

CHARACTER CLASS: RANGER

RANGER

“WHEN THE SCOURING WIPED ALL CIVILIZATION FROM EUREON, it created a new world, a surface untouched by people and their so-called civilization. That doesn't make it any safer.”

—Guy-Ranger

RANGER

Drawing his blade from the bear's heart, he sees the broken arrow in it's back and notes the poison dripping with the blood from the wound. The elf plucks the arrow out of the bears hide, and gives it to her wolf to scent. The wolf bounds away and he follows, tracking the bandits who left the magnificent bear maddened enough to attack the local village.

As the the half-orc meets the bugbear in battle, she invokes the manifestation of a hawk around her foe, exposing the weak points in it's defenses. She smiles as it charges towards her. Guided by her primal spirit, she knows it will end badly for the enemy.

Finding the dark wizard's group was easy enough, the dragonborn thinks as he draws his blades. Trying to keep the wizard from burning the forest to the ground will be much harder. He moves and shifts around the battlefield to corral the enemy into close combat with his companions. Better that they meet with blade and hammer, than with balls of fire.

Wild and free from the constraints of civilization, in touch with the primal and natural forces of the world, the rangers of Othereon are more than just guides or hunters. They are protectors. They protect nature from those who would seek to corrupt it, and

they protect the people who don't understand how dangerous nature can be.

CLASS FEATURES

As a ranger, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 +2 per ranger level.

Hit points at 1st level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d8 +2 (or 7) + 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, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

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

- (a) scale mail 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

FAVORED ENEMY

See the class feature in the *Player's Handbook*.

RANGER TABLE

Level	Proficiency Bonus	Features	Spells Known	Spell Slots	Slot Level
1st	+2	Favored Enemy, Natural Explorer, Spellcasting	2	1	1
2nd	+2	Ambuscade, Fighting Style, Primeval Awareness	3	2	1
3rd	+2	Skirmisher's Stealth, Ranger Path	4	2	2
4th	+2	Ability Score Improvement	5	2	2
5th	+3	Extra Attack	6	2	3
6th	+3	Favored Enemy and Natural Explorer Improvements	7	2	3
7th	+3	Action Surge	8	2	4
8th	+3	Ability Score Improvement, Land's Stride	9	2	4
9th	+4	Path Feature	10	2	5
10th	+4	Natural Explorer Improvement, Hide in Plain Sight	10	2	5
11th	+4	2nd Fighting Style	11	3	5
12th	+4	Ability Score Improvement	11	3	5
13th	+5	Path Feature	12	3	5
14th	+5	Favored Enemy Improvement	12	3	5
15th	+5	Vanish	13	3	5
16th	+5	Ability Score Improvement	13	3	5
17th	+6	Path Feature	14	4	5
18th	+6	Feral Senses	14	4	5
19th	+6	Ability Score Improvement	15	4	5
20th	+6	Foe Slayer	15	4	5

NATURAL EXPLORER

See the class feature in the *Player's Handbook*.

SPELL CASTING

You have learned to tap into the primal energies of nature to cast spells. In the *Player's Handbook*, see chapter 10 for the general rules of spellcasting and chapter 11 for the ranger spell list.

SPELL SLOTS

The Ranger table shows how many slots you have to cast your spells of 1st level or higher. The table also shows what the level of those slots are; all of

your spell slots are of the same level. To cast one of your ranger spells, you must expend a spell slot. You regain all of your spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd level spell slots. To cast the 1st level spell Hail of Thorns, you must spend one of those slots, and you cast it as a third level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st level spells of your choice from the ranger spell list, in addition to the spells automatically added.

The Spells Known column of the Ranger Table shows when you learn more ranger spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new ranger spell, which can be 1st, 2nd or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of no higher than a level for which you have spell slots.

The following spells are added to your spell list automatically and do not count against the number of spells known. Certain spells (marked below with an asterisk), if cast upon only yourself, do not require the use of a spellslot.

LEVEL	SPELLS
1st	Detect Poison and Disease*, Hunter's Mark, Goodberry
3rd	Darkvision, Protection From Poison*, Pass Without Trace
5th	Plant Growth, Non-detection*
7th	Freedom of Movement*
9th	Commune with Nature

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you 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

AMBUSCADE

Rangers strike first and strike hard. Starting at 2nd level, when you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn, you can use your action to take either the Attack or Hide action. If more than one creature in an encounter has this feature, they all act first in order of initiative, then the regular initiative order begins. If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn.

