

THE SEARCH FOR THE DEFINITIVE RANGER

The 5th Edition of Dungeons and Dragons has seen a dramatic rise in popularity in the years since its initial release. Much has been added to the game by the developers to facilitate a more complete and thoroughly regulated gaming world for Dungeon Masters and role-players everywhere. However, it is the belief of many that the game needs more than bonus material - it needs revised material. And while the world of Homebrew has expanded the horizons of character creation options farther than ever, the character classes that the game started with require a second look as well.

I have decided to try my hand at revising several of the core character classes offered in the Player's Handbook, starting with the first class I played in this edition: The Ranger.

REASONS FOR REVISION

The ranger as it exists on paper in 5th Edition very faithfully maintains the look and function of the classic ranger archetype that players want to embody. The class provides a connection to nature through abilities like Natural Explorer and the druid-heavy spell list they can choose from. The Beast Master subclass gives an animal companion as a useful partner in and out of combat, something players of all playstyles crave.

Mechanically however, the ranger falls very short in the execution of these abilities. The features that maintain the flavor of the class are delegated to highly situational ribbon abilities, the spellcasting feature takes more than it gives in terms of consistent reliability, and the animal companion of the Beast master is too bogged down by the system's action economy to be useful and balanced with similar class abilities.

Overall, in my experience of playing the class, the spellcasting feature is its biggest problem. Between the inability to prepare spells daily like their most analogous half-caster, the paladin (I know there are reasons for the difference in terms of the kinds of spells they use but that doesn't make it work for ranger), and the situational kinds of spells that constitute the ranger's spell list, the ability is largely secondary to the playstyle. But because of their ability to cast spells, they were not afforded many features that make their martial combat more effective or distinctive from a typical Fighter. Rangers are comprised of 2 half-baked halves, and so feel unrefined and hard to optimize as a whole.

Most players with a ranger character feel the need at some point to multiclass into fighter, rogue, or druid just to increase the legitimacy of their playstyle, when that also leads to underdeveloped abilities on both sides of the levelling split. No class should require investment in other classes just to feel useful or whole.

My goal began with making the ranger playable without the spellcasting feature as a class-wide ability. For anyone who is playing as a ranger so that they can be the classic "Aragorn son of Arathorn" type, spell slots feel like they muddy the waters and prevent the development of a more distinctive playstyle. I knew that if spells were to stick with ranger in my version, it would have to be on an individual archetypal basis.

So that became my secondary goal, maintaining spellcasting as an option for some of its subclasses so that the half-caster playstyle was not out of the question for the ranger entirely. And third, I wanted to maintain the class's most distinctive aspects for all archetypes, namely the *hunter's mark* spell, Favored Enemy, and Favored Terrain. That way no matter the playstyle all options are definitely rangers. This is my first published version with all these goals realized.

A BREWER'S WORK IS NEVER DONE

This is by no means the final version, despite the title I have given this homebrew. I have only been able to playtest certain subclasses of this ranger, and as a busy adult-ish person I have not had the time to go through all the mathematical possibilities and truly analyze this class for balance. I am not posting this homebrew so that people will use it and praise my homebrewing wisdom. ***I am posting it because I need some homebrewing wisdom from all of you!***

SHARING AND COLLABORATING

I would love to look through all possible constructive criticism on my homebrew of my favorite Dungeons and Dragons class, and hear any notes you all collect from playtesting or running the maths. My preferred method of contact for now would be in the comments sections. Feel free to message me on reddit at u/theRakishRancor, and if needed, I can provide an email address to start a more in-depth conversation on changing this class for the better.

In the future I am hoping to give the 5th Edition Sorcerer a similar boost, and take a crack at nerfing (or at least readjusting) the 5th Edition Druid. I also have a class or two of my own devising and so I hope this post is my first foray into a community that can help me optimize these other projects as well. Happy 'Brewing!

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Wondrous item, rare

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THE RANGER, v1.0

Level	Proficiency Bonus	Features
1st	+2	Favored Enemy, Explorer's Stride
2nd	+2	Fighting Style, Prey Turns Predator
3rd	+2	Ranger Archetype, Primeval Awareness (2/rest)
4th	+2	Ability Score Improvement
5th	+3	Ranger Archetype Feature, Additional Favored Enemy & Terrain
6th	+3	Hide in Plain Sight, True Hunter's Mark
7th	+3	Ranger Archetype Feature
8th	+3	Ability Score Improvement
9th	+4	Vanish, Prey Turns Predator (2 at once), Primeval Awareness (3/rest)
10th	+4	Additional Favored Terrain, True Hunter's Mark Improvement
11th	+4	Ranger Archetype Feature
12th	+4	Ability Score Improvement
13th	+5	True Hunter's Mark Improvement
14th	+5	Additional Favored Enemy, Primeval Awareness (5/rest)
15th	+5	Ranger Archetype Feature
16th	+5	Ability Score Improvement
17th	+6	Feral Senses
18th	+6	Adaptability
19th	+6	Ability Score Improvement
20th	+6	Force of Nature

THE MAJOR CHANGES

The Ranger will still be a MAD (Multiple Attribute Dependent) class, split between Dexterity and Wisdom. While Wisdom-based spellcasting is now only featured in a few subclasses, several archetypes still use Wisdom-based attack rolls, and many features of the base class rely on a hardy Wisdom.

While a more detailed list of changes I made from the PHB ranger is at the end of this document, here are the main differences to know going into this revision:

- No base class Spellcasting feature
- No base class Extra Attack feature
- Hide in Plain Sight, Vanish, and Feral Senses moved to earlier levels
- Explorer's Stride feature is a combination of Natural Explorer and Land's Stride from PHB class.

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, Insight, Investigation, Medicine, 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 interacting with 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 humanoids (for example, gnolls and orcs) as favored enemies.

You have advantage on Wisdom checks made to track your favored enemies and interpret their intentions, as well as Intelligence checks made to recall information about them and Charisma checks made to frighten or deceive them.

When you gain this feature, you also learn one language of your choice that is spoken by your type of favored enemy, if they speak one at all. If they do not normally speak a language due to their lower intelligence, you instead gain the ability to interpret their movements or noises through Survival or Insight checks.

You gain one additional favored enemy, as well as an associated language, at 5th and 14th levels. As you gain more levels in this class, your choices might reflect the types of monsters you have encountered on your adventures. More features you gain as a ranger will involve your familiarity and superiority over your Favored Enemies. Your investment in their undoing should be more than just skin deep.



