

RANGER (REALLY REVISED, VERSION 1.4)

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 SURVIVOR

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 an Intelligence (Nature) or Wisdom (Survival) check to forage for food or to track other creatures, you are considered proficient in those skills. When you succeed on an ability check to forage for food, you gather twice as much food as you normally would, and when you succeed on an ability check to track other creatures, you learn their number, sizes, and how long ago they passed through the area.

WILDERNESS GUIDE

At 1st level, you have learned to adapt your knowledge of the wilderness to hazards encountered while adventuring. You ignore difficult terrain, and while you are traveling difficult terrain doesn't slow your group's travel.

As a bonus action on your turn you can grant an ally you can see within 30 feet the ability to ignore difficult terrain until the end of their turn, provided they are not blinded or deafened.

Additionally, you are always alert to potential dangers, and do not suffer any penalties to Wisdom (Perception) checks due to being engaged in another activity (such as foraging, tracking, or engaging in combat).

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.



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

HUNTER'S QUARRY

Beginning at 2nd level, as a bonus action you can choose a creature you can see within 90 feet and mystically mark it as your quarry. You may only have one creature marked as your quarry, and they remain your quarry until you take a long rest. 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.

If you mark another creature as your quarry, or if your quarry drops to 0 hit points, the mark fades. If your quarry drops to 0 hitpoints as a result of damage you dealt, you can mark another creature as a bonus action before the end of your turn without expending a use of Hunter's Quarry. You cannot mark another creature in this way until you finish a short 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 Quarry, Spellcasting	2	—	—	—	—
3rd	+2	Primeval Awareness, Ranger Archetype	3	—	—	—	—
4th	+2	Ability Score Improvement, Swift Stride	3	—	—	—	—
5th	+3	Extra Attack*	4	2	—	—	—
6th	+3	Expert Tracker	4	2	—	—	—
7th	+3	Ranger Archetype Feature*	4	3	—	—	—
8th	+3	Ability Score Improvement, Vanish	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Hunter's Respite	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	Master Hunstman	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	Apex Hunter	4	3	3	3	2

☆ Replace with Conclave Feature if using an UA Conclave.

While a creature is marked as your quarry you have advantage on Wisdom (Perception) or Wisdom (Survival) checks to find it.

Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against your quarry. You can choose to do so before or after the roll, but before any effects of the roll are applied.

As the Hunter's Quarry feature is intended to replace the spell, remove *hunter's mark* from the ranger spell list. This affects class features and feats that allow you to choose a spell from the Ranger spell list. Features that grant specific spells such as Oath of Vengeance's Oath Spells are unaffected.

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.

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.

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.

SWIFT STRIDE

Starting at 4th level, you can use the Dash action as a bonus action on your turn, and you can move stealthily at a normal pace while traveling alone.

EXTRA ATTACK

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

EXPERT TRACKER

At 6th level, it becomes more difficult for your prey to escape your sight. While a creature marked as your quarry 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 can sense them when you use your Primeval Awareness feature, regardless of which type of creature you choose.

You have also 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. You can use the Hide action as a bonus action on your turn, and you can't be tracked by nonmagical means unless you choose to leave a trail.

HUNTER'S RESPITE

Starting at 10th level, when you finish a long rest you can expend a use of Hunter's Quarry to continue maintaining one quarry that you marked before the long rest. You may only have one creature marked in this way, and it does not count against the number of creatures you can mark with Hunter's Quarry.

MASTER HUNTSMAN

Starting at 14th level, singling out new prey has become second nature. Whenever your quarry drops to 0 hitpoints, you can mark another creature as a bonus action on your turn without expending a use of Hunter's Quarry. You still cannot mark another creature in this way until you finish a short rest. If your quarry drops to 0 hitpoints as a result of damage you dealt, you regain a use of your Hunter's Quarry feature, up to its maximum number of uses.

In addition, the range of Hunter's Quarry and Expert Tracker increases from 90 feet to 120 feet.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. Provided you aren't blinded or deafened, you are aware of the location of any invisible creatures within 30 feet that aren't hidden from you. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

APEX HUNTER

At 20th level, you become an unparalleled hunter. You gain advantage on attack rolls against your quarry, and you score a critical hit on a roll of 19 or 20 on attack rolls against them.



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