FIGHTING STYLE

2nd Level: See the ranger class feature in the *Player's Handbook*

PRIMEVAL AWARENESS

2nd Level: See the ranger class feature in the *Player's Handbook*

SKIRMISHER'S STEALTH

Beginning at 3rd level, you combine speed and stealth in combat to make yourself hard to pin down. You are difficult to detect even if you attack or otherwise take actions that would normally reveal your presence. At the start of your turn, pick a creature you are hidden from. You remain hidden from that creature during your turn, regardless of your actions or the actions of other creatures. As a bonus action at the end of your turn, you can make a Dexterity (Stealth) check to hide again if you fulfill the conditions needed to hide. Otherwise, creatures are aware of you at the end of your turn.

RANGER PATH

When you reach 3rd level, you choose a path that connects you with the primal forces of nature or something. You may choose from the Path of the Primal Spirit, the Path of the Beastmaster or the Path of the Something Else. These paths are detailed at the end of the class description. Each

path grants you features at 3rd, 9th, 13th and 17th level.

ABILITY SCORE IMPROVEMENT

At 4th level, you can choose to take a feat or improve your ability scores. See the ranger class feature in the *Player's Handbook*.

EXTRA ATTACK

At fifth level, you gain an extra attack when you take the Attack action on your turn. See the ranger class feature in the *Player's Handbook*.

ACTION SURGE

Starting at 7th level, you gain an Action Surge. See the fighter class feature of the same name in the *Player's Handbook*.

LAND'S STRIDE

At 8th level, you gain Land's Stride. See the class feature in the *Player's Handbook*.

HIDE IN PLAIN SIGHT

At 10th level, you gain Hide in Plain Sight. See the ranger class feature in the *Player's Handbook*.

ADDITIONAL FIGHTING STYLE

At 11th level you can choose an additional fighting style. See the ranger class feature in the *Player's Handbook*.

VANISH

At 15th level, you gain the Vanish feature. See the ranger class feature in the *Player's Handbook*.

FERAL SENSES

At 18th level, you gain Feral Senses. See the ranger class feature in the *Player's Handbook*.

FOE SLAYER

At 20th level, you gain the Foe Slayer feature. See the ranger class feature in the *Player's Handbook*.

RANGER PATHS

PATH OF THE BEASTMASTER

BESTIAL COMPANION

At 3rd level, you gain a beat companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. It's hit point maximum equals it's normal maximum our four times your ranger level, whichever is higher.

The beast obeys your commands as best as it can. It takes it's turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move to (no action required by you). You can use an attack action to command it to take the Attack, Dash, Disengage, Dodge or Help action.

When commanded to attack, it will continue to attack the chosen target until you use an action to command it to stop. It can make opportunity attacks against the chosen target when possible, without being commanded. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take an action.

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

BESTIAL FURY

Starting at 9th level, your beast companion can make two attacks when you command it to use its Attack action. The beast can also take a Reaction against other creatures than its current target on its own. You can use your Reaction to command the beast not to take its own Reaction.

SHARE SPELLS

At 13th level, you can share spells with your animal companion. See the ranger archetype feature in the *Player's Handbook*.

BONDED SPIRITS

At 17th level, you can bond your spirit with that of your animal companion, connecting at a mental level. You can use your Bonus Action, rather than an Action to command your animal companion to take the Attack, Dash, Disengage, Dodge or Help action.

If you are within 120 ft. of your animal companion, you can communicate telepathically with it, sharing simple concepts such as types and numbers and locations of creatures visible to either of you, and natural and unnatural dangers such as pits and traps.

PATH OF THE PRIMAL SPIRIT

The Path of the Primal Spirit grants you a spiritual connection to the primal forces that exist in nature. It's not as simple as you choosing to use the primal force, as the primal force also chooses you in a willing, mutual bond.

PRIMAL SHROUD

At 3rd level, you pick an aspect of the primal, choosing from Guardian, Seeker and Stalker, and gain its feature. This feature can be used once, recharging after a short or long rest.

Guardians Strength: Your primal spirit helps to protect you and the creatures closest to you. As a bonus action, you invoke the primal spirit and choose yourself or an ally you can see. The primal spirit appears in the shape of a bear that only you

and the chosen creature can see as it shrouds the creature, who gains temporary hit points equal to 2d6 + your Wisdom modifier.

Seeker's Eye: Your primal spirit lends its sharp combat senses to you or one of your companions. As a bonus action, you invoke your your primal spirit and choose yourself or a creature you can see. A spiritual bird of prey shrouds the creature, revealing vulnerabilities in its targets. Only you and the companion you choose can see this shroud. Until the end of your next turn, all attacks made by the shrouded creature have Advantage on attacks and do additional damage equal to your Wisdom modifier. Even if the attack misses, the additional damage applies.

Stalker's Fangs: Your primal spirit lends the strength of its deadly bite to you or one of your companions. As a bonus action, you invoke your primal spirit and choose yourself or a creature you can see. A spiritual wolf shrouds the creature. Only you or the chosen creature can see this shroud. The next time the chosen creature hits with a weapon attack, the target of the attack takes extra slashing damage equal to 2d6 + your Wisdom modifier.

