

Ranger - Hunter

CHARACTER NAME

Ranger Level:

Favored Enemy

LVL 1, 6, 14

Choose 1 at level 1, 6, & 14

- aberrations beasts celestials constructs
- dragons elementals fey fiends giants
- monstrosities oozes plants undead

Or 2 humanoid races:

Advantage on WIS (Survival) checks to track, and on INT checks to recall information about them.
You also learn 1 language spoken by your favored enemy.

Natural Explorer

LVL 1, 6, 10

Favored terrain:

- arctic coast desert forest grassland
- mountain swamp Underdark

Proficiency bonus doubled for INT or WIS skill checks related to this terrain.

When traveling here for an hour or more:

- Difficult terrain doesn't slow your group.
- Your group can't become lost except by magical means.
- You remain alert to danger.
- When alone, you can move at normal pace while being stealthily.
- When you forage, you find twice as much food.
- While tracking, you learn their exact number, sizes, and how long ago they passed here.

Fighting Style

LVL 2

You have one, your choice

- Archery:** +2 to attacks with ranged weapons
- Defense:** +1 to AC when wearing armor
- Dueling:** +2 to damage when attacking with only 1 melee weapon
- Two-Weapon Fighting:** add ability modifier to damage of off-hand attack

Hunter's Prey

LVL 3

You have one, your choice

- Colossus Slayer:** (1/turn) When you hit with a weapon attack, the creature takes +1d8 damage if it's below its hit point maximum.
- Giant Killer:** As a reaction, can attack a creature you can see if it attacks you.
- Horde Breaker:** (1/turn) When you attack with a weapon, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target.

Primeval Awareness

LVL 3

(Cost 1 spell slot) Duration: 1 minute per spell slot; Range 1 mile (6 miles if in your favored terrain); As an action; Detect presence (but not location or number) of: aberrations, celestials, dragons, elementals, fey, fiends, or undead.

Extra Attack

LVL 5

Can attack twice with an attack action

Spell Save DC

8 + + + =

P.B. WIS MISC.

Spell Attack Modifier

+ + =

P.B. WIS MISC.

Spells Known

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Ability Score Improvement

LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Defensive Tactics

LVL 7

You have one, your choice,

- Escape the Horde:** Opportunity attacks against you are made with disadvantage.
- Multiattack Defense:** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.
- Steel Will:** You have advantage on saving throws against being frightened.

Land's Stride

LVL 8

You can move through difficult terrain and plants at normal speed and no damage from thorns, etc.

You have advantage on saves to move through magically created or enhanced plants.

Hide in Plain Sight

LVL 10

Spend 1 minute creating camouflage for yourself. You get +10 to DEX (Stealth) checks as long as you remain up against a surface without moving or taking actions.

Multiattack

LVL 11

You have one, your choice,

- Volley:** As an action, Can make a ranged attacks against all creatures within range that you can see and that are within 10 ft. of a point.
- Whirlwind Attack:** As an action, you can make a melee attack against all creatures within 5 feet of you.

Vanish

LVL 14

As a bonus action, can use Hide action.
Can't be tracked by nonmagical means.

Superior Hunter's Defense

LVL 15

You have one, your choice,

- Evasion:** DEX save for half damage / Instead you take no damage if you succeed, and half damage if you fail.
- Stand Against the Tide:** As a reaction, when a melee attack misses you, you cause the attacking creature to repeat the same attack against another creature (other than itself) of your choice.
- Uncanny Dodge:** As a reaction, when you are hit by a creature you can see, the you take only half the damage..

Feral Senses

LVL 18

No disadvantage on attack rolls vs. creatures you can't see. You know the location of invisible creatures within 30 ft. (unless the it is hidden, or if you are blinded or deafened)

Foe Slayer

LVL 20

(1/turn) Add WIS modifier to attack or damage roll against one of your favored enemies.

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