EXPLORER'S STRIDE

Rangers are most at home in nature and become one with their surroundings when travelling through untamed wilderness. At 1st level, the following benefits apply to you while you are conscious.

- Moving through any nonmagical difficult terrain costs you no extra movement.
- You can pass through nonmagical plants without being slowed by them and without taking damage from any thorns, spines, or similar hazardous features.
- 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.
- You have advantage on Survival checks to forage, track, or otherwise move through an area of wilderness in which you have previously spent a long rest.
- You can spend an hour of light activity foraging for medicinal herbs whenever you are resting in an uncivilized area. During that hour, you gather enough herbs for a number of creatures equal to your proficiency bonus. If a creature spends Hit Dice over the course of a short rest, they can consume these herbs to gain a bonus to the result of one of their expended Hit Dice. This bonus is equal to your Wisdom modifier (minimum of 1). These herbs must be consumed within 4 hours of you collecting them. After that time they wilt and lose their medicinal properties. As you gain levels in this class, creatures that consume the herbs during a short rest may add your Wisdom modifier as a bonus to more Hit Dice that they spend during short rests. At 5th level they may add the bonus to 2 Hit Dice, to 3 at 10th level, 4 at 14th level, and 5 at 17th level. Starting at 4th level, if a creature consumes the herbs as part of a long rest, they gain a number of temporary hit points equal to your Wisdom modifier.

You are particularly familiar with one type of natural environment, and are especially adept at travelling and surviving in such regions.

Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. If you have another sort of terrain in mind, consult with your DM.

When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill in which you are proficient.

While travelling 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 cannot be lost except by magical means.
- Even when you are engaged in another activity while travelling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are travelling alone, you can move stealthily at a normal pace.
- When you forage for food, 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.
- Foraging for medicinal herbs only requires 15 minutes instead of an hour.

- After you reach 4th level, when creatures consume the medicinal herbs you gathered in your favored terrain as part of a long rest, they may add your proficiency bonus to the temporary hit points they gain.

When you reach 5th and 10th levels, you may select an additional terrain option to gain these bonuses.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your speciality. 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.

PREY TURNS PREDATOR

Starting at 2nd level, your ferocity against your enemies and those who would hurt your allies gives you a dangerous edge.

After you deal damage with a weapon attack to a creature that is your Favored Enemy, or to a creature that has bloodied you or an ally within the past hour, that creature is considered to be under the effects of the *hunter's mark* spell. The effects of the spell take hold at the beginning of the next round of combat. The spell acts as if you had cast it at 1st level. This magical effect requires no extra action by you to cast or concentration to maintain, though it only remains active for 30 minutes.

You can maintain this passive *hunter's mark* on one creature at a time. If you damage a requisite creature other than the one you have already marked, you can choose to transfer it to the new target as part of that attack (this resets the duration of the *hunter's mark* effect).

You gain the ability to maintain this passive *hunter's mark* on two targets simultaneously at 9th level. You gain the tracking benefit of this magical effect only against the most recently damaged target.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Hunter, Beast Master, Falconer and Slinger are the options detailed at the end of this class description (with more on the way). Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.



PRIMEVAL AWARENESS

Beginning at 3rd level, you gain a deeper connection to your surroundings. You can use your action to focus your senses on the region around you. For 1 minute you can sense whether any 2 types of the following creature types are present within 1 mile of you: aberrations, celestials, constructs, dragons, elementals, fey, fiends, giants, oozes, or undead. Alternatively, you may choose a race of humanoids that is counted as your Favored Enemy.

This feature doesn't reveal the creature's location or number, unless you sense the presence of a Favored Enemy, in which case you can sense their directional location relative to you (i.e. "south of you") and their approximate number.

When you use this ability while in your Favored Terrain, the range increases to 6 miles. You may use this ability three times. When you finish a short or long rest, you regain all expended uses.

At 9th level, you gain the ability to use your Primeval Awareness four times between rests, and at 14th level you may use it five times.

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.

TRUE HUNTER'S MARK

Starting at 6th level, all rangers can cast *hunter's mark* as a bonus action, without spending a spell slot, a number of times equal to your Wisdom modifier before needing a long rest to cast it in this way again. This by itself does not count as the ability to cast at least one spell for Feat and Multiclass prerequisites, as this is a spell-like ability meant to show your natural proficiency as a hunter.

When you cast *hunter's mark* in this way it acts as if you used a 1st level spell slot. You can still only concentrate on one creature at one time when you cast the spell with this ability, but casting it in this manner does not hinder your ability to maintain your *hunter's mark* from your Prey Turns Predator ability.

When you reach 10th level and cast *hunter's mark* using this feature, it acts as if you used a 3rd level spell slot. After 13th level, you cannot lose concentration on your *hunter's mark* spell by taking damage, regardless of if you used a spell slot or your True Hunter's Mark ability to cast it.

At 17th level, you regain all expended uses of your True Hunter's Mark ability after completing a short rest. Additionally at this level, when you use this ability to cast *hunter's mark*, it gains the effect of casting the spell at 5th level.

HIDE IN PLAIN SIGHT

Starting at 6th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create your camouflage. In your favored terrain, you need only 30 seconds to create suitable 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, wall, or fallen log, 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 or a reaction, you must camouflage yourself again to gain the same bonus to Stealth checks.

VANISH

Starting at 9th 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

When you reach 17th level, your inability to see a creature 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 is not hidden from you and you are not blinded or deafened.

If a hidden creature is within 60 feet of you and their Stealth check was less than your Passive Perception + 5, you know of their presence but not their location.

ADAPTABILITY

You can now bring your vast experience and training to bear against any enemies that cross your path. Starting at 18th level, when you finish a long rest you may choose one of your Favored Enemy types and change it to another Favored Enemy option.

All of the benefits you gain against Favored Enemies now apply to this new type of creature. You do not gain an associated language when you change Favored Enemies in this way, but you do not lose the languages you knew from your original Favored Enemy choices.

FORCE OF NATURE

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll and damage roll of one of your attacks. If you hit with this attack against a Favored Enemy that is also under your *hunter's mark*, this damage bonus is doubled. You can choose to use this feature before or after the initial attack roll, but before any effects of the roll are revealed or applied.

RANGER ARCHETYPES

"THE IDEAL OF THE RANGER HAS [MANY] CLASSIC EXPRESSIONS."

This oneness with the wilderness and superior martial prowess can be achieved through several different lifestyles, some more in touch with nature than others. A few examples include the Beast Master, the Hunter, the Falconer, and the Slinger.

