camouflage lasts for 1 hour or until physical conditions otherwise ruin it (such as swimming or rain).

## ARCTIC

Ranger Level	Spells
3rd	<i>sleep</i>
5th	<i>hold person</i>
9th	<i>slow</i>
13th	<i>ice storm</i>

## COAST

Ranger Level	Spells
3rd	<i>fog cloud</i>
5th	<i>misty step</i>
9th	<i>water breathing</i>
13th	<i>control water</i>

## DESERT

Ranger Level	Spells
3rd	<i>burning hands</i>
5th	<i>blur</i>
9th	<i>daylight</i>
13th	<i>hallucinatory terrain</i>

## FOREST

Ranger Level	Spells
3rd	<i>entangle</i>
5th	<i>barkskin</i>
9th	<i>plant growth</i>
13th	<i>grasping vine</i>

## GRASSLAND

Ranger Level	Spells
3rd	<i>longstrider</i>
5th	<i>pass without trace</i>
9th	<i>wind wall</i>
13th	<i>freedom of movement</i>

## MOUNTAIN

Ranger Level	Spells
3rd	<i>feather fall</i>
5th	<i>spider climb</i>
9th	<i>meld into stone</i>
13th	<i>stoneskin</i>

## SWAMP

Ranger Level	Spells
3rd	<i>ray of sickness</i>
5th	<i>protection from poison</i>
9th	<i>stinking cloud</i>
13th	<i>blight</i>

## UNDERDARK

Ranger Level	Spells
3rd	<i>faerie fire</i>
5th	<i>darkness</i>
9th	<i>major image</i>
13th	<i>greater invisibility</i>

## AMBUSCADE

When you reach 20th level, you have learned to master the tactics of ambush. On initiative count 20 on the first round of combat you take an extra turn in addition to the turn taken on your normal initiative count.

## PATH OF THE SHAMAN

You find yourself drawn deeply into communion with the animal spirits you meet upon your travels. Perhaps you have always felt this connection, or perhaps this development is sudden and marked by strange visions and signs. Either way, your connection with the spirits guides and strengthens you.

## SPIRIT ANIMAL

At 3rd level, choose a spirit: Bear, Eagle, or Wolf.

Over the next 24 hours, dreams, visions, and other signs accompany your choice and lead you towards meeting an incarnation of your spirit animal in the flesh. The exact form your spirit animal takes may vary based on the environment in which you find yourself, but its attitude and statistics generally resemble the chosen form. When the incarnation of your spirit animal arrives, you can use your Animal Empathy feature to bond with it. If you do so, the spirit inhabits the body, imbuing it with wisdom and strength.

It learns to understand each language that you know and can follow complex commands. It adds your proficiency bonus to its AC and any saving throws or skills in which it is proficient. Its hit point maximum becomes equal to half of your hit point maximum and it has half of your pool of hit dice. In combat, it can take the Help action and becomes willing to endanger itself to protect you.

If you choose not to bond with your spirit animal, or your animal spirit dies, at any point during your time apart, you can spend a short rest in quiet contemplation. At some point in the next 8 hours after completing the rest, a new incarnation of your companion will appear.

## ANIMAL ASPECT

Starting at 3rd level, you gain the feature from the list below which matches the form of your spirit animal:

**Bear.** Both you and your companion have resistance to bludgeoning, slashing, and piercing damage from non-silvered weapons while below half your total hitpoints.

**Eagle.** Your companion can Dash as a bonus action, and as long as you are not wearing heavy armor, you can also Dash as a bonus action. When either of you do so, creatures have disadvantage on opportunity attacks against you until the end of your turn.

**Wolf.** When you and your companion are both within 5 feet of a hostile creature, other creatures have advantage on melee attack rolls against that creature.

## SPIRIT STRIKES

Beginning at 7th level, while bonded with an animal, its strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## PRIMAL ASPECT

Also at 7th level, you gain the feature from the list below which matches the form of your spirit animal.

**Bear.** Your hit point maximum increases by 10 (which also increases your beast companion's by 5).

**Eagle.** Your eyesight improves dramatically, granting you the ability to see up to 1 mile away without difficulty and fine details (such as the writing on a map) up to 100 ft away. You and your beast companion have advantage on Wisdom (Perception) checks that rely on sight.

**Wolf.** You and your beast companion each increase your movement speed by 10 feet while you are within 30 feet of each other.

## SPIRITUAL ASPECT

Beginning at level 15, your connection to your spirit animal allows you to reach out to it to aid, strengthen, and guide you. You gain the feature from the list below which matches the form of your spirit animal.

**Bear.** You become a strong and steady defender of your allies. When a creature within 5 feet of you makes an attack against another creature instead of you, as a reaction, you can make a melee weapon attack against it. If you hit, the creature has disadvantage on its attack roll.

