



RANGER

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization—humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, and strike their prey hard and true. Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

Masters of the ambush, rangers are swift, silent, and deadly. Moving stealthily through the wilds and hiding themselves in brush and rubble, rangers scout out and stalk their target. Few enemies are able to catch a ranger off guard.

Thanks to their familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt.

With sword and spell, skill and stealth, rangers stand guard on the untamed frontier. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

CLASS THEMES

Rangers are skirmishers. They avoid direct confrontation in favor of sudden, deadly attacks that leave an opponent without the chance to make an effective counterattack.

Key Mechanics: Fighting Style, Skirmisher's Stealth. These mechanics let the ranger focus on tactics that involve ambushes, mobility, and sniping.

Rangers are vigilant. They are always on guard and they have a sixth sense for danger. It's hard to get the drop on a ranger.

Key Mechanic: Primal Instincts. This feature emphasizes the ranger's primal link to nature by giving them superior instincts, and highlights their ability to fight unseen foes.

Rangers are the ultimate survivors. They have grit and can pull through most any situation. Their toughness and instincts keep them alive.

Key Mechanics: Natural Healing, Variant Features. Upgraded healing makes rangers durable, and gives them fine control over how much healing to shoot for when spending Hit Dice.

Rangers are masters of the wild. They can wander a barren wilderness alone for months, living only on what they find. Their link to nature gives them supernatural abilities.

Key Mechanic: Natural Explorer. The ability to learn new favored terrain makes the ranger the best character to have in the wilds.

THE RANGER

Level	Proficiency Bonus	Features	Spells Known	— Spell Slots per Spell Level —				
				1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Natural Explorer, Natural Healing,	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2	Ranger Archetype, Primal Instincts	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Favored Enemy, Natural Explorer, Skirmisher's Stealth	4	4	2	—	—	—
7th	+3	Archetype Feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement, Land's Stride	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Natural Explorer, Primal Instincts, Hide in Plain Sight	6	4	3	2	—	—
11th	+4	Archetype Feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Favored Enemy	8	4	3	3	1	—
15th	+5	Archetype Feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Primal Instincts	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Foe Slayer	11	4	3	3	3	2

CLASS FEATURES

As a ranger, you gain the following class features

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, Acrobatics, 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

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

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) as favored enemies.

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.

Beginning at 14th level, once on each of your turns, you can add your Wisdom modifier to the attack or damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after you roll, but before any effects of the roll are applied.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

NATURAL EXPLORER

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, ocean, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

You choose additional favored terrain types at 6th and 10th level.

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 you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

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

Beginning at 6th level, you leave no trail and can't be tracked by nonmagical means unless you choose to leave a trail.

At 10th level, after traversing a region for at least 7 days, you may count that terrain type as one of your favored terrains. This benefit lasts until you use this feature again with a different terrain type.

NATURAL HEALING

Beginning at 1st level, at the end of a short rest when you use hit dice to recover hit points and roll a 1 or a 2, you may re-roll the die. Each short rest you can use this feature a number of times equal to half your ranger level (rounded up).

VARIANT RANGER FEATURES

Some campaigns might be better suited for a ranger with a different kind of toughness. Your Dungeon Master might allow these class variations which replace the Ranger's Hit Points and Natural Healing class features.

Hit Dice: 2d4 per ranger level

Hit Points at 1st Level: 8 + two times your Constitution modifier

Hit Points at Higher Levels: 2d4 (or 5) + two times your Constitution modifier per ranger level after 1st

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 on attack rolls you make with ranged weapons.

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.

MARINER

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

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 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.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd 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 a level for which you have spell slots.

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

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.



PRIMAL INSTINCTS

At 3rd level your survival training has honed your senses to an uncanny level. As an action, you can use this feature to heighten your senses and gain one of the following benefits:

Primeval Awareness. At the 3rd level you can use Primal Instincts to focus your awareness on the region around you. For 1 minute you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Gut Feeling. Beginning at 10th level you can use your Primal Instincts to intuit the position of an unseen foe. For the next minute, your inability to see an enemy does not impose disadvantage on your attack rolls.

Feral Sense. Beginning at 18th level you can use your Primal Instincts to develop a sixth sense. For one hour you cannot be surprised, and you know the location of any invisible creatures within 30' of you, provided the creature isn't hidden from you and you aren't blinded or deafened.

You can use your Primal Instincts a number of times per day equal to 1 plus your Wisdom modifier (minimum 1). You regain any expended uses at the end of a long rest.

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.

SKIRMISHER'S STEALTH

Beginning at 6th level, your speed and stealth in combat make you hard to pin down. You can take the Hide action as a bonus action.

Additionally if you are hidden when you roll initiative, making an attack during the first round of combat does not reveal your location if you otherwise fulfil the conditions needed to hide.

LAND'S STRIDE

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or similar hazards.