Yes, besides the 2 main archetypes, I have included two of my own homebrew subclasses, based on homebrews for the vanilla ranger I have seen in the past, but readapted for this incarnation of the class. I also have already adapted some of the official archetypes from Xanathar's Guide, and have several other subclasses at the ready; some spell-less and some half-casting subclasses, the latter of which will use the same spell progression table as the Beast Master.

I have chosen to attach these four to this pilot document for the Definitive Ranger for several reasons. To start, the Hunter is the benchmark to which all other archetypes are compared, due to its tendency to do decent damage with the right levelling choices. Any original look at remodeling the ranger as a class would be missing a huge piece of the puzzle if it left out the Hunter.

Second, the Beast Master is the kind of ranger that everyone envisions first; the image of a figure moving deftly through dense overgrowth with a sniffing wolf or groaning bear at his side is a timeless trope in the kind of fantasy that spawned D&D in the first place. That being said, Beast Master is also the most contentious aspect of Ranger as it exists in the Player's Handbook.

Just google the phrase "5e animal companion" and you'll find endless discussion on how to integrate the ability more fluidly into the ranger, or other classes, or as a feat, etc. Everyone wants an animal companion, and besides the *find familiar* spell and the Pact of the Chain warlock, it seems not many people are pleased with the way Wizards of the Coast placed it into 5e.

The two other subclasses I provided are to illustrate more angles one can take on the non-magical ranger - the Slinger (whose name is still under revision, it was formerly "Master Thrower") is meant to emulate the strengths and versatility of the Hunter, but with speciality in a more specific group of weapons.

The Falconer here illustrates the possibilities of a non-magical ranger with an animal companion - the ability to cast spells has been replaced with a more specialized relationship with a certain kind of animal companion, and the abilities of that specific kind of creature have become the abilities of the player character.

At the moment, all of the subclasses that involve an animal companion exist in two versions - originally I designed them to use the alternate homebrew system for handling NPC companions, written by Chris "Goober" Ramsley. You can find an online PDF of this rules system [here](#).

As a DM handling many players with various kinds of companions, I find this system gives more agency to the PC with the companion, and as a player I prefer the idea of gaining passive buffs from my companion consistently rather than waiting to rely on them in combat. I also find that this alternative companion system solves a lot of the action-economy problems that plague the vanilla Beast Master. This system allows for a diverse range of relationships between the PC and companion, and allows for the Beast Master and the Falconer to feel very different from one another, even though they both can have bird companions.

However, I understand not everyone will want to use this system and a new version of ranger at the same time, so in this document I have published versions of Beast Master and Falconer that function without it, and will leave a "Ramsley system version" for the future if there is interest (for your DM's sake, I highly recommend introducing them to the Ramsley System).

While these two extra homebrew subclasses may leave much to be desired for some of you, I am mostly looking for feedback on the aspects of the base class that have changed. If you're interested in the idea of these subclasses but less thrilled about the way they function here, I have added sources for where I found them in their original forms in my bibliography.



RANGER ARCHETYPES

HUNTER

FLEET FOOTED

No matter your chosen weapon, you rely on speed and surprise to thwart your enemies and avoid their retaliations.

At 3rd level, you can use the Disengage action as a bonus action on your turn in combat, and your speed increases by 10 feet during your first turn of any combat encounter in which you were not surprised. This bonus to your speed lasts for the entirety of a combat encounter if your enemies began the encounter surprised, or if you are fighting in your favored terrain.

HUNTER'S PREY

At 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 is below its hit point maximum. You can deal this extra damage only once per turn.

Opportunistic Killer: When a creature misses you with a melee attack, you can use your reaction to make a melee attack against that creature immediately after its attack, provided you can see the creature.

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

MULTIATTACK

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

You also gain one of the following special options of your choice, which count as actions separate from the Attack action. When using these Multiattacks, you roll a separate attack roll against each chosen target but inflict the same amount of damage against each creature that you hit.

Volley: You can use your action to make a ranged attack against a number of creatures within 10 feet of a point you can see within your weapon's range. You must have enough ammunition to hit each chosen target.

Whirlwind: You can use your action to make a melee attack against a number of creatures within reach of your melee weapon.

The maximum number of creatures you can target with a single use of either Multiattack is equal to your proficiency bonus. After using either of these abilities in combat, you cannot do so again until the end of your next turn.

DEFENSIVE TACTICS

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

Escape the Horde: Your base speed increases by 10 feet, and you gain climbing and swimming speeds of 30 feet.

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

Steel Will: You have advantage on saving throws against being frightened or charmed. In combat, if you start your turn frightened or charmed, you can use your action to end that effect on yourself.

SUPERIOR HUNTER'S PREY

At 11th level, you can choose a second option listed under the 3rd level Hunter's Prey abilities. Alternatively, you can choose to upgrade your already chosen ability as below:

Superior Colossus Slayer: Your Colossus Slayer ability can now inflict 2d8 extra damage if the target is below its hit point maximum. This damage increases to 3d8 at 15th level. You deal an additional 1d8 damage with the use of this ability against a Favored Enemy.

Superior Opportunistic Killer: You can use your reaction in response to being missed by a melee attack to target the creature that missed you for 1 minute. You may only make one Opportunistic Killer attack against this creature per round, but it no longer uses your reaction to do so. You may only have one such creature targeted at a time, or two if they are both your Favored Enemies.

Superior Horde Breaker: Your Horde Breaker ability can now attack two targets within 5 feet of your initial attack target and within attack range. You may target a third creature with this ability if all 4 creatures are your Favored Enemies.

SUPERIOR HUNTER'S DEFENSE

At 15th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to only take half damage, you instead take no damage if you succeed and half damage if you fail.

Additionally, you may choose a second ability from the 7th level list of Defensive Tactics, or you can choose to upgrade your already chosen ability as below:

Superior Horde Escape: Attacks of opportunity have disadvantage against you. While successfully hidden from an enemy, you can move up to half of your movement without a new Stealth check, as long as you remain in darkness or behind at least half cover from your searching enemies.

Superior Multiattack Defense: When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature, and against all identical attacks made by other identical creatures, until the beginning of your next turn.

Superior Steel Will: You cannot be frightened or charmed by an enemy in combat, and you gain advantage against saving throws made to avoid being paralyzed, petrified, or stunned.

BEAST MASTER

SPELLCASTING

By the time you reach 3rd level, you have established a special relationship with the magical essence of nature around you, and can use this essence to cast spells in much the same way 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 Beast Master Spellcasting 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 that 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 2nd-level spell slot available, you can cast *animal friendship* using either slot.

