

Improved Ranger

Level	Proficiency Bonus	Features	Spells Known	Spell Slots Per Spell Level				
				1 st	2 nd	3 rd	4 th	5 th
1 st	+2	Favoured Enemy (1/3), Natural Explorer (1/3)	-	-	-	-	-	-
2 nd	+2	Fighting Style, Spellcasting	2	2	-	-	-	-
3 rd	+2	Ranger Archetype, Primeval Awareness, Vanish	3	3	-	-	-	-
4 th	+2	Ability Score Improvement	3	3	-	-	-	-
5 th	+3	Extra Attack	4	4	2	-	-	-
6 th	+3	Favoured Enemy (2/3), Natural Explorer (2/3)	4	4	2	-	-	-
7 th	+3	Land's Stride, Ranger Archetype Feature	5	4	3	-	-	-
8 th	+3	Ability Score Improvement	5	4	3	-	-	-
9 th	+4	Fleet of Foot	6	4	3	2	-	-
10 th	+4	Natural Explorer (3/3)	6	4	3	2	-	-
11 th	+4	Ranger Archetype Feature	7	4	3	3	-	-
12 th	+4	Ability Score Improvement	7	4	3	3	-	-
13 th	+5	-	8	4	3	3	1	-
14 th	+5	Favoured Enemy (3/3)	8	4	3	3	1	-
15 th	+5	Ranger Archetype Feature	9	4	3	3	2	-
16 th	+5	Ability Score Improvement	9	4	3	3	2	-
17 th	+6	Feral Senses	10	4	3	3	3	1
18 th	+6	-	10	4	3	3	3	1
19 th	+6	Ability Score Improvement	11	4	3	3	3	2
20 th	+6	Foe Slayer	11	4	3	3	3	2

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 simple melee weapons

(a) a dungeoneer's pack or (b) an explorer's pack

A longbow and a quiver of 20 arrows

Favoured Enemy (1/3)

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favoured enemy: beasts, constructs, elementals, fey, humanoids, oozes or plants. You have advantage on Wisdom (Survival) checks to track your favoured enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favoured enemies, if they speak one at all.

Natural Explorer (1/3)

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favoured terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favoured terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favoured terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes and how long ago they passed through the area.

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.
- Defence: While you are wearing armour, you gain a +1 bonus to AC.
- Duelling: 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.

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 Spells Rules for the general rules of spellcasting and the Spells Listing 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

Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate: the Beast Master, the Gloom Stalker, the Horizon Walker, the Hunter or the Monster Slayer. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Primeval Awareness

Beginning at 3rd level, your mastery of ranger lore allows you to establish a powerful link to beasts and to the land around you.

You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety) and actions you can take (if any) to persuade it to not attack.

You cannot use this ability against a creature that you have attacked within the past 10 minutes. Additionally, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether any of your favoured enemies are present within 1 miles of you (or within up to 6 miles if you are in your favoured terrain). This feature reveals which of your favoured enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you.

If there are multiple groups of your favoured enemies within range, you learn this information for each group.

Vanish

Starting at 3rd level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit. Additionally, you can use the Hide action as a bonus action on your turn.

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.

Favoured Enemy (2/3)

At 6th level, you are ready to hunt even deadlier game. Choose an additional type of favoured enemy: aberrations, beasts, constructs, elementals, fey, giants, humanoids, monstrosities, oozes, plants or undead.

You gain all the benefits against this chosen enemy that you normally gain against your favoured enemy, including an additional language. Additionally, you can add your Wisdom modifier to any damage rolls with weapon attacks against your types of favoured enemy.

Natural Explorer (2/3)

At 6th level, you have become familiar with a new type of natural environment and have become adept at traveling and surviving in such regions. Choose an additional type of favoured terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. You gain all the benefits as you normally gain with your favoured terrain. Additionally, when you are in your favoured terrain, you gain advantage on initiative rolls.

Land's Stride

Starting at 7th 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.

Lastly, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Fleet of Foot

Beginning at 9th level, you can use the Dash action as a bonus action on your turn.

Natural Explorer (3/3)

At 10th level, you have become familiar with a new type of natural environment and have become adept at traveling and surviving in such regions. Choose an additional type of favoured terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. You gain all the benefits as you normally gain with your favoured terrain. Additionally, on your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted if you are in your favoured terrain.

