Ranger

Generic Fluff - Remake

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the ores he knows are planning a raid on a nearby farm. Clutching a shortsword in each hand, he becomes a whirlwind of steel, cutting down one enemy after another.

After tumbling away from a cone of freezing air, an elf finds her feet and draws back her bow to loose an arrow at the white dragon. Shrugging off the wave of fear that emanates from the dragon like the cold of its breath, she sends one arrow after another to find the gaps between the dragon's thick scales.

Deadly Hunters

Generic Fluff - Remake

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, moving stealthily through the wilds and hiding themselves in brush and rubble. Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

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. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

Independent Adventurers

Generic Fluff - Remake

Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to defend the outskirts of civilization from the ravages of monsters and humanoid hordes that press in from the wild. In some places, rangers gather in secretive orders or join forces with druidic circles. Many rangers, though, are independent almost to a fault, knowing that, when a dragon or a band of ores attacks, a ranger might be the first — and possibly the last — line of defense.

Creating a Ranger

As you create your ranger character, consider the nature of the training that gave you your particular capabilities. Did you train with a single mentor, wandering the wilds together until you mastered the ranger's ways? Did you leave your apprenticeship, or was your mentor slain — perhaps by the same kind of monster that became your favored enemy? Or perhaps you learned your skills as part of a band of rangers affiliated with a druidic circle, trained in mystic paths as well as wilderness lore. You might be self-taught, a recluse who learned combat skills, tracking, and medicine through the necessity of surviving in the wilds.

What's the source of your particular hatred of a certain kind of enemy? Did a monster kill someone you loved or destroy your home village? Or did you see too much of the destruction these monsters cause and commit yourself to reining in their depredations?

Ranger

Level	Proficiency Bonus	Features	Tricks Known	Poultice Strength
1st	+2	Favored Enemy, Natural Explorer	—	—
2nd	+2	Tricks, Poultices, Fighting Style	2	1d6
3rd	+2	Ranger Conclave, Primeval Awarenes	2	1d6
4th	+2	Ability Score Increase	2	2d6
5th	+3	Extra Attack	2	2d6
6th	+3	Skirmisher's Stealth, Improved Poultices (Wisdom Mod.)	3	3d6
7th	+3	Conclave Feature	3	3d6
8th	+3	Ability Score Improvement, Land's Stride	3	4d6
9th	+4	Natural Antivenom	3	4d6
10th	+4	Hide in Plain Sight	4	5d6
11th	+4	Conclave Feature	4	5d6
12th	+4	Ability Score Improvement	4	6d6
13th	+5	Ambuscade	4	6d6
14th	+5	Call Natural Allies, Improved Favored Enemy	5	7d6
15th	+5	Conclave Feature	5	7d6
16th	+5	Ability Score Improvement	5	8d6
17th	+6	Improved Poultices (Ranger Level)	5	8d6
18th	+6	Feral Senses	6	9d6
19th	+6	Ability Score Improvement	6	9d6
20th	+6	Foe Slayer	6	10d6

Is your adventuring career a continuation of your work in protecting the borderlands, or a significant change? What made you join up with a band of adventurers? Do you end it challenging to teach new allies the ways of the wild, or do you welcome the relief from solitude that they offer?

Quick Build

You can make a ranger quickly by following these suggestions. irst, make De terity your highest ability score, followed by Wisdom. Some rangers who focus on two-weapon fighting make Strength higher than De terity. Second, choose the outlander background.

Class Features

As a ranger, you gain the following class features.

Hit Points

i ice 1d1 per Ranger level
i P in a 1 Le el 1 your Constitution modifier
i P in a i er Le el 1d1 or your Constitution modifier per Ranger level after 1st

Proficiencies

rm r ight Armor, Medium Armor, Shields
ea n Simple weapons, Martial Weapons
l one

a in r Strength and De terity
kill Choose three from Animal andling, Athletics, Insight, Investigation, ature, erception, 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 e plorer's pack
- A longbow and a quiver of arrows

Favored Enemy

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

Choose a type of favored enemy beast, fey, humanoid, monstrosity, plant, or undead.

You gain to all damage rolls against the chosen type of enemies, and you have advantage on all Wisdom Survival checks to track your favored enemy, and 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.

At level 1 , you choose another favored enemy from the ones you didn't choose, or choose one of the following types dragon, giant, aberration, fiend, celestial, ooze, or construct. You gain all the benefits from your favored enemy against this type as well. As you gain levels, your choice 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, swamp, or the nderdark. When you are in your favored terrain, you gain the following benefits

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On the first turn of initiative, you have advantage on attack rolls against creatures that have not yet acted.

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 e cept by magical means.
- ven 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 e act number, their sizes, and how long ago they passed through the area.

Survivor's Tricks

rom your time spent learning to survive, you have begun to learn certain tricks - talents that you can employ to keep yourself and your allies alive.

At nd level, you gain two tricks of your choice. Your trick options are detailed at the end of the class description. When you gain certain ranger levels, you gain additional tricks of your choice, as shown in the tricks known column of the ranger class table.

Additionally, when you gain a level with this class, you can choose to replace one of your tricks you know with a new one that you could learn.

Some of your tricks require your target to make a saving throw to resist the trick s effects. The saving throw DC is calculated as follows

rick a e = your proficiency bonus your Strength or De terity modifier your choice

Poultices

Starting at nd level, you can create special herbal poultices that have healing power comparable to some potions. During a long rest, you can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your wisdom modifier, and you can only have an amount equal to your wisdom modifier. You are the only one with the training to apply your bandages to heal others - and your poultices lose their potency after hours.

If you spend 1 minute applying one of your poultices to a wounded creature, that creature regains 1d hit points for every two ranger levels you have, rounded down. Your poultices improve as you level up. When you reach th level, you add your Wisdom modifier to the total amount healed from your poultice. At 1 th level, you add your ranger level to the total amount healed.