**Eagle.** You become a swift-striking predator and a master of the skies. Your jump distance is tripled. Additionally, when you would fall 10 feet or more, you can choose to glide the same distance along the ground as well. When you land, you take no damage from falling, and if a creature occupies an adjacent space you can use your reaction to make a melee weapon attack against it.

**Wolf.** You become a war leader among animals. When you call for aid, nature answers. You can cast conjure animals as a 7th level spell without expending a spell slot. The conjured animals must be Wolves, Blink Dogs, Worgs, Dire Wolves, or Death Dogs. Once you use this feature you can't do so again until you finish a long rest.

## SPIRITUAL COMPANION

At 20th level, your bond with your companion transcends time, space, life, and death. Your spirit animal manifests itself fully into the world, taking the form of a creature which fits the essence of the spirit. You can bond with this creature regardless of its CR. Your DM has the creature's statistics.

Once manifested, your companion does not age. It gains the Celestial or Fey creature type (your choice), has advantage on saving throws against spells and other magical effects, and permanently retains all of your shared class features (even after you die).

If either you or your companion dies, your spirit remains connected. Resurrection magic which requires touching a corpse can instead touch the remaining living creature to function. Additionally, if both you and your companion are dead, resurrection magic cast on one of your corpses restores both of you to life.

### EVOLVING COMPANION

When the maximum CR for your beast companion increases at 6th and 14th level, your DM may allow you to increase the statistics of your existing animal companion instead of finding a new one. Page 273 of the *Dungeon Master's Guide* has guidelines on modifying the statblocks of creatures.

## PATH OF THE SLAYER

You are driven by the necessity of triumph over some great injustice or ongoing threat. Perhaps a corrupt noble extorts the countryside, a hag coven kidnaps local children on moonless nights, or a horde of gnolls threatens to destroy an ancient forest. Whatever it is that drives you, you single-mindedly put your skills, magics, tools, and techniques to the task of defeating your foe, at any cost.

### FAVORED ENEMY

Beginning when you take this path at 3rd level, you have learned enough about your enemies to begin to put the knowledge to practice in defeating them.

Choose either two types of favored enemy from the following list, or one type from the list and two races of humanoid (such as gnolls and orcs): aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.

You have advantage on all Wisdom and Intelligence checks related to your favored enemies, including tracking them, detecting them, intuiting or recalling information about them, and discerning their motives or intentions.

### 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. Once per turn, when you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum.

**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 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 of your weapon.

### DEADLY CONDEMNATION

Starting at 7th level, your zeal against your foes gives you unparalleled accuracy in strikes against them. You can call out to a hostile creature you can see within 120 feet of you (no action required). You add your Wisdom modifier to your attacks against that creature this turn. If the creature is a favored enemy, your attacks against it also have advantage. You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum 1). You regain all expended uses at the end of a long rest.

## ZEALOUS RESISTANCE

Starting at 15th level, you gain advantage on saving throws and skill contests against spells or attacks from your favored enemies. Additionally, you cannot be charmed, possessed, or frightened by them and have advantage on death saving throws while within 60 feet of a favored enemy.

If a blow from one of your favored enemies would reduce you to 0 hitpoints without killing you outright, it reduces you to 1 instead. Once you use this feature, you cannot use it again until you complete a long rest.

## FOE SLAYER

At 20th level, you become a master at slaying your most hated foes. Once per turn, when you hit one of your favored enemies with a weapon attack, it takes an additional 6d8 bludgeoning, piercing, or slashing, (your choice). If it has 30 or less hitpoints, it immediately dies.

### Yet Another Ranger Variant

The Ranger is the elephant in the room. The sheer number of attempts at revision indicate that the class is unsatisfying. Homebrewers know it, and many have tried their hand at remaking it, whether they have published their work or not.

Many DMs allow the use of the countless other variations and their players are happy. I'm not too worried about those who have found alternatives, nor with those satisfied with minor modifications of the existing class. I'm worried about the ones that don't use ranger at all.

So what's wrong with ranger? Different brewers point to different things. Some say that it has dead levels and unsatisfying exploration features, or that Beastmaster is unintuitive, or any other number of specific gripes related to features. For me, it seems like the problem is an identity crisis. Does anyone KNOW what a ranger is? Can anyone explain it in a satisfying manner? Then even worse, can anyone design a class that can SHOW that flavor to the players?

This class is my answer to those questions. And it has one simple goal: Make Ranger Feel Like a Ranger.

### DESIGN NOTES

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## COMMUNITY RANGER PATHS

### PATH OF THE NOMAD

You have found that no matter the circumstances, your strongest defense and staunchest ally is not the beast at your side nor the weapon in your hand, but the power which lies buried deep within your own mind. Through a coupling of your understanding of nature with the wild talent of psionics, you can achieve true self-sufficiency and innate power over the worlds around you, as well as those within you.