Spells Known of 1st Level and Higher: You know three 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Beast Master Spellcasting 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

Other Spellcasting Rangers

Several other Archetypes of Ranger may follow a similar path to the Beast Master, relying on magical spells alongside skill and weaponry.

These other Spellcasting Rangers, such as the Plane Strider, Slayer, and Gloom Stalker, may focus on the use of different kinds of magic from the Beast Master, but spellcasting ranger archetypes all have the same Spellcasting trait and use the same progression table as the Beast Master.

BEAST MASTER SPELLCASTING

Ranger Level	Spells Known	1st	2nd	3rd	4th	5th
3rd	3	3	---	---	---	---
4th	3	3	---	---	---	---
5th	4	4	2	---	---	---
6th	4	4	2	---	---	---
7th	5	4	3	---	---	---
8th	5	4	3	---	---	---
9th	6	4	3	2	---	---
10th	6	4	3	2	---	---
11th	7	4	3	2	---	---
12th	7	4	3	3	---	---
13th	8	4	3	3	1	---
14th	8	4	3	3	1	---
15th	9	4	3	3	2	---
16th	9	4	3	3	2	---
17th	10	4	3	3	3	1
18th	10	4	3	3	3	1
19th	11	4	3	3	3	2
20th	11	4	3	3	3	2



BEAST MASTER MAGIC

To augment your special relationship with natural magic, you learn an additional spell when you reach certain levels in this class, beginning at 3rd level as shown in the Beast Master Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

BEAST MASTER SPELLS

Ranger Level	Spell
3rd	<i>healing word</i>
5th	<i>warding bond</i>
9th	<i>life transference</i>
13th	<i>death ward</i>
17th	<i>greater restoration</i>

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 that has a challenge rating of 1/2 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as its Strength and Dexterity saving throws, other saving throws it is proficient in, and any skill checks it is proficient in. Its hit point maximum equals its normal hit point maximum or four times your ranger level, whichever is higher. Like any creature, it can spend Hit Dice during a short rest to regain hit points, and can gain the benefits of any medicinal herbs you give it using your Explorer's Stride ability.

The beast obeys your commands as best it can. It takes its 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 as a free action and use your bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. When you command your beast to Attack, it can only make one attack, regardless of any Multiattack actions it could normally perform.

When you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an attack of opportunity.

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

You can obtain a new companion by dismissing your current beast over the course of a long rest in the same type of environment where you first found them. Then you must spend 8 hours magically bonding with a beast that isn't hostile to you and that meets the size and CR requirements. You may only have one active companion at one time.

As you gain levels in this class, your ability to bond with animals grows stronger, expanding the limits of your beast companion requirements. After reaching 7th level, you are able to bond with any beast Large-sized or smaller.

At 11th level, your companion can be any beast of CR 1 or less, and this increases to CR 2 or less after 15th level.

DRUIDIC SECRETS

Nature calls out to you through your magical connection to your environment. At 5th level, you learn to read, write, and speak the Druidic language. You also gain the knowledge of casting certain spells as rituals. When you take a long rest in an area of wilderness or your favored terrain, you may choose a number of spells from the Druid spell list that have the ritual tag. You can cast those spells as rituals until the next time you finish a long rest, at which point if you are still in an area of wilderness or your favored terrain you may choose the same or different spells to gain the same benefit.

The combined level of the spells you choose cannot exceed 2, meaning you may choose 1 spell of 2nd-level or 2 1st-level spells, for example. When you finish a long rest in your favored terrain, the maximum combined level of the spells you may choose with this ability increases by 1 for that day. As usual, you cannot choose a spell for which you do not have the requisite level of spell slot. When you reach 9th level, the combined spell limit increases to 3, and it increases to 4 at 13th level. This ability only lets you cast the chosen Druid spells as rituals.

When you make a weapon attack as an action, you can order your companion to attack the same target as part of that action. Even if your companion normally has the Multiattack action, this ability only lets them attack once. You then cannot command your companion to attack again as a bonus action on this same turn.

KINDRED SPIRITS

Your connection to your beast companion is strengthened by your increasingly powerful magical ability. Starting at 7th level, whenever you are interacting with your beast companion or other identical beasts, you are considered to be under the effects of the *speak with animals* spell. For example, if your companion is currently a wolf, you may freely speak to all wolves as if under the effects of the spell, and perhaps other kinds of canines at your DM's discretion. When you bond to a different beast companion, the kind of beast that is affected by this ability changes accordingly.

Your companion's Intelligence score may determine how eloquently it can describe its feelings and surroundings or how thoroughly it can understand specific instructions, but due to this language connection you gain advantage on Wisdom (Animal Handling) checks made to bond or interact with beasts you can speak to through this ability.

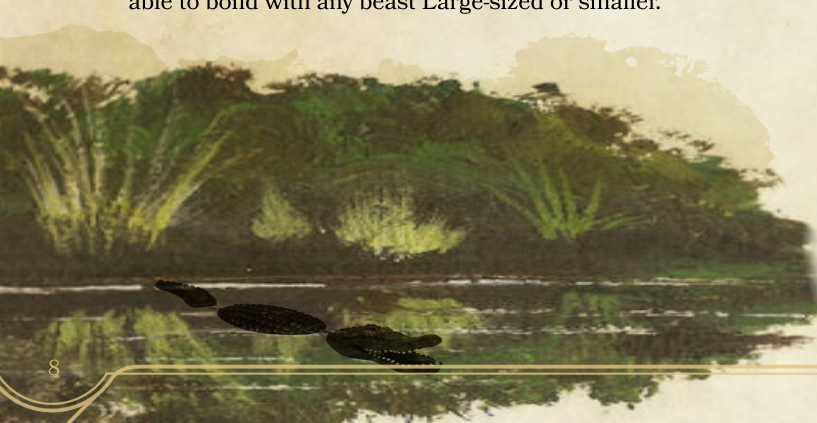
Additionally, whenever you target your beast companion with a spell that normally has a range of Touch, you can instead cast it from up to 30 feet away.

BESTIAL FURY

Your training with your beast has unlocked raw ferocious potential within. Starting at 11th level, when you command your animal companion to take the Attack action with your bonus action on your turn, the beast can make two attacks, or it can take the Multiattack action if it has that action.

BOND OF BLOOD

Beginning at 15th 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.



FALCONER

RAPTOR COMPANION

Beginning when you select this archetype at 3rd level, you gain the companionship of a raptor - a trained bird-of-prey. You may choose an eagle, a falcon, an owl, a raven, or a hawk. Regardless of your choice, your companion uses the following statistics:

RAPTOR COMPANION

Tiny beast, same alignment as you

Armor Class 12

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (+0)	5 (-3)	14 (+2)	8 (-1)

Skills Perception +4

Senses passive Perception 14

Keen Sight: The raptor has advantage on Perception checks that rely on sight.

