

# RANGER

## MARK OF THE RANGER VARIANT v3.1

Level	Proficiency		Spells					
	Bonus	Features	Known	1st	2nd	3rd	4th	5th
1st	+2	Deft Explorer, Ranger's Mark (d4)	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2	Ranger Archetype, Primal Awareness, Wilderness Expert	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Deft Explorer improvement, Hunting Reticle, Ranger's Mark (d6)	4	4	2	—	—	—
7th	+3	Ranger Archetype feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement, Land's Stride	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Deft Explorer improvement, Living Camouflage	6	4	3	2	—	—
11th	+4	Ranger Archetype feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Guided Strikes, Ranger's Mark (d8)	8	4	3	3	1	—
15th	+5	Ranger Archetype feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Feral Senses	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Ultimate Hunter, Ranger's Mark (d10)	11	4	3	3	3	2

## 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:** None

**Saving Throws:** Strength, Dexterity

**Skills:** Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, 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 melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- a longbow and a quiver of 20 arrows

## NOTE ON SPELL LIST

The spell list for this class is the same as the ranger spell list from official sources except for one big difference:

- *hunter's mark* is **removed** from the ranger spell list

## DEFT EXPLORER

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You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit below when you reach 6th level and 10th level in this class.

### CANNY (1ST LEVEL)

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

You can also speak, read, and write two additional languages of your choice.

### ROVING (6TH LEVEL)

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

### TIRELESS (10TH LEVEL)

As an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

## RANGER'S MARK

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Beginning at 1st level, your strikes are imbued with nature magic that will help with tracking and hunting your enemies.

When you hit a creature with an attack, you may mark it as your favored enemy. The mark lasts until you start a short or long rest. The mark also disappears if you mark a different creature, if your favored enemy dies, or if your favored enemy is not on the same plane of existence as you for more than 1 minute.

Once on each of your turns, you can add your Hunting die (d4) to an attack roll you make against your favored enemy. Your Hunting die improves when you reach certain levels in this class. The die becomes a d6 at 6th level, a d8 at 14th level, and a d10 at 20th level.

Your favored enemy has disadvantage on Dexterity (Stealth) checks when trying to hide from you, and you have advantage on Wisdom (Survival & Perception) checks to track and find your favored enemy.

You can use this feature to mark a creature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

## FIGHTING STYLE

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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.

**Martial Versatility.** Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers.

## ARCHERY

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

## BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

## DEFENSE

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

## DRUIDIC WARRIOR

You learn two cantrips of your choice from the druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them.

Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

## 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.

## TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

## SPELLCASTING

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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 for the general rules of spellcasting and chapter 11 for the ranger spell list.

## SPELL SLOTS

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

For example, if you know the 1st-level spell *animal friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *animal friendship* using either slot.

## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

### 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.

- **Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier
- **Spell attack modifier** = your proficiency bonus + your Wisdom modifier

### SPELLCASTING FOCUS

You can use a druidic focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

### RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

### PRIMAL AWARENESS

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

#### PRIMAL AWARENESS SPELLS

Ranger Level	Spell
3rd	<i>Speak with animals</i>
5th	<i>Beast sense</i>
9th	<i>Speak with plants</i>
13th	<i>Locate creature</i>
17th	<i>Commune with nature</i>

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

### WILDERNESS EXPERT

By 3rd level, you are a tested explorer of the wilderness, and your knowledge and adaptability allows you to help yourself and your companions on your adventures.

When you are traveling for more than an hour in the wilderness, you gain the following benefits:

- While traveling alone, you can move stealthily at a normal pace.
- You can't become lost except by magical means.
- You remain alert to danger even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking).

If you are familiar with (or have taken a long rest in) the locale or the type of terrain you are traveling in, you gain the benefits listed above, as well as the following additional benefits:

- Difficult terrain doesn't slow your group's travel.
- You have advantage on Intelligence checks to recall information about the local inhabitants and wildlife.
- When you forage, you find twice as much food as you normally would.
- While tracking creatures, you can learn their exact number, their size, and how long ago they passed through the area.

### 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.

### EXTRA ATTACK

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

### HUNTING RETICLE

By 6th level, the constant focus you put in defeating your foes has greatly improved your tracking senses.

When your favored enemy leaves the plane of existence you are in, you sense which plane it went to (provided that you know of the existence of that plane), but not its exact location within that plane.

Also as a bonus action, you can use your Ranger's Mark feature to mark a creature you can see within a range of 10 ft. times your ranger level without needing to hit it with an attack. While your favored enemy is within this range, you sense the direction & distance of its location and the direction of its movement (if any), regardless of visibility or stealth.

### LAND'S STRIDE

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

## LIVING CAMOUFLAGE

Starting at 10th level, you can draw on nature's power and your practical knowledge of its gifts to hide yourself from view.

You can use the Hide action as a bonus action on your turn. If you stay hidden for 1 minute, you can use fresh mud, dirt, plants, soot, or other naturally occurring materials within your surroundings to magically create your camouflage.

While camouflaged, you gain a +10 bonus to Dexterity (Stealth) checks while staying or moving within a terrain that is similar to the one you started at. Your camouflage dissipates when you take an action or reaction. Once you do, you must take the Hide action again and stay hidden for 1 minute to rebuild your camouflage.

In addition, you cannot be tracked by nonmagical means, unless you choose to leave a trail.

## GUIDED STRIKES

Beginning at 14th level, the mark you leave on your enemies point to where it can hurt most. When you hit your favored enemy with a weapon attack that used your Hunting die, you can add your Wisdom modifier (a minimum of +1) to your damage roll.

## 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 are 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.

## ULTIMATE HUNTER

At 20th level, you have learned to fully access the magic that permeates throughout the natural universe to hunt down your chosen prey.

You can use your Ranger's Mark feature to mark a creature an unlimited number of times. In addition, the range of your Hunting Reticle feature extends to the entire plane of existence you are in.

## CLASS FEATURE SOURCES

The class features listed in the table are from the Player's Handbook, unless listed below:

### *New Class Features:*

- Ranger's Mark
- Hunting Reticle
- Guided Strikes
- Ultimate Hunter

### *modified from Player's Handbook:*

- Wilderness Expert (from Natural Explorer)
- Living Camouflage (from Hide in Plain Sight & Vanish)

### *from Tasha's Cauldron of Everything:*

- Deft Explorer
- Fighting Style (additional)
- Primal Awareness

## CREDITS

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