#### NOMADIC PRESENCE

Beginning when you take this path at 3rd level, you adopt the ways of the nomad, learning to move easily from place to place. Your movement speed increases by 10 feet while you aren't wearing heavy armor.

Additionally, when you have no movement remaining, you can cast the *misty step* spell without vocal or somatic components. Once you use this feature, you can't do so again until you finish a short or long rest.

#### PSIONIC INFLUENCE

At 3rd level, your mind awakens to the wild talent lying just beneath the surface. You gain two psionic powers of your choice from the list below. You gain two more powers of your choice from this list when you reach 5th, 9th, 13th, and 17th levels.

**Beast Intellect.** When you use your Animal Empathy feature to bond with an animal, you imbue it with an aspect of your mind. While bonded, its Intelligence score increases by your Wisdom modifier, it gains proficiency in Wisdom and Intelligence saving throws, and you and the beast can communicate telepathically with one another while within 60 ft of each other.

**Beast Sense.** You know the *beast sense* spell and can cast it without vocal or somatic components. You always have it prepared, it doesn't count against the number of spells you can prepare, and you can cast it as a ritual regardless of if you have 2nd-level spell slots.

**Expand Self.** You may interact with objects within 5 feet of you, including weapons, as if you could touch them. Spells and abilities with a range of touch now may select targets you can see up to 5 feet away from you and melee weapon attacks you make with light weapons gain the reach property.

**Illusory Mind.** You know the *silent image* spell and can cast it without vocal or somatic components. You always have it prepared and it doesn't count against the number of spells you can prepare. When a hostile creature attempts to see through the illusion, it must succeed on an Intelligence saving throw or take 2d6 psychic damage or half on a successful save.

**Keen Focus.** You have advantage on Constitution saving throws that you make to maintain concentration on a spell when you take damage.

**Latent Knowledge.** Your emergent psionic powers begin to manifest by giving you access to a hitherto unknown set of skills. Choose a skill of your choice. You gain proficiency in this skill and whenever you make a check with it, you can use your Wisdom modifier in place of the normal ability modifier for the chosen skill.

**Manifest Weapon.** As an action, you can conjure a

weapon made of spectral force. It may take the form and statistics of any simple or martial weapon of your choice except that it is made of magical force and deals force damage. If you choose a ranged weapon, separate ammunition is not needed for it, but may be used. This weapon disappears at the end of your turn if you stop wielding it.

**Nature's Mask.** You know the *disguise self* spell and can cast it without vocal or somatic components. You always have it prepared and it doesn't count against the number of spells you can prepare. Additionally, when you cast the spell, you can create a misty aura which outlines your form. While disguised in this way, you are considered lightly obscured.

**Nomadic Arrow.** When you miss with a ranged attack you can use your reaction to expend a spell slot and psionically nudge your aim to be more true. You add 1d8 to the attack roll for a 1st level slot, plus 1d8 for each spell level higher than 1st.

**Third-Weapon Fighting.** As a bonus action, you can telekinetically levitate a weapon with the light property or other object weighing 2 lbs or less within 30 feet of you. If you take the Attack action on your turn, you can use your reaction to move the object up to 30 feet and make a melee spell attack with the weapon against a creature within 5 feet of it. The object falls to the ground if it moves more than 60 feet from you



**Unbound Mind.** You know the *unseen servant* spell and can cast it without vocal or somatic components. You always have it prepared and it doesn't count against the number of spells you can prepare. When you cast it as a ritual, its duration is extended to 8 hours.

**Whispers of Beyond.** You know the *dissonant whispers* spell and can cast it without vocal or somatic components. You always have it prepared and it doesn't count against the number of spells you can prepare. If your target fails its saving throw by 5 or more, it becomes frightened of any creatures it can see within 30 feet of it until the beginning of your next turn.

### MEMORY OF A THOUSAND STEPS

At 7th level, pain allows you decouple your mind and body from the flow of time, retracing your steps through the past to an alternate point in the present. When you would take damage from an attack or spell, you can use your reaction to halve the damage against you and instantly teleport to a space which you occupied on your previous turn. You can use this feature a number of times equal to 1 + your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

### EFFORTLESS JOURNEY

Starting at 15th level, you learn how to mystically pass from one location in space to another without moving through the in-between. Whenever you could use movement, you can forfeit any amount of that movement in order to teleport that same distance to an unoccupied location you can see.