Actions

Talons: *Melee Weapon Attack:* +Raptor Attack modifier to hit, reach 5ft., one target. *Hit:* 1d6+your proficiency bonus in slashing damage. When you reach 15th level in this class, the damage dice of your raptor's Talon attack increases to 1d8.

Each breed of raptor gains an additional ability and/or proficiency as listed below:

Breed

Special Abilities

Eagle	Advantage on Intimidation and grapple checks against creatures of size Small or smaller
Falcon	+2 to Dexterity saving throws, flying speed increases by 10 feet
Hawk	+Acrobatics proficiency, +Stealth proficiency, +Survival proficiency, advantage on Stealth checks made in wooded areas
Owl	Keen Hearing, +Stealth Expertise
Raven	Mimicry, Intelligence increases to 10 (+0)

Your raptor companion has a number of hit points equal to four times your ranger level. You may add your proficiency bonus to the raptor's AC and damage rolls (except Quarry damage rolls), as well as its Strength, Dexterity, and Wisdom saving throws, and to any skill rolls with which it has proficiency. Like any creature, it can spend Hit Dice during a short rest to regain hit points, and can gain the benefits of any medicinal herbs you give it using your Explorer's Stride ability.

Your raptor obeys your commands as best it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to.

On your turn, you can verbally command the raptor where to move as a free action and use your bonus action to verbally command your raptor to use the Attack, Dash, Disengage, Dodge, or Help action.

When you are incapacitated or absent, the raptor acts on its own, focusing on protecting you and itself. The raptor never requires your command to use its reaction, such as when making an attack of opportunity.

While travelling in your favored terrain with only your raptor, you can move stealthily at a normal pace and gain a bonus +5 to your Passive Perception score.

If your raptor dies, you can obtain a new companion by spending 8 hours bonding with another raptor that is not hostile to you.

When some of your raptor's abilities require a target to make a saving throw, or require you to make a special attack roll. In these cases, use your Raptor Save DC and your Raptor Attack Modifier, listed below.

Raptor save DC = 8 + your proficiency bonus + your Wisdom modifier

Raptor attack modifier = your proficiency bonus + your Wisdom modifier

HARRIER

At 3rd level, your raptor's swiftness across the battlefield helps distract your enemies, allowing you to exploit their vulnerabilities.

Once per turn when you hit with an attack against a creature that is within 5 feet of your raptor, you can force the target to make a Wisdom saving throw against your Raptor Save DC as your raptor takes the opportunity to harass the creature. On a failure, the target suffers disadvantage on the next attack roll it makes before the end of its next turn. If it is concentrating, such as on a spell or similar effect, it also suffers disadvantage on its saving throw to retain concentration against the damage of the triggering attack.

Using this ability does not use any of your Raptor's movement or actions for the turn.

WATCHFUL COMPANION

Also at 3rd level, your raptor provides an extra pair of sharp eyes when you need them most. While your raptor is within 5 feet of you, you can add your proficiency bonus to Perception checks you make that rely on sight, or twice your proficiency bonus if you would add it normally. This bonus does not apply to your Passive Perception.

Additionally, you do not take any reduction to your Passive Perception while you are asleep and your raptor is within 15 feet.

EXTRA ATTACK & RAPTOR'S QUARRY

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

You can use one of your attacks to designate a creature you can see within the movement range of your raptor as your raptor's Quarry. Make an attack roll against that creature, using your Raptor Attack modifier. If the attack misses, your raptor ends its turn within 5 feet of that target and cannot take another action that turn.

On a hit, your raptor immediately moves to occupy the same space as the target, who is now your Raptor's Quarry.

While your Raptor has a designated Quarry, it moves with that creature on its turn as best it can, endeavoring to continue occupying the Quarry's space and requiring no action by you. If at the start of the Quarry's turn your raptor shares its space, the Quarry suffers the following:

- -5 penalty to its Passive Perception and Passive Investigation
- It cannot take the Hide or Disengage actions this turn
- It has disadvantage on all checks or saving throws made to continue concentration on a spell or similar effect
- It takes 1d6 slashing damage as the raptor retaliates against its movement.

If your raptor's speed is not adequate to keep up with the movement of its Quarry, it ends its movement as close to its Quarry as it could have gotten. If 3 consecutive rounds of combat pass with your raptor unable to damage its Quarry, that creature is no longer your raptor's Quarry. Similarly, if you use your Harrier ability, or if you command your raptor to take any action or move away from their Quarry, that creature is no longer your raptor's Quarry, and another Quarry attack must be made against it to gain these advantages again.

The retaliation damage your raptor deals to its Quarry increases to 2d6 at 9th level, 3d6 at 13th level, and 4d6 at 17th level. You also add your Wisdom modifier to the Raptor's Quarry damage dealt against your Favored Enemies. Starting at 7th level, you may add any bonus damage from *hunter's mark* to the damage your raptor deals to its Quarry each turn.

As an action on its own turn, the Raptor's Quarry can make a Dexterity saving throw against your Raptor Save DC to attempt to force your Raptor away. A bloodied target or one of your Favored Enemies has disadvantage on this saving throw. On a successful save, your raptor takes a hit from the Quarry's primary melee attack, and that creature no longer counts as its Quarry. If the Quarry fails this saving throw, it takes damage equal to the amount it is dealt per turn by your Raptor.

BAFFLE

When you reach 7th level, your raptor helps prevent an opponent from taking advantage of lapses in your defenses, while also capitalizing on moments of vulnerability in your enemies. While your raptor remains within 15 feet of you, all opportunity attacks made against you have disadvantage. While your raptor is occupying the same space as a Quarry of Medium or smaller size, that creature cannot make attacks of opportunity against any target.

You also learn the secrets of bonding your soul with that of your companion. You learn the *beast sense* spell, and can cast it as a ritual on your raptor companion once before needing to complete a short rest to cast it again. Starting at 11th level, you may cast this ritual twice before needing a rest to do so again. At 15th level, you can perform the ritual three times per short rest.

BIRD'S EYE VIEW

At 11th level, you learn to use your raptor's lofty perspective to your advantage in hunting your foes.

When you use your action on your Primeval Awareness ability, you can enhance your use of this ability through your connection to your raptor.



During your 1 minute of this enhanced Primeval Awareness, your raptor flies aloft on winds high above and extends your range of awareness to 6 miles in any environment, increasing to 10 in your favored terrain.

