RANGER REVISED

Core Ranger Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D10 per Ranger level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	*Choose 3:* **Animal Handling**, **Athletics**, **Insight**, **Investigation**, **Nature**, **Perception**, **Stealth**, or **Survival**
Weapon Proficiencies	Simple and Martial weapons
Tool Proficiencies	Herbalism Kit
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) **Studded Leather Armor**, **Scimitar**, **Shortsword**, **Longbow**, 20 **Arrows**, **Quiver**, **Herbalism Kit**, **Explorer's Pack**, and 3 GP; or (B) 150 GP

In the corner of a tavern, on the outskirts of town, in the shade of a great tree or wandering through the desert. Rangers are travelers and wanderers, vagabonds often mistaken for vagrants who travel light and want for little. They are attuned to the natural order of things, and this primal awareness empowers them as trackers, survivalists, and spellcasters.

Rangers have an almost mythic quality about them, as elusive as they are mysterious. Most live outside the comforts of society, as time spent in the wilderness sharpens the senses and hones the body. Thus, the appearance of a Ranger in a town often heralds an event of some significance: In areas with little to fear, a Ranger sighting is often an omen of bad times ahead, but when monsters terrorize the land, no greater comfort can be found than the presence of a capable Ranger.

BECOMING A RANGER

As a Level 1 Character

- Gain all the traits in the Core Ranger Traits table.
- Gain the Ranger's level 1 features, which are listed in the Ranger Features table.

As a Multiclass Character

- Gain the following traits from the Core Ranger Traits table: Hit Point Die, proficiency with Martial weapons, proficiency in one skill of your choice from the Ranger's skill list, and training

with Light and Medium armor and Shields.

- Gain the Ranger's level 1 features, which are listed in the Ranger Features table. See the multiclassing rules in chapter 2 of the *Player's Handbook* to determine your available spell slots.

Ranger Features

Level	Proficiency Bonus	Features	Favored Enemy	Prepared Spells	1	2	3	4	5
1	+2	Spellcasting, Favored Enemy, Weapon Mastery	2	2	2	-	-	-	-
2	+2	Deft Explorer, Fighting Style	2	3	2	-	-	-	-
3	+2	Ranger Subclass	2	4	3	-	-	-	-
4	+2	Ability Score Improvement	2	5	3	-	-	-	-
5	+3	Expertise, Extra Attack, Relentless Hunter	3	6	4	2	-	-	-
6	+3	Roving	3	6	4	2	-	-	-
7	+3	Subclass Feature	3	7	4	3	-	-	-
8	+3	Ability Score Improvement	3	7	4	3	-	-	-
9	+4	Ambuscade, Expertise	4	9	4	3	2	-	-
10	+4	Tireless	4	9	4	3	2	-	-
11	+4	Subclass Feature	4	10	4	3	3	-	-
12	+4	Ability Score Improvement	4	10	4	3	3	-	-
13	+5	Improved Relentless Hunter	5	11	4	3	3	1	-
14	+5	Nature's Veil	5	11	4	3	3	1	-
15	+5	Subclass Feature	5	12	4	3	3	2	-
16	+5	Ability Score Improvement	5	12	4	3	3	2	-
17	+6	Precise Hunter	6	14	4	3	3	3	1
18	+6	Feral Senses	6	14	4	3	3	3	1
19	+6	Ability Score Improvement (Epic Boon)	6	15	4	3	3	3	2
20	+6	Foe Slayer	6	15	4	3	3	3	2

RANGER CLASS FEATURES

As a Ranger, you gain the following class features when you reach the specified Ranger levels. These features are listed in the Ranger Features table.

LEVEL 1: SPELLCASTING

You combine druidic magic with mundane herbs and poultices to cast spells.

Spell Slots. The Ranger Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a **Long Rest**.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Ranger spells. ***Cure Wounds*** and ***Jump*** are recommended.

The number of spells on your list increases as you gain Ranger levels, as shown in the Prepared Spells column of the Ranger Features table. Whenever that number increases, choose additional Ranger spells until the number of spells on your list matches the number in the Ranger Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Ranger, your list of prepared spells can include six Ranger spells of level 1 or 2 in any combination.

