

RANGER

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the orcs 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.

Holding his hand high, a half-elf whistles to the hawk that circles high above him, calling the bird back to his side. Whispering instructions in Elvish, he points to the owlbear he's been tracking and sends the hawk to distract the creature while he readies his bow.

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

ADEPT SURVIVALIST

Harsh climates, difficult terrain, and natural disasters are an ever-present threat for any adventurer, despite their level of experience. Rangers adopt these demanding regions as their homes and as an obstacle course in which they flourish.

Training in these unforgiving regions teaches a variety of survival skills that a ranger carries with them throughout their lives. These skills could involve tracking a swift creature through dense foliage, locating provisions to keep them and others satiated, or safely relocating people and goods through untamed lands.

INDEPENDENT ADVENTURERS

Rangers fill a diverse and robust role within not only an adventuring party but also within the paradigm of society. Many serve as hunters, guides, trackers, or escorts for those willing to pay for their services. On some occasions, you can even find them working alongside guilds and secret societies. It is due to their versatility that many rangers prefer to work independently- almost to a fault.

Faced with city-bred adventurers who whine about the hardships of the wild, rangers respond with some mixture of amusement, frustration, and compassion. But they quickly learn that other adventurers who can carry their own weight in a fight against civilization's foes are worth any extra burden. Coddled city folk might not know how to feed themselves or find fresh water in the wild, but they make up for it in other ways.



RANGER

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Favored Terrain, Alacrity, Wilderness Expertise	—	—	—	—	—
2nd	+2	Spellcasting, Fighting Style, Hunter's Mark	2	—	—	—	—
3rd	+2	Ranger Paths	3	—	—	—	—
4th	+2	Ability Score Increase	3	—	—	—	—
5th	+3	Extra Attack, Wilderness Guide	4	2	—	—	—
6th	+3	Alacrity Improvement, Keen Insight	4	2	—	—	—
7th	+3	Path Feature	4	3	—	—	—
8th	+3	Ability Score Increase	4	3	—	—	—
9th	+4	Favored Terrain Improvement	4	3	2	—	—
10th	+4	Hide in Plain Sight	4	3	2	—	—
11th	+4	Path Feature	4	3	3	—	—
12th	+4	Ability Score Increase	4	3	3	—	—
13th	+5	—	4	3	3	1	—
14th	+5	Endure Elements	4	3	3	1	—
15th	+5	Path Feature	4	3	3	2	—
16th	+5	Ability Score Increase	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Feral Senses	4	3	3	3	1
19th	+6	Ability Score Increase	4	3	3	3	2
20th	+6	Foe Slayer	4	3	3	3	2

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? Maybe you became lost in an unfamiliar area, forced to survive off the land that eventually became your favored terrain? Or perhaps you thrived in a different kind of ruthless environment within the confines of a civilized society, dredging yourself from its gutters.

What are some of the events that transpired during your training in the savage frontier? Did you spend your days grueling as you climbed the mountainside to its peak? Were you forced to traverse an expanse of burning sand and battering winds with only limited water to sustain you through your trek? Or perhaps you deprived yourself of sight in the darkest of settings, enhancing your other senses.

QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom and Constitution. Second, choose the outlander background. And lastly, choose forest as your favored terrain.

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: Herbalism kit

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Animal Handling, Athletics, Insight, Investigation, Medicine, Nature, Perception, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scalemail 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

CREDITS

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FAVORED TERRAIN

Starting at 1st level, select a terrain where you honed your skills: arctic, cavern, coast, desert, forest, grassland, mountain, swamp, or urban. You have advantage on Intelligence and Wisdom checks related to your favored terrain, and moving through nonmagical difficult terrain costs you no extra movement while traveling through it.

You also gain unique survival skills based on your chosen terrain, along with one language of your choosing.

Arctic. When you roll Hit Dice to regain hit points, treat a roll of less than your Constitution modifier as equal to it. You also have advantage on saving throws to resist being pushed by battering winds, magical or otherwise.

Cavern. you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

Coast. You gain a swimming speed equal to your walking speed and can hold your breath for an additional 10 minutes. If you already have a swimming speed, it increases by 10 feet.

Desert. You can go twice as long without water before suffering exhaustion. Additionally, you have advantage on ability checks and saving throws against visual illusions.

Forest. You gain proficiency in the Perception skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses it and when determining your passive Perception.

Grassland. Your walking speed increases by 10 feet.

Mountain. You gain a climbing speed equal to your walking speed. You also ignore the first 20 feet of a fall when determining any damage from falling, unless you are incapacitated.

Swamp. You gain resistance to poison damage and have advantage on Constitution saving throws against contracting diseases or becoming poisoned.

Urban. You gain proficiency in the Investigation skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses it and when determining your passive Investigation.