PRIMAL FORCE

At 9th level, your primal spirit manifests itself as a visible, translucent figure. You can choose from the Guardian, Seeker or Stalker, gaining its feature, which can be used once before requiring a short or long rest.

Guardian's Roar: Your primal spirit warns creatures hostile to you and the creatures closest to you. As a reaction, you invoke your primal spirit and it manifests itself as a bear over yourself or an ally that you can see and it lets loose a bellowing roar. All attacks against the creature have Disadvantage until the end of your next turn.

Seeker's Strike: Your primal spirit helps you and creatures friendly to you attack your enemies. As a reaction, you invoke your primal spirit and choose a number of creatures equal to your Wisdom modifier. Those creatures gain Advantage against their targets as your primal spirit manifests itself into

birds of prey that guide their melee and ranged attacks.

Stalker's Flank: As a reaction, you choose a creature you can see that is engaged with you or one of your allies. You invoke your primal spirit, which manifests as a wolf to flank the chosen creature. Until the end of your next turn, you or the ally engaged with the creature have Advantage on all melee attacks. If any of the attacks hit, the chosen creature takes 2d6 + your Wisdom modifier slashing damage to the total of all other damage.

PRIMAL CHARGE

At 13th level, your primal spirit can swiftly move you or your companions into or away from the midst of your foes. Choose the aspect of Guardian, Seeker, or Stalker and gain that feature. You can use this feature once until you take a short or long rest.

Guardian's Save: As a reaction, you invoke your primal spirit which roars unseen as it whisks you or an chosen creature away from a devastating blow. After the attack roll is made, but before damage is rolled, the primal spirit moves the chosen creature to an unoccupied space, preventing the blow. The primal spirit can move at a rate equal to your own. If the attack is the result of an area of effect attack and the movement will not take the chosen creature out of the range of the effect, it will take half damage on a failed saving throw, and no damage on a successful one.

Seeker's Retaliation: As a reaction, when you are hit with a melee attack, or your ally you can see is hit with a ranged or melee attack, you invoke your primal spirit to instantly carry you to the attacker and make an opportunity attack with Advantage against it. As a bonus action, your primal spirit can then move you or your ally away from the attacker at a rate equal to your regular movement without invoking an opportunity attack.

Stalker's Surge: As a reaction, you can choose a creature that you can see, and dash towards it, as your primal spirit manifests as a pack of wolves to block and defend you along the way. The number of wolves manifested are equal to your Wisdom

modifier +1 (minimum of 2). For each wolf in the pack, one creature you pass that has reach of you takes slashing damage equal to your Wisdom modifier and cannot make an opportunity attack on you. Until the end of your turn, you have advantage on attacks against the chosen creature. If any of the attacks hit, the chosen creature takes 2d6 + your Wisdom modifier slashing damage to the total of all other damage.

PRIMAL POWER

At 17th level, you can use your each of your primal features twice before requiring a short or long rest.

PATH OF THE SKIRMISHER

The skirmisher has learned to make the most of using his abilities to fight against countless foes.

HUNTER'S PREY

3rd Level: See the ranger class feature in the *Player's Handbook*.

DEFENSIVE TACTIC

At 9th level, you gain one defensive tactic. See the ranger class feature in the *Player's Handbook*.

MULTIATTACK

At 13th level, you gain one of the following features of your choice.

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.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

HOLD

At 17th level, you have mastered close quarters combat against your foes. Enemies do not gain Advantage when they flank you. If you are dual wielding, you can attack with each weapon when

you make an opportunity attack using your reaction. Creatures attempting to pass you lose the remainder of their movement when you make a successful melee attack against them.

NOTE:

This homebrew build of the ranger class is intended for playtest purposes while trying to build a better ranger.

While you're free to use it in your own games, understand that it may be imbalanced and potentially broken. It is NOT currently compatible with the Adventurer's League, DM's Guild or the OGL.

DESIGN NOTES:

~~V.0.4 This ranger build takes the Hunter Archetype features and makes them standard class features.~~

V0.5: The Hunter Archetype features have now been incorporated into Path of the Skirmisher. The previous Path of the Skirmisher features have now become standard class features of Skirmisher's Stealth, Action Surge, and Extra Fighting Style. Hold Position remains a Path of the Skirmisher feature at 17th level. Vanish is now a standard feature at 15th level rather than 14th.

This should balance it much more than the last build, bringing it much closer in line to the fighter and rogue.

Included in the standard features, and the ranger path features are materials from the Unearthed Arcana playtest ranger build and is Copyright 2016 Wizards of the Coast. All other material is the intellectual property of Armand Charpentier and is Copyright 2016 by Armand Charpentier.