Additionally when you detect any of the 2 kinds of creatures you chose, you always learn their directional location, approximate number, and the direction they are travelling. If you sense the presence of a Favored Enemy, you also learn the speed of their travel.

Once you enhance your Primeval Awareness in this way, you can only use the ability normally until after you complete a short rest. At 14th level when you gain an additional use of your Primeval Awareness, you also gain an additional use of this enhancement.

AIM FOR THE EYES

At 15th level, you may command your raptor to distract an opponent with more than just its feathers. When a target fails its saving throw against your Harrier ability, it takes an additional 1d8 slashing damage from the attack. You may add your Wisdom modifier to this bonus Harrier damage dealt against Favored Enemies.

After dealing damage with the Harrier ability, you can immediately use your bonus action to have your raptor make a Raptor's Quarry attack roll against the target. At the start of your turn, you may designate an ally to gain advantage on a single attack roll made on that round against your Raptor's Quarry.

If a Raptor's Quarry attack critically hits a target, that target is blinded until the end of its next turn, and its movement is halved until it is no longer your raptor's Quarry.

SLINGER

DEADEYE

Beginning when you select this archetype at 3rd level, you can make thrown weapon attacks at double the normal range, and you can treat ranged attacks made with thrown weapons as ranged weapon attacks, meaning you may use your Dexterity for their attack and damage rolls.

You are also deft enough to draw, hold, or stow a number of darts or daggers equal to your Dexterity modifier with a single free action on your turn if both of your hands are free and you have places to keep them on your person.

When you take the Attack action on your turn, you may make an additional ranged attack with a dagger or dart that you are holding as a bonus action. You do not add your ability modifier to the damage of any bonus action attacks.

At 7th level, you can make two such attacks with daggers or darts as single bonus action.

THRILLING AND CHILLING

Your boldness and talent with impalement arts are hard to ignore. Starting at 3rd level, you may add your Dexterity modifier to any Performance or Intimidation checks you make when employing the use of thrown weapons. Your DM may also require an attack roll depending on the exact maneuver you plan to enact as a part of the ability check.

While unsurprised in combat, if you begin your turn holding only throwing weapons, you gain +10 feet of movement speed for that turn.

STEADY AIM

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

Any ranged attacks you make with daggers or darts critically hit on a natural 19 or 20 on the d20.

If at least one of your hands is free, as a free action on your turn you can retrieve up to 2 of your thrown weapons that are within 5 feet of you and are not carried by or embedded in an enemy. This special free action does not provoke attacks of opportunity.

DEFENSIVE THROW

By 7th level, you have learned to throw weapons to interrupt an enemy's attack. When a creature you can see within 40 feet of you makes an attack against you or an ally, you can use your reaction to make a ranged attack with a thrown weapon you are already holding.

You have advantage on these Defensive Throw attack rolls made against your Favored Enemies. If the result of your roll is greater than that of the triggering attack, their initial attack roll takes a negative penalty equal to your Wisdom modifier (minimum of -1).

Your precise aim can come in handy in less combative ways as well. When you roll a Stealth check against another creature's Perception or Passive Perception, you can use a bonus action make a ranged attack roll as you throw a handheld item to make a distraction. If your attack roll result is higher than the other creature's Perception, they pursue the sound of your thrown object, and you may reroll your Stealth check with advantage. You may choose to use this action after your initial Stealth check, but before you know the searching creature's Perception result or Passive Perception. If the searching creature is a Favored Enemy, you know their Passive Perception.

The creature you are deceiving must be able to hear, and can make an Investigation check against that same attack roll to find the source of the distraction.

THROW EVERYTHING

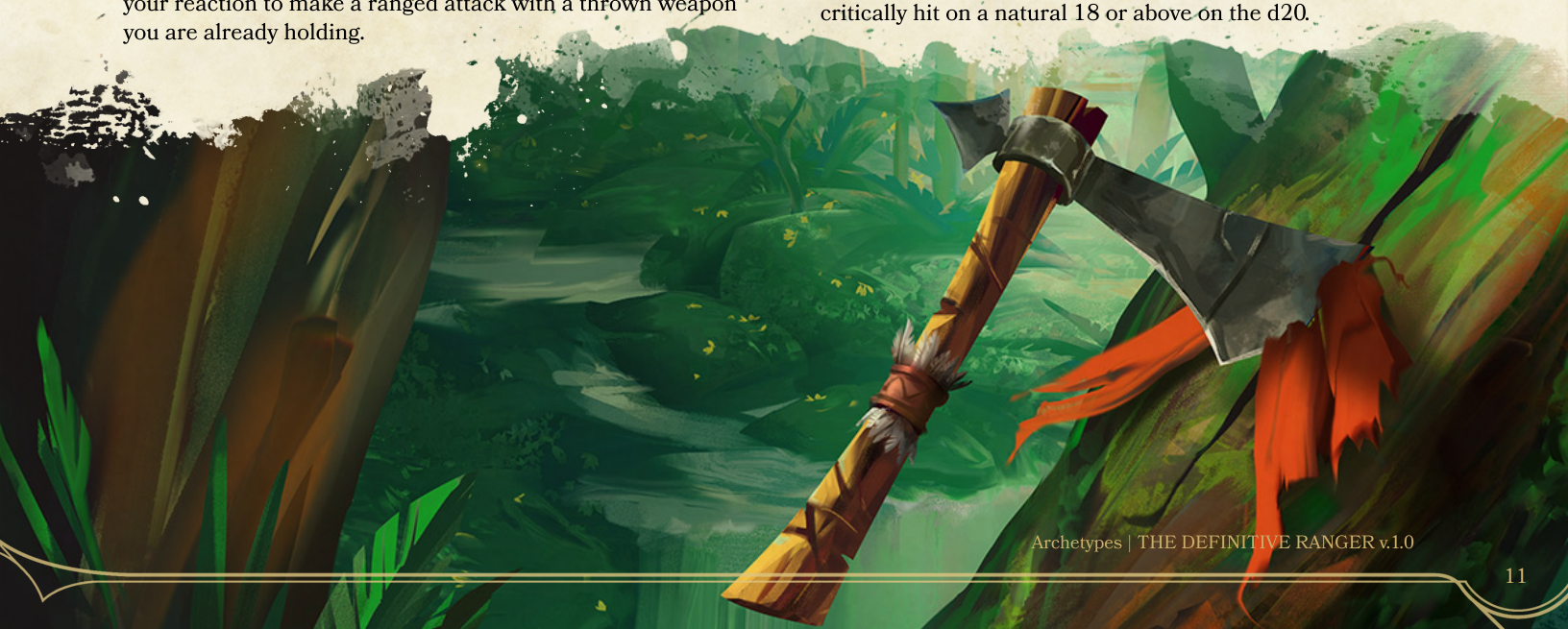
By 11th level your mastery of thrown weapons has grown almost omnipotent. You can treat any one-handed or versatile melee weapon as a thrown weapon with a range of 10/25 feet. You also gain proficiency with throwing improvised weapons. Their range increments and damage types are more situational and are determined at the DM's discretion, but they will usually still use your Dexterity to determine their attack and damage rolls.

