**Ranger**

**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

*Saving Throws:* Strength, Dexterity


**Equipment**

You start with the following equipment:

- (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 Long Bow and a Quiver of 20 arrows

**Favored Enemy**

At 1st level, choose a type of favored enemy: Aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs).

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

At 6th and 14th level, choose one additional favored enemy, as well as an associated language.

**Natural Explorer**

At 1st level, choose a type of favored terrain: Arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark.

When making Intelligence or Wisdom checks related to your favored terrain, your proficiency bonus is doubled if you are using a skill you’re proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn’t slow your group’s travel.
- Your group can’t become lost except by magical means.
- Even when engaged in other activities while traveling, you remain alert to danger.
- When traveling alone, you can move stealthily at normal pace.
- You find twice as much food as normal when foraging.
- While tracking other creatures, you also learn their exact number, sizes, and how long ago they passed.

At 6th and 10th level, you can choose one additional favored terrain.

**Fighting Style**

At 2nd level, choose one of the following options. You can’t take a Fighting Style option more than once.

**Archery**

You gain +2 bonus to attack rolls with ranged weapons.

**Defense**

While wearing armor, gain +1 bonus to AC.

**Dueling**

When wielding a melee weapon in one hand and no other weapons, gain +2 bonus to attack damage rolls with that weapon.

**Two-Weapon Fighting**

While dual-wielding weapons, you can add your ability modifier to the damage of the second attack.
Spellcasting
At 2nd level, you learn how to cast spells.

Spell Slots
The Ranger Table shows how many spell slots you have of each level. To cast one of these spells, you must expend a spell slot of the spells level or higher. You regain all spell slots when you finish a long rest.

Spells Known of 1st Level and Higher
The Ranger Table shows how many spells you know. Each of these spells must be of a level for which you have a slot. Additionally, when you gain a level in this class, you may replace a spell you know with another from the Ranger spell list.

Spellcasting Ability
Wisdom is your spellcasting ability for Ranger spells.

Spell save DC = 8 + your Proficiency bonus + your Wisdom modifier

Spell attack modifier = your Proficiency bonus + your Wisdom modifier

Primeval Awareness
At 3rd level you can use your action and expend one Ranger spell slot to focus on the region around you. For 1 minute per level of the spell slot expended, you can sense whether the following creature types are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): Aberrations, celestials, dragons, elementals, fey, fiends, or undead. This feature doesn’t reveal their location or number.

Ability Score Increase
At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2, or two ability scores by 1. You can’t bring an ability score above 20 using this feature.

Extra Attack
At 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Land’s Stride
At 8th level, moving through nonmagical difficult terrain costs no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns or similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the Entangle (PHB.238) spell.

Hide in Plain Sight
At 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your disguise.

Once camouflaged in this way, you can try to hide by pressing yourself up against a solid surface. You gain +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take action, you must camouflage yourself again to gain this benefit.

Vanish
At 14th level, you can use the Hide action as a bonus action on your turn. You also cannot be tracked by nonmagical means, unless you choose to leave a trail.

Feral Senses
At 18th level, when you attack a creature you can’t see, you don’t have disadvantage on attack rolls against it.

You are also aware of the location of any invisible creatures within 30 ft of you, provided they aren’t hidden from you and you aren’t blinded or deafened.

Foe Slayer
At 20th level, once on each of your turns, you can add your Wisdom modifier to the attack or damage roll of an attack made against one of your favored enemies.

You can choose to use this feature before or after the roll, but before any effects are applied.

Ranger Archetype
At 3rd level, choose an archetype to emulate: Hunter, or Beast Master. Your choice grants features at 3rd, 7th, 11th, and 15th level.

Hunter

Hunter’s Prey
At 3rd level, gain one of the following of your choice

Colossus Slayer. When you hit a creature with a weapon attack, it takes an extra 1d8 damage if its hit point maximum. You can deal this extra damage once per turn.

Giant Killer. When a large or larger creature within 5 ft of you attacks you, you can Use your reaction to attack that creature, provided you can see it.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another weapon attack with the same weapon against a different creature that is within 5 ft of your original target and within range of your weapon.

Defensive Tactics
At 7th level, gain one of the following of your choice

Escape the Horde. Opportunity attacks against you have disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

Multiattack
At 11th level, gain one of the following of your choice

Volley. You can use your action to make a ranged attack against any number of creatures within 10 ft of a point you can see within your weapons 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 ft of you, with a separate attack roll for each target.
Superior Hunter's Defense
At 15th level, gain one of the following of your choice:

- **Evasion.** When 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, and only half if you fail.

- **Stand Against the Tide.** When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature of your choice.

- **Uncanny Dodge.** When an attacker you can see hits you with an attack, you can use your reaction to halve the attack’s damage against you.

Beast Master

Ranger’s Companion
At 3rd level, you gain a beast companion. 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 its AC, attack and damage rolls, and to any saving throws and skills it’s proficient in. Its hit point maximum is equal to its normal maximum, or four times your Ranger level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on its initiative, though it doesn’t take an action unless you command it to. On your turn you can verbally command it to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

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

Exceptional Training
At 7th level, on any of your turns when your beast companion doesn’t attack, you can use a bonus action to command the beast to take the Dash, Disengage, Dodge, or Help actions on its turn.

Bestial Fury
At 11th level, your beast companion can make two attacks when you command it to use the Attack action.

Share Spells
At 15th level, when you cast a spell targeting yourself, you can also affect your beast companion if it’s within 30 ft of you.
Ranger Spells

1st Level
Absorb Elements EE.15
Alarm PHB.211
Animal Friendship PHB.212
Beast Bond EE.15
Cure Wounds PHB.230
Detect Magic PHB.231
Detect Poison and Disease PHB.231
Ensnaring Strike PHB.237
Fog Cloud PHB.243
Goodberry PHB.246
Hail of Thorns PHB.249
Hunter’s Mark PHB.251
Jump PHB.254
Longstrider PHB.256
Speak with Animals PHB.277

2nd Level
Animal Messenger PHB.212
Barkskin PHB.217
Beast Sense PHB.217
Cordon of Arrows PHB.228
Darkvision PHB.230
Find Traps PHB.244
Lesser Restoration PHB.255
Locate Animals or Plants PHB.256
Locate Object PHB.256
Pass without Trace PHB.264
Protection from Poison PHB.270
Silence PHB.275
Spike Growth PHB.277

3rd Level
Conjure Animals PHB.225
Conjure Barrage PHB.225
Daylight PHB.230
Flame Arrows EE.18
Lightning Arrow PHB.255
Nondetection PHB.263
Plant Growth PHB.266
Protection from Energy PHB.270
Speak with Plants PHB.277
Water Breathing PHB.287
Water Walk PHB.287
Wind Wall PHB.288

4th Level
Conjure Woodland Beings PHB.226
Freedom of Movement PHB.244
Grasping Vine PHB.246
Locate Creature PHB.256
Stoneskin PHB.278

5th Level
Commune with Nature PHB.224
Conjure Volley PHB.226
Swift Quiver PHB.279
Tree Stride PHB.283