

RANGER (REALLY REVISED, VERSION 2)

Where the druid may seek to guard the natural world from the constant encroachment of civilization, the ranger seeks to defend civilization from what lurks beyond its walls, protecting those living on its outskirts from wild beasts, vile monsters, and savage hordes. They are the wardens of the wilderness, living off the land as its denizens do, drawing on its natural power, and defending themselves and their charge with weapons of yew and steel.

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

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

NATURAL EXPLORER

Beginning at 1st level you are a master of navigating the wilderness and surviving beyond the borders of civilization. Your honed sense of direction prevents you from becoming lost except by magical means.

In addition, whenever you make a Wisdom (Survival) check to forage for food or to track other creatures, you are considered proficient in the Survival skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

WILDERNESS GUIDE

At 1st level, you have learned to adapt your knowledge of the land to hazards encountered while adventuring. As a bonus action, you may ignore difficult terrain until the end of your turn.

Alternatively, you may use your bonus action on your turn to give an ally you can see within 30 feet the ability to ignore difficult terrain until the end of their turn.

Additionally, you are always alert to potential dangers. You do not suffer disadvantage on Wisdom (Perception Checks) while you are engaged in another activity, and may take the Search action as a bonus action on your turn.

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, even if you later get to choose again.

- **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.

HUNTER'S MARK

Starting at 2nd level, you gain the *hunter's mark* spell and always have it prepared. It does not count against the number of spells you can prepare each day. You may cast it once at 1st level without expending a spell slot. Once you have cast *hunter's mark* with this feature in this way, you cannot do so again until you finish a long rest.



Pathfinder Kingmaker Portrait Ranger By Aki Red Dragon

SPELLCASTING

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 of the Player's Handbook for the general rules of spellcasting and chapter 11 for the ranger spell list.

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.

For example, if you know the 1st-level spell *animal friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *animal friendship* using either slot.

Preparing and Casting Spells

The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these 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 spell list. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level (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 16, your list of prepared spells can include five 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 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also 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 focus: 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. 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

PRIMEVAL AWARENESS

At 3rd level you can attune your senses to determine if certain creatures lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can choose one type of creature: beasts, fey, humanoids, monstrosities, or undead. You determine whether any are present within 5 miles of you, and learn the creatures' numbers, general direction, and distance (in miles) from you. If there are multiple groups of enemies within range, you learn this information for each group.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

THE RANGER

Level	Proficiency Bonus	Features	Spells				
			1st	2nd	3rd	4th	5th
1st	+2	Natural Explorer, Wilderness Guide	—	—	—	—	—
2nd	+2	Fighting Style, Hunter's Mark, Spellcasting	2	—	—	—	—
3rd	+2	Primeval Awareness, Ranger Archetype, Swift Stride	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack*	4	2	—	—	—
6th	+3	Improved Hunter's Mark, Improved Primeval Awareness	4	2	—	—	—
7th	+3	Ranger Archetype Feature*	4	3	—	—	—
8th	+3	Ability Score Improvement, Vanish	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Hide in Plain Sight	4	3	2	—	—
11th	+4	Ranger Archetype Feature*	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	—	4	3	3	1	—
14th	+5	Hunter's Respite	4	3	3	1	—
15th	+5	Ranger Archetype 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	Foe Slayer	4	3	3	3	2

☆ Replace with Conclave Feature if using an UA Conclave.

RANGER ARCHETYPE

At 3rd level, you choose to emulate the ideals and training of a ranger archetype.

Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

SWIFT STRIDE

Starting at 3rd level, you can use the Dash action as a bonus action on your turn, and you can move stealthily at a normal pace.

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.

EXTRA ATTACK

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

IMPROVED HUNTER'S MARK

At 6th level, it becomes more difficult for your prey to escape your sight. While a creature marked with your *hunter's mark* is within 90 feet of you, you ignore half and three-quarters cover when attacking the creature, and if they are within 5 miles you sense them when you use your Primeval Awareness feature, regardless of which type of creature you choose.

IMPROVED PRIMEVAL AWARENESS

At 6th level you have learned to attune your senses to detect rarer, more powerful foes. You can now choose from aberrations, celestials, constructs, dragons, elementals, fiends, or giants when you use your Primeval Awareness feature.

VANISH

Beginning at 8th level, you never leave a trail for your foes to follow, unless that's exactly what you want them to do. You can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can remain perfectly still for long periods of time to set up ambushes.

When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a –10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

Thanks to u/macrocosm93 for the idea to have Hunter's Mark grant the spell as always prepared and cast without a slot.
Thanks to u/DracoDruid for directing me to r/DnDrCommunityRanger and the idea for Search as a bonus action.
Thanks to u/TheArenaGuy for inspiring me to make and publish my first homebrew.
Thanks to u/iveld and the GM Binder community for a great homebrew tool and the resources to make this document.

HUNTER'S RESPITE

At 14th level, you regain the ability to cast *hunter's mark* with your Hunter's Mark feature when you finish a short or long rest.

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.

FOE SLAYER

At 20th level, marking your prey has become second nature. You may cast *hunter's mark* at any level you have a spell slot for without requiring concentration, and you may choose to use your Hunter's Mark feature to cast it at 1st level in this way without expending a spell slot. Once you have cast *hunter's mark* with with feature in this way, you cannot do so again until you finish a long rest.



Inuit Raider - Krist Miha, © Arcana Games