Once per short or long rest, if you hit a single creature with at least 4 separate ranged attacks with thrown weapons in a single turn, you can cause that creature to take additional damage at the end of its next turn equal to your ranger level. If it is a Favored Enemy or a creature you have *hunter's marked*, add your Wisdom modifier to this damage.

MAKE IT RAIN

By 15th level you never miss an opportunity to fill the air with your weapons. When you take the Attack action and you have advantage on a ranged attack with a thrown weapon, you may choose to forgo the advantage on that attack to instead make an additional ranged attack against that same target with another thrown weapon you are holding. You may choose to do this only with attacks made as part of the Attack action.

Any ranged attacks you make with daggers or darts now critically hit on a natural 18 or above on the d20.



CHANGE LOGS WITH NOTES

CHANGE LOG KEY

+ : New to this version	Λ : Changed level
? : Maybe change next	>> : Renamed from "x"
Bold : Ability added by me	<i>Italic</i> : Ability from PHB
X : Given instead of "x"	‡ : From earlier feature

ALL CHANGES FROM THE PHB CLASS

CHARACTER CREATION:

- Added option to gain class proficiency in Medicine skill checks

1ST LEVEL:

Favored Enemy -

- **+** Advantage on Charisma checks made to frighten or deceive favored enemies
- **+** If no language is gained from favored enemy, added ability to interpret their movements or noises through Survival or Insight checks
- **+** Second favored enemy gained at 5th level instead of 6th

+ *Explorer's Stride* -

- **^** All Land's Stride abilities
- **+** Advantage on Survival checks made to survive in an area where you have previously spent a long rest
 - **?** Thinking maybe area should have a concrete radius? Seems pretty obviously up to DM's discretion to me
- **+** Herb gathering ability, bonus to Hit Dice scales up at 5th, 10th, 14th, and 17th levels
 - Foraging light activity takes 15 minutes in favored terrain
 - Get bigger bonus for favored terrain herbs after long rest

2ND LEVEL:

+ *Prey Turns Predator*

- In place of Spellcasting
- Can maintain 2 at once at 9th level

3RD LEVEL:

Ranger Archetype

- **+** Grants bonuses 5th, 7th, 11th, and 15th levels

Primeval Awareness

- **+** Restricted to set number of uses per rest, not based on spell slots, and so cannot be longer than 1 minute with a single use
- **+** Only detect 2 creature types with single use
- **+** Constructs, giants, and oozes to choice of creatures, along with choice of humanoid Favored Enemy to optional objects of search

- **+** If detect presence of Favored Enemy, can sense relative location and approximate number.

5TH LEVEL -

- **‡**: +1 Favored Enemy
- **‡**: +1 Favored Terrain
- **‡**: +1 Herb Hit Dice
- **‡**: Ranger Archetype feature
 - For spell-less archetypes, always includes Extra Attack
 - For spellcasting archetypes, will be something akin to Beast Master's Druidic Secrets

6TH LEVEL

+ *True Hunter's Mark*

- **+** Increase in effective spell level at 10th and 17th levels
 - Also at 13th level, gain adv on concentration checks to maintain any *hunter's mark*
 - Also at 17th level, regain uses on short rest

^ *Hide in Plain Sight*

- **+** Only takes 30 seconds in favored terrain

9TH LEVEL

- **‡**: +1 Primeval Awareness use / rest
- **‡**: +1 simultaneous passive *hunter's mark*

^ *Vanish*

10TH LEVEL

- **‡**: +1 Favored Terrain
- **‡**: +1 Herb Hit Dice
- **‡**: True Hunter's Mark counts as 3rd level

13TH LEVEL

- **‡**: Cannot lose concentration on any *hunters mark* by taking damage

14TH LEVEL

- **‡**: +1 Favored Enemy
- **‡**: +1 Primeval Awareness use / rest
- **‡**: +1 Herb Hit Dice

17TH LEVEL

- **‡**: +1 Herb Hit Dice
- **‡**: True Hunter's Mark counts as 5th level & regain uses on short rests

^ *Feral Senses*

- **+** Detection of hidden creature within 60 feet if their Stealth check was less than your Passive Perception + 5

18TH LEVEL

+ *Adaptability*

20TH LEVEL

Force of Nature

- **>>** "Foe Slayer"
- **+** Add Wisdom modifier to attack AND damage roll, instead of OR
- **+** Added damage is doubled against hunter's marked favored enemy

CHANGES FROM PREVIOUS VERSION

In future versions this section of the Change Log chapter will be identical to the page above (please let me know if it is hard to look at), but instead compare the 1.1 to 1.0. There will still be a comparison to the PHB with every new ranger version.

There will also be added notes containing the reasoning behind certain changes, citing feedback from specific people who were especially helpful. For now, my reasonings were covered in the obnoxiously long paragraphs in the introduction to the class and archetype chapters.

Most of the changes made in 1.0 are either to reinforce an intended playstyle inherent in a certain archetype, to compensate for a lack of utility normally provided by spells, or to allow for consistent damage output despite normally imperfect economy of action.

ON THE HORIZON

This chapter will contain short notes on upcoming versions of this ranger, progress on new archetype adaptations, and other things currently on my Homebrew To-Do list.

XANATHAR'S RANGER ARCHETYPES

I am near completion on converting the newest Archetypes to fit in my new version of the base class - I was glad to see Wizards add in subclass-specific spells, and the rest did not need a whole lot of adjustment. I will likely not have the chance to playtest them any time soon, but might chance publishing them without doing so if the demand arises.

However I am going to wait for some feedback on this pilot homebrew first, both to take in some feedback and adjust my 1.0 Xanathar Archetypes accordingly, and to see if the demand is there for more of my homebrew in general.

MORE HOMEBREW RANGER ARCHETYPES

These are some other Archetypes I have found whilst sailing across the vast ocean of 5e Homebrew and adapted to this version of the base class. Credit goes primarily to those brewers out there who first put these ideas in my head, I hope I can do these ideas justice in the future.