Once you reach 9th level, you gain an additional Favored Terrain and learn one more language of your choosing.

ALACRITY

At 1st level, you can add your Wisdom modifier to your initiative rolls, and when you roll initiative, you can immediately move up to half your speed and take the Hide action. Additionally, you can move on your turn while surprised.

Once you reach 6th level, you can take the Dash action as a bonus action.

WILDERNESS EXPERTISE

By 1st level, your time in the wilderness has honed your survival skills. You gain proficiency in the Survival skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses it.

Whenever you successfully make a Wisdom (Survival) check to track creatures, you learn their exact number, their sizes, and how long ago they passed through the area.

SPELLCASTING

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 of the Player's Handbook for the general rules of spellcasting and chapter 11 for the ranger spell list (excluding the *hunter's mark* spell).

PREPARING AND CASTING SPELLS

The Ranger table shows how many spell slots you have to cast your ranger spells. To cast one of your ranger spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spell list. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level ranger, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of ranger spells requires time: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

$$\text{Spell Save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Wisdom modifier}$$

HUNTER'S MARK

You've learned how to read your quarry, allowing you to anticipate when best to strike.

Starting at 2nd level, you can use your bonus action to choose a creature you can see within 90 feet of you to mark as your quarry. You deal an additional 1d6 damage whenever you hit your quarry with a weapon attack, and have advantage on Wisdom (Perception) and Wisdom (Survival) checks you make to find it.

A creature remains your quarry until it drops to 0 hit points, you fall unconscious, you mark another creature as your quarry, or until you take a short or long rest.



FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

WHIRLING BLADES

When you engage in two-weapon fighting, you make the additional attack as part of the Attack action, instead of as a bonus action. You can't make a weapon attack as part of a bonus action on the same turn you engage in two-weapon fighting.

RANGER PATHS

Starting at 3rd level, you choose a path to reflect your journey as a ranger. Your choice grants you features at 3rd level and then again at 7th, 11th, and 15th level.

PATH SPELLS

Each path has a list of spells—its path spells—that you gain at the ranger levels noted in the path description. Once you gain a path spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a path spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

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

WILDERNESS GUIDE

By 5th level, your adeptness at traveling and surviving in the rough and untamed regions of the world allows you to lead others more easily through any environment.

You always know what direction is north, and while traveling for an hour or more in the wilderness, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- You do not suffer the penalty to passive Wisdom (Perception) checks imposed by moving at a fast pace.
- Your group can move stealthily at a normal pace.

KEEN INSIGHT

Starting at 6th level, you are able to interpret your quarry's actions from the slightest gestures and movements. Your quarry provokes opportunity attacks from you even if they take the Disengage action before leaving your reach.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can attempt to Hide as a bonus action, even while not obscured, as long as you lie prone in mud, foliage, rocks, dirt or another natural terrain without moving.

ENDURE ELEMENTS

At 14th level, you can effortlessly brave the natural dangers of the world. You're immune to nonmagical diseases, ignore difficult terrain, and have advantage on saving throws to resist exhaustion.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You're also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter of your enemies. Once per turn, you can deal an additional 2d6 damage to your quarry. Additionally, if you reduce your quarry to 30 hit points or fewer with a weapon attack, it dies, if you so choose.



RANGER PATHS

The path you venture is a reflection of your journey and personal goals.

PATH OF THE BEASTMASTER

A beastmaster shares a special, almost mystical, connection with the beast of the land, sea, and sky. Their tactics and style of fighting almost resembling that of a beast, though not nearly as beastly as their animal companion.

BEASTMASTER SPELLS

Ranger Level	Spells
3rd	<i>animal friendship</i>
5th	<i>locate animals or plants</i>
9th	<i>conjure animals</i>
13th	<i>dominate beast</i>
17th	<i>Rary's telepathic bond</i>

TONGUE OF BEAST

Starting when you choose this path at 3rd level, you gain the ability to converse with beast.

Beasts can understand your speech, and you gain the ability to decipher their noises and motions. Furthermore, beast recognize you as a kindred spirit and are more likely to aid you, though usually in exchange for a gift (food) or a favor, at the GM's discretion.

ANIMAL COMPANION

You also gain a beast companion who is assumed to have been traveling with you. At 3rd level, select a beast of challenge rating 1/2 or lower to become your companion. This companion benefits from your Companion Bond feature.

If your companion is reduced to 0 hit points, they begin dying and making death saving throws as if they were a player character. When you complete a short rest, your companion regains hit points equal to half their maximum hit points. When you complete a long rest, they regain all of their hit points.

If your companion dies, becomes lost, or leaves for being mistreated, you can spend 8 hours to locate a new beast companion. You must spend 2 weeks (8 hours per day) to bond with a new beast before they can benefit from your Companion Bond feature. You cannot have more than one beast companion at any time.



