

RANGER ARCHETYPE

The ideal of the ranger can have many expressions.

FREERUNNER

Agile, evasive, and unmoored from the constraints that slow down other rangers, the archetypal freerunner is supremely nimble and capable of crossing terrain as quickly as possible. They accomplish this through a skilled combination of dashing, leaping, and nimbly climbing, that guides them down clever paths through their environments. Moreover, an adept freerunner can convert the momentum from their gymnastics into deadly force, crushing their enemies with exceptional impact from unexpected directions.

A freerunner is most at home in a city or in the treetops of a great forest, for their unique movement requires a place that is steeped with complex geometry which reaches high into the sky. Of course, even on flat terrain, a freerunner's agility is not to be underestimated, for they can dive through a giant's legs or scurry up its back with ease.

FREERUNNER MAGIC

Starting at 3rd level, you learn additional spells when you reach certain levels in this class, as shown in the Freerunner Spells table. These spells count as ranger spells for you, but don't count against the number of ranger spells you know.

FREERUNNER SPELLS

Ranger Level	Spells
3rd	<i>expeditious retreat</i>
5th	<i>spider climb</i>
9th	<i>haste</i>
13th	<i>dimension door</i>
17th	<i>passwall</i>

FREERUNNING

Starting at 3rd level, you have trained extensively to move freely over and through any terrain using only the abilities of the body. You have advantage on Dexterity (Acrobatics) checks made to navigate obstacles while running and can use Dexterity in place of Strength when making a Strength (Athletics) check to climb, jump, or swing on a rope.

Additionally, you have mastered a number of techniques. You can use your freerunning techniques a number of times equal to your Dexterity modifier, and regain all expended uses when you finish a short or long rest. While in your favored terrain, using a technique does not count against your total number of uses.

Slide. As a bonus action, you can move up to 10 feet without spending movement through another creature's space or squeeze up to 10 feet through a smaller space.

Tumble. As a bonus action, you can nimbly jump, dive, or roll up to 10 feet in a straight line without spending movement. During this movement, any attacks of opportunity made against you have disadvantage.

Wall Run. As a bonus action, you can choose to run along a vertical surface as part of your movement. Until the end of your turn, you gain a climb speed equal to your walking speed. If you jump while running along a wall, you can complete the distance of your jump, even if doing so would exceed your movement speed.

MOMENTUM

At 3rd level, if you move through a hostile creature's space, leave a creature's reach, or move at least 15 feet vertically, you deal an additional 1d6 damage on the next weapon attack you make on your turn.

EVASIVE FIGHTER

Beginning at 7th level, when you use a freerunning technique, you gain a +2 bonus to your AC until the beginning of your next turn.

HIT HARD, HIT FAST

Starting at 11th level, the additional damage from your Momentum feature increases to 2d6.

NIMBLE DODGE

At 15th level, when a spell or other effect would have you make a saving throw due to being in an area of effect, you can use your reaction to move up to half your movement speed, potentially moving you outside the effect's area.