The Herbalist, Houndmaster, and the Sniper, however, came from opportunities I noticed in the development of the Definitive Ranger, and have taken / will take the longest to fully realize since they're made from scratch. Let me know which sound most interesting and exciting to you!

BOUNTY HUNTER - IN DEVELOPMENT

A more socially-slanted ranger, whose favored terrain could be the urban jungle, and who hunts best in crowded city streets. A subclass that rewards interaction with the world.

GEOMANCER - NOT YET IN DEVELOPMENT

Using Favored Terrain as the basis for different abilities and spellcasting boosts, the Geomancer will likely be the closest to magic-focused that this version of Ranger will get.

HERBALIST - NOT YET IN DEVELOPMENT

The introduction of the herb gathering ability under the Explorer's Stride ability means a natural subclass would be one that focuses on that ability and spells that might complement it. Name is still subject to change, needs an "-er".

HOUNDMASTER - IN PLAYTESTING

With abilities very similar to those of the Falconer, a specialized animal companion subclass focusing on a less magical relationship with man's best friend. Currently a favorite among my friends playtesting this Ranger.

OUTRIDER - NOT YET IN DEVELOPMENT

Another specialized companion class, with the intention of creating the ideal mounted scout and mounted archer, regardless of the animal the ranger is riding.

PIPER - IN PLAYTESTING

As in "the Pied Piper"; a silly and strange off-shoot of the Beast Master, who relies on short term swarms to wreak havoc in combat rather than full-time companions.

SNIPER - IN DEVELOPMENT

With the opening choice between focus on bows or crossbows, the Sniper is designed to pull off ranged combat specifically better than any other archetype.

RAMSLEY SYSTEM INTEGRATION

Yes, even for those of you who have read the Ramsley System linked above on page 5 and were not huge fans, I would like to put out full versions of the ranger companion subclasses basing the abilities off of it.

Discerning readers of the Ramsley System can probably tell I have based the Falconer as it exists here a bit off of how it worked when implementing that companion system, with several passive buffs to the raptor being close by and the Harrier ability. The Raptor's Quarry ability functions instead by assigning your Raptor as a disadvantageous companion to an enemy, imposing passive disadvantages until the enemy uses their action in the same way described in the current Falconer.

Be sure to let me know in the comments how much interest there is in seeing a deeper dive into the Ramsley System through this or other homebrews.



BIBLIOGRAPHY & ART SOURCES

OFFICIAL & HOMEBREW SOURCES

Content	Original Source	Author
Dungeons & Dragons, 5th Edition Core Rules	Player's Handbook	Wizards of the Coast
The Homebrewery	http://www.naturalcrit.com/	Scott Toksdorf
Ranger Falconer Archetype	www.dmdave.com	Dungeon Master Dave
Master Thrower	http://mfov.magehandpress.com	Middle Finger of Vecna
Companion System	https://www.dmsguild.com	Chris "Goobar" Ramsley
Revision Inspiration	"Ranger Revised" https://www.dmsguild.com	Gerard Shore
Revision Inspiration	"The Complete Martialist Handbook" https://www.dmsguild.com	Benjamin Huffman; Ross Leiser

ART IN ORDER OF APPEARANCE

Page	Artwork Used	Artist
2	Elven Bow & Arrow of Tauriel	United Cutlery
4	Elven Trackers	Mark Winters http://markwintersart.com/
5	Rangers of the North III	https://www.deviantart.com/woutart
6	Boromir	https://www.deviantart.com/deligaris
7	Viking Girl	Vladimir Lemajic https://www.artstation.com/magnon2400
8	How to Paint Grass in Acrylics	http://www.how-to-draw-and-paint.com/paint-grass.html
10	Pathfinder Nature Warden	Eric Belisle
11	Card Illustration: Throwing Axe	Simon Boxer https://twitter.com/sboxle
13	Sojourn	Todd Lockwood https://www.toddlockwood.com

THANKS AGAIN TO ALL ARTISTS FEATURED HERE, AND ALL ARTISTS WHO INSPIRE US NERDS.

SPECIAL THANKS

Thanks to all my friends who took a chance on my weird obsession with this class and this game, to everyone who heard me out or inspired this revision or helped me find good art to use for it.

Thanks especially to my playtesters, those who agreed that the ranger needed work and decided to take my fix for a spin. Y'all are the reason I felt confident enough to post this out in the great wide world, so here is your shoutout:

Ojaye

Keykey (Or whatever your snekman ranger's name is)

Bugboy the DM

Traleigh

Alexavier

Ignotus the DM

Y'all are the best for allowing my silly homebrew in your games, or for using it in place of the one the game told you to. It warms my cold Outlander heart.

And lastly thank you, dear reader, for perservering to even this humblest of pages. This thank you is considered doubled for any reader who goes on to add a comment or send a message to [u/theRakishRancor](https://www.dmsguild.com) as their action on their next turn in combat.

OTHER USEFUL PAGES

Just a section for homebrew I have found that I really like or am currently using, or other reading material in the fantasy genre that I've found particularly enlightening as a DM.

- The 5th Edition Dungeon Master's Guide - sounds obvious, but there are a lot of hidden gems, especially any bit that reminds you the game can be anything you want it to be.
- The Plane Shift supplements, written by the masterful James Wyatt - even if, like me, you're not overly familiar with MTG, they provide a surprisingly in-depth analysis of what alternative D&D worlds look like, along with races with shifted aesthetics or flavor, and the occasional new subclass.
- The Book of Beautiful Horrors by Nathan Haslé - for any fans of the Witcher Franchise, or several other videogames for that matter, this dude has recreated the most iconic monsters from them faithfully for 5th edition. Check em out on reddit at [u/regerem](https://www.reddit.com/u/regerem). I believe more has been added to their Book since I first found it.
- Any book made for D&D 3.5e - Back in the day Dungeons & Dragons needed A LOT of books apparently, and although the game engine has changed quite considerably, good flavortext never gets old. I especially recommend "Deities & Demigods" and "Tome of Magic", as both explore things that the official devs for 5th edition have not yet, and supplied me with a lot of inspiration for the future (been working on a Binder conversion from ToM for some time...)
- Matt Colville and a lot of stuff he has made, if you haven't already heard of him - I wish I knew about him when I first started out DMing, his wisdom would have saved me a lot of learning the hard way.
- The Name of the Wind by Patrick Rothfuss
- The Lies of Locke Lamora by Scott Lynch
- The Hero with A Thousand Faces by Joseph Campbell