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 spell.

HIDE IN PLAIN SIGHT

Starting 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 camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action, you must spend a minute camouflaging yourself again to gain this benefit.

FOE SLAYER

At 20th level you become an unparalleled hunter of your enemies. When you hit an enemy with an attack, you can choose to deal an additional 5d8 damage and have them make a Constitution saving throw against your spell save DC. If the target fails, you can choose one of the following conditions to inflict upon them: blinded, deafened, frightened, or incapacitated. The creature suffers from this effect until the end of your next turn. If the creature is one of your favored enemies and has fewer than 50 hit points, it dies.

Once you use this feature, you cannot use it again until after you finish a long rest.



RANGER ARCHETYPE

The ideal ranger has two classic expressions: the Hunter and the Beast Master.

HUNTER

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path you learn specialized techniques to fight the threats you face, from rampaging ogres and hordes of orcs, to towering giants and terrifying dragons.

HUNTER'S PREY

At the 3rd level, you gain one of the following features of your choice:

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

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.

DEFENSIVE TACTICS

At the 7th level, you gain one of the following features of your choice:

Escape the Horde. Opportunity attacks against you are made with disadvantage.

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

Steel Will. You are immune to being frightened.

MULTIATTACK

At the 11th 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 move up to half your speed and make a melee attack against any number of creatures that came within 5 feet of you during this movement.

You must make a separate attack roll for each target, and this movement provokes attacks of opportunity as normal.

SUPERIOR HUNTER'S DEFENSE

At the 15th level, you gain one of the following features of your choice:

Evasion. You can 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.

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 again another creature (other than itself) of your choice.

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



BEAST MASTER

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master Archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

RANGER'S COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a Beast that is no larger than Medium and has a challenge rating of $\frac{1}{4}$ or lower. Beginning at 7th level the maximum challenge rating your beast can have increases to $\frac{1}{2}$, and at the 15th level your beast can have a maximum of challenge rating 1 and be no larger than Large.

Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls. The creature's hit points are equal to that in its stat block or 5 times your ranger level (whichever is higher). Your beast gains proficiency in Wisdom saving throws and the saving throw corresponding to its highest ability score (if it is already proficient in one of these saves, use its second highest ability instead).

You can choose to let your beast spend Hit Dice from your pool during a short rest to regain hit points. The beast makes death saving throws following the normal rules. 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

The beast obeys your commands as best it can. It takes its turn on your initiative, though it doesn't take action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you).

You can use your action to command your beast to take the Attack action. Once you have the Extra Attack feature, when you take the Attack action the beast can make a single attack as one of your attacks.

As a bonus action you can command the beast to take the Dash, Disengage, Dodge, or Help action. It takes attacks of opportunity and other reactions without needing your command.

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

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself.

SHARE SPELL

Starting at 7th level, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you.

BESTIAL FURY

Beginning at 11th level, when you command the beast to take the Attack action, it can attack twice or take the multiattack option if it has it.

BEASTLY COORDINATION

Starting at 15th level, when an attacker that you can see hits your beast companion with an attack, you can call out a warning. If your beast companion can hear you, it can use its reaction to halve the attack's damage against it.

A RANGER'S BEST FRIEND

Many players like to play a ranger that keeps a loyal friend and pet throughout their adventuring career. When the maximum challenge rating of your beast companion increases, instead of training a new beast, you can work with your Dungeon Master to upgrade your current companion.

Your Dungeon Master has rules in the *Dungeon Master's Guide* for adjusting the attributes of a creature to increase its challenge rating.



CHANGES FROM PHB:

- Added Acrobatics to list of available skills.
- Added 2d4 Hit Dice variant.
- Moved PHB Foe Slayer to Favored Enemy.
- Altered Natural Explorer.
- Added Natural Healing.
- Removed Defensive fighting style.
- Added Mariner fighting style.
- Added Primal Instincts.
- Added (altered) Skirmisher's Stealth.
- Removed Vanish
- Removed Feral Senses.
- Altered Foe Slayer.
- Altered Steel Will.
- Altered Whirlwind Attack.
- Altered Ranger's Companion.
- Altered Exceptional Training.
- Moved Share Spell.
- Added Beastly Coordination.

AFTERTHOUGHTS

This may be the most reviewed and closely scrutinized ranger remake. This is not an "ideal" ranger or a re-imagining of the class. Instead this rework tried to consolidate the most prominent features across the many fixes done by the community.

Trying to build a true "consensus" is a fools errand. Players have wide variety of ideas about what the ranger should be, and not everyone's ideal ranger will be realized by this class. However this remake represents the most frequent themes seen across many reworks, and should provide common ground.

Who knows, after months of play testing, we can go back and build another community ranger. But as it stands, I'm happy to present the (so-called) Consensus Ranger.

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Consensus Ranger Class by
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