If another Ranger feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Ranger spells for you.

Changing Your Prepared Spells. Whenever you finish a **Long Rest**, you can replace one spell on your list with another Ranger spell for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Ranger spells.

Spellcasting Focus. You can use a **Druidic Focus** or an **Herbalism Kit** as a Spellcasting Focus for your Ranger spells.

RANGER SPELLCASTING
Ranger spellcasting looks quite a bit different from the spellcasting of other classes. While other spellcasters wave their hands and speak words of power to create magical effects, most of a Ranger's spells are achieved by combining various herbs and other assorted verdure to create powerful tonics and poultices, and enhancing those mixtures with a hint of Druidic magic. As a Ranger gains levels, they can harness magic without these mixtures more easily, but every spell still relies heavily on knowledge of the natural world.

LEVEL 1: FAVORED ENEMY

You always have the ***Hunter's Mark*** spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a **Long Rest**.

The number of times you can cast the spell without a spell slot increases when you reach certain Ranger levels, as shown in the Favored Enemy column of the Ranger Features table.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Shortswords.

Whenever you finish a **Long Rest**, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Longswords.

LEVEL 2: DEFT EXPLORER

Thanks to your travels, you gain the following benefits.

Expertise. Choose one of your skill proficiencies with which you lack **Expertise**. You gain Expertise in that skill. You gain one additional Expertise at Level 5, and one more at Level 9.

Languages. You learn Druidic or Thieves' Cant, and you learn one other language from the languages table in chapter 2 of the Player's Handbook.

LEVEL 2: FIGHTING STYLE

You gain a Fighting Style feat of your choice (see chapter 5 of the Player's Handbook). Instead of choosing one of those feats, you can choose the option below.

Druidic Warrior. You learn two Druid cantrips of your choice (see the Druid class's section for a list of Druid spells). ***Guidance*** and ***Starry Wisp*** are recommended. The chosen cantrips count as Ranger spells for you, and Wisdom is your spellcasting ability for

them. Whenever you gain a Ranger level, you can replace one of these cantrips with another Druid cantrip.

LEVEL 3: RANGER SUBCLASS

You gain a Ranger subclass of your choice. A subclass is a specialization that grants you features at certain Ranger levels. For the rest of your career, you gain each of your subclass's features that are of your Ranger level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see chapter 5 of the Player's Handbook) or another feat of your choice for which you qualify. You gain this feature again at Ranger levels 8, 12, and 16.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the **Attack** action on your turn.

LEVEL 5: RELENTLESS HUNTER

Whenever you expend a use of your Favored Enemy feature or a spell slot of level 2+ to cast ***Hunter's Mark***, you can modify it in one of the following ways:

Damage Increased. The damage die of the spell becomes 1d8.

Flexible Mark. If the target of your ***Hunter's Mark*** drops to 0 hit points before the spell ends, you can move the mark to a new creature as a Bonus Action or when you make an attack as part of the **Attack** action (no action required).

No Concentration. The spell lasts for its full duration without requiring **Concentration**. The spell ends early if you have the **Incapacitated** condition or if you cast ***Hunter's Mark*** again. You can also choose to end the spell early (no action required).

LEVEL 6: ROVING

Your Speed increases by 10 feet. You also have a Climb Speed and a Swim Speed equal to your Speed.

LEVEL 9: AMBUSCADE

In the first round of every combat, you can take one additional turn. This additional turn takes place at your **Initiative** plus 10 (losing initiative ties). On this turn, your movement speed is halved, and you can take either an Action or a Bonus Action. For this action

or bonus action, you must do one of the following:

Action. Take the **Attack** (one weapon attack only), **Dash**, or **Hide** action.

Bonus Action. Cast one of your Ranger spells with a casting time of a Bonus Action, or move the mark of your ***Hunter's Mark*** to a new creature.

You cannot use this feature if your Initiative roll was made with **Disadvantage**.

LEVEL 10: TIRELESS

Primal forces now help fuel you on your journeys, granting you the following benefits whenever you finish a **Short Rest**.

Decrease Exhaustion. Your **Exhaustion** level, if any, decreases by 1.

