

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

VERSATILIST

Prerequisite: Archery fighting style or the Two-Weapon fighting style

The two classic expressions of a ranger are the close combatant, flurrying through combat with a weapon clutched in each hand, and the pinpoint sniper, dealing death with each loosed arrow. Yet a small number of rangers refuse to specialize into one of these camps, and instead perfect the art of balancing both styles in a fierce amalgamation of lethal fury.

ADDITIONAL FIGHTING STYLE

Beginning when you choose this archetype at 3rd level, you gain the Archery fighting style or the Two-Weapon fighting style.

VERSATILE COMBATANT

Starting at 3rd level, your mix of fighting styles provides the following benefits:

- When you engage in two-weapon fighting, you can make an attack with a ranged weapon as the second attack.
- You do not have disadvantage when you make a ranged attack within 5 feet of a hostile creature.
- On your turn, you can draw and stow a number of weapons up to your Dexterity modifier.

SURE-FOOTED

By 7th level, when you are prone, standing up uses only 5 feet of your movement. Additionally, your base walking speed increases by 5 feet.

ADAPTABLE ASSAULT

At 11th level, when you use your Attack action to make one light melee weapon attack and one ranged attack, you can make one additional attack with a light or ranged weapon.

FLEXIBLE DEFENSE

Your flexible fighting style makes you challenging to predict. By 15th level if a creature attacks you and does not have advantage on the attack roll, you can use your reaction to increase your armor class for the attack by your Dexterity modifier.