COMPANION BOND

By strengthening your bond and training alongside them, your animal companion becomes more powerful, represented by the following features.

Hearty. Your companion has 3 hit dice, unless they already have 4 or more hit dice. Your companion gains 1 additional hit die for every level of ranger you have after 3rd. Increase their hit points accordingly.

Mount. Your companion can function as a mount for any creature of the same size or smaller.

New Tricks. Your companion gains proficiency in two skills of your choosing.

On My Signal In combat, your companion shares your initiative count, but they take their turn immediately after yours. On their turn, your companion takes the Dodge action, unless you take a bonus action on your turn to command them to take a different action.

In addition, when you roll initiative, you can command your companion to move up to half their speed and take the Hide action. To use this feature, you cannot be surprised.

Paragon In-Training. When you reach 5th, 9th, 13th, and 17th level in this class, your companion gains a cumulative +1 bonus to their attack rolls, and any saving throws or ability checks your companion has proficiency in.

Quelled Ferocity. Your companion loses their Multiattack action, if they have one.

Train Together. When you gain an Ability Score Improvement in this class, you can give your companion proficiency in two more skills of your choosing, or increase their ability scores. If you choose to increase your companion's ability scores, choose either one of their ability scores to increase by 2, or two of their ability scores to increase by 1. You can't increase an ability score above 20 using this feature.

COMPANION ARCHETYPE

By 7th level, your companion has learned to emulate a particular archetype. Choose one of the following options. Each time you obtain a new animal companion, you can choose a different option.

Each option improves when you become a 15th-level ranger.

Brute. Your companion gains proficiency with Strength and Dexterity saving throws.

Once you reach 15th level, your companion can make two attacks whenever you command it to take the Attack action.

Defender. Your companion gains proficiency with Strength and Constitution saving throws.

Your companion gains resistance to nonmagical bludgeoning, piercing, and slashing damage when you reach 15th level.

Lurker. Your companion gains proficiency with Wisdom and Intelligence saving throws.

Once per turn after you reach 15th level, your companion can deal an extra 3d6 damage to one creature it hit with an attack if it had advantage on the attack roll or at least one of your companion's allies are within 5 feet of the target.

FERAL PROXY

At 11th level, you can use beast as your proxies. You gain the ability to cast the *beast sense* and *animal messenger* spells at will with the following changes.

- The duration of *animal messenger* increases to 10 days.
- When you cast *beast sense*, you can target a beast you can see within 60 feet of you, instead of touching it.

PATH OF THE BOUNTY HUNTER

While some adventurers search for wealth in a hidden cache of treasure inside musty dungeons, you find it on paper and rumors in well-stocked taverns, government buildings, and the home of nobles.

You earn a lucrative living off the exchange of seedy individuals, though at the cost of others perceiving you as cruel and merciless.

BOUNTY HUNTER SPELLS

Ranger Level	Spells
3rd	<i>command</i>
5th	<i>hold person</i>
9th	<i>slow</i>
13th	<i>compulsion</i>
17th	<i>dominate person</i>

CHANGE OF PLANS

Starting when you choose this path at 3rd level, you've learned to quickly shift your attention to new threats. Once on each of your turns, when you make an attack against a creature, you can choose to designate that creature as your quarry without using your bonus action.

INVESTIGATOR

You have a talent for gathering information on your quarry. At 3rd level, you can spend at least 10 minutes conversing with, interrogating, listening to, or questioning a creature. You have advantage on Charisma checks made against that person pertaining to information regarding a specific creature it knows.

STEEL WILL

At 7th level, you have advantage on saving throws against being charmed or frightened.

MENACING WARRIOR

By 11th level, you have learned to intimidate those who would stand in your way. When you score a critical hit or reduce a creature to 0 hit points, you can use your bonus action to force one creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw against your Spell save DC. On a failed save, a creature becomes frightened of you for up to 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

PAYBACK

Starting at 15th level, whenever a creature you can see within range makes an attack against you, regardless if it hits or misses, you can make a single attack against that creature as a reaction. You make your attack with advantage if the creature missed. If this creature is not your quarry, you can choose to make it your quarry before you make this attack.

PATH OF THE COLOSSUS SLAYER

By exploiting their smaller stature, these rangers specialize in fighting against bigger creatures, skirting past them undetected. They use their tactics and speed to drag these giants down to the earth or locate the chinks in their defenses so that they may coordinate a ruthless assault on them.

COLOSSUS SLAYER SPELLS

Ranger Level	Spells
3rd	<i>entangle</i>
5th	<i>ray of enfeeblement</i>
9th	<i>conjure barrage</i>
13th	<i>staggering smite</i>
17th	<i>hold monster</i>

CUT DOWN

Starting when you choose this path at 3rd level, you are an expert at fighting larger foes. When a creature within 5 feet attacks you and misses, you can use your reaction to attack that creature, provided that you can see the creature and the creature's size is larger than yours.