Rapid Recovery. If you regain Hit Points at the end of the **Short Rest** by spending one or more Hit Dice, you can add your Wisdom modifier to the number of Hit Points regained for each Hit Die expended.

LEVEL 13: IMPROVED RELENTLESS HUNTER

When you use your Relentless Hunter feature to modify ***Hunter's Mark***, you can choose two modifications instead of one.

LEVEL 14: NATURE'S VEIL

You invoke spirits of nature to magically hide yourself. As a Bonus Action, you can give yourself the **Invisible** condition until the end of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a **Long Rest**.

LEVEL 17: PRECISE HUNTER

You gain a +3 bonus to attack rolls you make against the creature currently marked by your ***Hunter's Mark***.

LEVEL 18: FERAL SENSES

Your connection to the forces of nature grants you **Blindsight** with a range of 30 feet.

LEVEL 19: ABILITY SCORE IMPROVEMENT (EPIC BOON)

You gain an Epic Boon feat (see chapter 5 of the Player's Handbook) or another feat of your choice for which you qualify.

LEVEL 20: FOE SLAYER

At the start of your turn, you can choose one creature you can see within 120 feet. For 1 minute, you can attack three times instead of once whenever you take the **Attack** action on your turn if at least one of those attacks is made against the chosen creature.

Once you use this feature, you can't do so again until you roll **Initiative**.

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Why should you revise the Ranger?

The 5.24 Ranger suffers from a lot of problems. It has fairly paltry damage scaling in higher tiers of play. Many of its features are uninteresting, or underwhelming for their level. The class has access to spellcasting, but is unable to benefit from many of its spells that rely on Concentration without giving up other class features that rely on the use of Hunter's Mark. And perhaps most importantly, the class has access to very few features that make you as the player feel "cool;" or at least, cooler than any other class.

Why should you use these revisions?

These revisions fix many of the aforementioned issues with the 5.24 Ranger while still being compatible with official 5.24 Ranger subclasses. They include new or updated features that help the Ranger stay relevant at higher tiers of play, adjustments to Hunter's Mark that make it easier to use reliably, and a few other tweaks to make the class more exciting.

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Full list of changes:

- Added Herbalism Kit to the list of proficiencies
- Replaced Druidic Focus from starting equipment with an Herbalism Kit, and adjusted starting gold in option A to account for this change
- Added the option to use an Herbalism Kit as a Spellcasting Focus
- The Expertise feature of “Deft Explorer” now grants Expertise in additional skills at higher levels, granting Expertise in one additional skill at level 5 and Expertise in another skill at level 9
- The Languages feature of “Deft Explorer” now grants the ability to learn Druidic or Thieves’ Cant, in addition to another standard language of the Ranger’s choice
- “Relentless Hunter” has been moved to level 5, and has been modified to grant your choice of an improvement to the Hunter’s Mark spell each time you cast it using “Favored Enemy” or a level 2+ spell slot, including the option to increase the damage of the spell to 1d8, the option to transfer the spell to a new creature as part of the Attack action, and the option to remove Concentration from the spell
- The movement speed increase granted by “Roving” is no longer blocked by heavy armor
- The “Expertise” feature at level 9 has been removed
- The “Ambuscade” feature has been added at level 9 as a new feature (inspired by an Unearthed Arcana article from 2015) that grants the Ranger an additional turn on the first round of combat, with several limiters to prevent the feature from becoming too powerful
- Both benefits from “Tireless” are now tied to taking a Short Rest
- The Temporary Hit Points ability from “Tireless” has been replaced with Rapid Recovery, a new feature that allows the Ranger to regain additional Hit Points for every hit die they expend over the course of a Short Rest
- The “Improved Relentless Hunter” feature has been added at level 13 as a new feature that improves the level 5 “Relentless Hunter” feature, now allowing you to choose two modifications for Hunter’s Mark each time you use that feature
- “Precise Hunter” now grants you a +3 bonus to attack rolls against a creature marked by your Hunter’s Mark, enabling the feature to stack with other sources of advantage
- “Epic Boon” feature has been renamed to “Ability Score Improvement (Epic Boon)”
- “Foe Slayer” now allows you to make additional attacks against a specific target for 1 minute, instead of increasing the damage of Hunter’s Mark

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