### DIMENSIONAL SHIFT

At 20th level, you learn to ignore the natural boundaries of the objects around you. Your attacks may travel through up to 5 feet of solid matter unimpeded, potentially allowing you to ignore cover. Additionally,

as an action, you can become intangible until the end of your turn. While intangible, you pass through solid objects and are immune to nonmagical bludgeoning, slashing, and piercing damage, but not structures, boundaries, or weapons created by magical force. Your gear may become intangible with you. If you would end your turn inside an object, you take 6d8 force damage and are ejected to the nearest unoccupied space. If you end your turn inside another creature, you both take this damage.

## PATH OF THE NIGHTSTALKER

You are the terrors of the night. By walking the path of the Nightstalker, you learn to summon and control your shadow like an extension of yourself, and draw upon the names of dark beasts, binding them to you by shadow magic.

### SHADOW COMPANION

Starting when you choose this path at 3rd level, you gain the ability to summon the essence of a creature made from shadow magic to serve you. As a bonus action, you can conjure this essence, which appears in an unoccupied space within 30 feet of you. If this shadow takes radiant damage, moves more than 120 feet from you, or you dismiss it (no action required by you), then it disappears in a wisp of shadow.

When you use your Animal Empathy feature to bond with a creature, you can infuse the animal with magic and use it as a vessel for the essence of your shadow beast. If you do so, its form is wreathed in shifting wisps of darkness and its blood runs cold. In this state, it doesn't require food or water, is immune to poison and disease, weighs nothing, and can dissolve into shadow at your command (no action required by you).

It is otherwise normal, retaining its other features including movement speed, armor class, and hit points. When it is reduced to 0 hit points, it disappears, leaving behind a simple shadowy essence in its place, and you must complete a long rest before you can summon the companion's full form again.

### SHADOW STRIKE

Beginning at 3rd level, as long as the essence of your shadow is conjured, you can forgo one or more of your attacks when you use the Attack action to have the essence move and then lash out against a creature within 5 feet of it. To do so, the shadow takes a bestial form (or if inhabiting your animal companion, enhances the existing form, the shadows around the creature solidifying into claws, wings, or savage teeth). Each basic form has a different method of lashing out and a different way to augment these strikes with your spell slots, as described below, but irrespective of the form, you use your ranger spell attack modifier for the attack rolls. Choose one of the following forms below.

**Panther.** Whenever you forgo an attack, you can have the shadow move up to 30 feet and attack a creature with its shadowy claws. On a hit, the attack deals 1d8 + your Wisdom modifier slashing damage, and the target has disadvantage on the next attack roll it makes before the end of its next turn.





As an action, you can expend a ranger spell slot to infuse its claws with ichor and have it leap onto a target within 30 feet of it. That creature must succeed on a Constitution saving throw against your ranger spell save DC or be poisoned and take 2d8 poison damage for a 1st level spell slot, plus 1d8 for each spell level higher than 1st, or half as much on a successful save.

**Raven.** Whenever you forgo an attack, you can have the shadow spread dark wings of misfortune and fly up to 45 feet to attack a creature. On a hit, the attack deals 1d10 + your Wisdom modifier piercing damage.

As an action, you can expend a ranger spell slot to infuse the shadow with lightning and have it hurl its spectral form along a 5 feet wide and 20 feet long line. Each creature in the shadow's path must succeed on a Dexterity saving throw or take 2d6 lightning damage for a 1st level spell slot, plus 1d6 for each spell level higher than 1st or half as much on a successful save.

**Worg.** Whenever you forgo an attack, you can have the shadow move up to 30 feet and attack a creature with its savage bite. On a hit, the attack deals 1d6 + your Wisdom modifier piercing damage and the next attack made against that creature has advantage.

As an action, you can expend a ranger spell slot to infuse the shadow with primal ferocity and have it release a piercing howl. Each creature of your choice within 30 feet of the shadow gains 1d6 temporary hit points for a 1st level spell slot, plus 1d6 for each spell

level higher than 1st. These temporary hit points last for 1 minute.

### SHADOWY TRANSPOSITION

Starting at 7th level, whenever you activate the action of your shadow companion that requires you to expend a spell slot, you can choose to swap positions with it before activating the ability.

### MASTER OF DARKNESS

When you reach 15th level, lashing out with your shadow's essence has become second nature. When you activate the action of your shadow familiar that requires you to expend a spell slot, you can activate it as bonus action rather than an action.

Additionally, you can imbue your shadow with a second form from the options for Shadow Strike and imbue the shadow with both aspects when you summon it.

### LORD OF THE NIGHT

When you reach 20th level, your connection to shadow suffuses you and your companion fully. You can imbue your shadow with all three options for Shadow Strike when you summon it. You also gain the options yourself, allowing you to both move and strike when you normally would forgo an attack. When you activate an action of your shadow companion that requires you to spend a spell slot, both you and the companion can carry it out.

#### ADDITIONAL COMMUNITY RANGER PATHS

These have been adapted from their original versions to suit the structure and style of Yarov ranger.

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