BLINDSIDE

By 7th level, you've learned to keep out of the gaze of larger creatures by staying just outside of their vision. Creatures larger than you have disadvantage on Wisdom (Perception) checks to detect you, and you are invisible to such creatures while within 5 feet of them, if you so choose. You cannot benefit from this feature if you can't see the creature, the creature can see you, you have a speed of 0, are knocked prone, or are incapacitated.

COORDINATED STRIKE

At 11th level, you've learned to coordinate your attacks with your allies against your quarry. As a bonus action, you can choose up to two friendly creatures within 30 feet of you. These creatures can use their reaction to make a single attack against your quarry.

Once you use this feature, you must finish a short or long rest before you can use it again.

EVASION

At 15th level, when you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, 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.



PATH OF THE HORDE BREAKER

Honing their skills against hordes and packs of creatures, these rangers favor agility over raw might. Employing tactics that are capable of effectively disrupting and eliminating large numbers of enemies at once.

HORDE BREAKER SPELLS

Ranger Level	Spells
3rd	<i>thunderwave</i>
5th	<i>mirror image</i>
9th	<i>haste</i>
13th	<i>freedom of movement</i>
17th	<i>cloudkill</i>

CULL THE PACK

Starting when you choose this path at 3rd level, you can quickly strike enemies clumped together. 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.

ESCAPE THE HORDE

At 7th level, you learn to evade blows when you maneuver yourself out of the fray. Opportunity attacks against you are made with disadvantage.

MULTIATTACK

At 11th level, you learn to strike fast and hard against the oncoming hoard. You gain both of the following features:

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 make a melee attack against any number of creatures within your weapon's range, with a separate attack roll for each target.

STAND AGAINST THE TIDE

At 15th level, When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

PATH OF THE HUNTER

A master of acquisitions and slayer of various creatures, a hunter is the most well-known ranger.

A hunter may be called to remove an invasive threat from an urban area; or possibly harvest "monstrous" materials for a local artisan.

HUNTER SPELLS

Ranger Level	Spells
3rd	<i>snare</i>
5th	<i>pass without trace</i>
9th	<i>Leomund's tiny hut</i>
13th	<i>locate creature</i>
17th	<i>hold monster</i>

HUNTER'S TRAINING

Starting when you choose this path at 3rd level, you've been trained in the way of the hunt. You gain the following features:

Field Tanner. You gain proficiency with leatherworker's tools.

Preparations. As part of a long rest, you can spend time refining your knowledge on one of the following types of creatures: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Until the start of your next long rest, creatures with this creature type are considered your prey.

You have advantage on Wisdom (Survival) checks to track and harvest materials from your prey, as well as on Intelligence checks to recall information about them.

Target Acquisition. When you roll initiative and you can see one of your prey within range, you can immediately mark this target as your quarry (no action required).

DIRE PURSUIT

At 7th level, you can more effectively give chase to fleeing prey. When your quarry moves more than 5 feet away from you this turn, you can use your reaction to move up to your speed towards it.

BIG GAME HUNTER

At 11th level, you've hunted your prey enough to learn the ins and outs of their tactics. You have advantage on saving throws against the spells and abilities used by your prey.

FAVORED QUARRY

Though you hunt a variety of creatures, there are some you call your specialty. At 15th level, choose two creature types from your Preparations feature as your favored quarry. These two creature types are always consider your prey. you score a critical hit on a 19-20 when making an attack roll against your favored quarry.

PATH OF THE STALKER

A master of espionage and tracking, those who adopt the lifestyle of the stalker live on the outskirts of their quarry's vision, always seen as a skirting shadow in their peripherals.

STALKER SPELLS

Ranger Level	Spells
3rd	<i>disguise self</i>
5th	<i>invisibility</i>
9th	<i>clairvoyance</i>
13th	<i>greater invisibility</i>
17th	<i>mislead</i>

GUERRILLA TACTICS

Starting when you choose this path at 3rd level, you've mastered the art of the ambush. When you deal damage to a surprised creature, or with an attack as part of a reaction (such as an opportunity attack or Readied action), the weapon deals an additional 1d6 damage.

Additionally, you can take the Hide action as a bonus action on each of your turns.

SUBDUE WITNESS

At 7th level, you can subdue creatures who threaten your anonymity. When you notice a creature that you are hidden from spot you, you can use your reaction to make a single melee weapon attack against the creature, or attempt to grapple them.

Additionally, when you successfully grapple a creature, you can prevent it from making verbal sounds that would alert other creatures of your presence.

STALKER'S FLURRY

By 11th level, you've learned to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

ABSCOND

Starting at 15th level, whenever you make a weapon attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not. In addition, whenever you take the attack action on your turn, your speed increases by 10 feet until the end of the turn.