Favoured Enemy (3/3)

At 14th level, you are ready to hunt even deadlier game. Choose an additional type of favoured enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You gain all the benefits against this chosen enemy that you normally gain against your favoured enemy, including an additional language. Additionally, you can now add your wisdom modifier to any attack or damage rolls against your types of favoured enemy. Lastly, you have advantage on saving throws against the spells and abilities used by your favoured enemies.

Feral Senses

At 17th 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.

Foe Slayer

At 20th level, your experience has turned you into an unparalleled hunter. All creature types counts as your favoured enemy. Additionally, you can use the features granted by natural explorer anywhere, regardless of terrain.

Archetype: Beast Master

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

Beast Master Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Beast Master Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3 rd	Animal Friendship
5 th	Beast Sense
9 th	Catnap
13 th	Dominate Beast
17 th	Insect Plague

Ranger's Companion

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Your DM might pick this beast for you, based on the surrounding terrain and on what types of creatures would logically be present in the area. If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

Your animal companion gains the following features:

- The animal companion loses its Multiattack action, if it has one.
- The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes and so on. If you are incapacitated or absent, your companion acts on its own. If it can hear you, you can verbally command it, no action required.
- Your companion shares the benefits of your Natural Explorer and Favoured Enemy features.
- Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.
- Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.
- Your companion has a hit point maximum equal to the hit points in its stat block or five times your ranger level, whichever is higher.
- Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

At 3rd level, you can choose any creature as your beast companion whose challenge rating doesn't exceed $\frac{1}{4}$. The maximum challenge rating of your beast companion increases based on the table below:

Ranger Level	CR Maximum
3	¼
5	½
7	1
9	2
11	3
13	4
15	5
17	6
19	7
20	8

Exceptional Training

Beginning at 7th level, your beast companion can take the Dash or Disengage action as a bonus action on its turn. Additionally, the beast's attacks count as magical for overcoming resistances and immunities.

Bestial Fury

Starting at 11th level, your beast companion can make two attacks on its turn instead of one. Additionally, it can forgo its extra attack to instead make a melee attack against each creature within 5 feet of it, with a separate attack roll for each target.

Share Spells

Beginning at 15th level, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you.

Archetype: Gloom Stalker

Gloom Stalkers are at home in the darkest places: deep under the earth, in gloomy alleyways, in primeval forests and wherever else the light dims. Most folk enter such places with trepidation, but a Gloom Stalker ventures boldly into the darkness, seeking to ambush threats before they can reach the broader world. Such rangers are often found in the Underdark, but they will go any place where evil lurks in the shadows.

Gloom Stalker Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Gloom Stalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3 rd	Disguise Self
5 th	Rope Trick
9 th	Fear
13 th	Greater Invisibility
17 th	Seeming

Dread Ambusher

At 3rd level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

Umbral Sight

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

Iron Mind

By 7th level, you have honed your ability to resist the mind-altering powers of your prey. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Stalker's Flurry

At 11th level, you learn 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.

Shadowy Dodge

Starting at 15th level, you can dodge in unforeseen ways, with wisps of supernatural shadow around you. Whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

Archetype: Horizon Walker

Horizon Walkers guard the world against threats that originate from other planes or that seek to ravage the mortal realm with otherworldly magic. They seek out planar portals and keep watch over them, venturing to the Inner Planes and the Outer Planes as needed to pursue their foes. These rangers are also friends to any forces in the multiverse – especially benevolent dragons, fey, and elementals – that work to preserve life and the order of the planes.

Horizon Walker Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Horizon Walker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3 rd	Protection from Evil and Good
5 th	Misty Step
9 th	Haste
13 th	Banishment
17 th	Teleportation Circle

Detect Portals

At 3rd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you.

Once you use this feature, you can't use it again until you finish a short or long rest.

See the "Planar Travel" section in chapter 2 of the *Dungeon Master's Guide* for examples of planar portals.

Planar Warrior

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks .

As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 1d8 force damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

Ethereal Step

At 7th level, you learn to step through the Ethereal Plane. As a bonus action, you can cast the *etherealness* spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn.

Once you use this feature , you can't use it again until you finish a short or long r est.

Distant Strike

At 11th level , you gain the ability to pass between the planes in the blink of an eye. When you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see. If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

Spectral Defence

At 15th level, your ability to move between planes enables you to slip through the planar boundaries to lessen the harm done to you during battle. When you take damage from an attack, you can use your reaction to give yourself resistance to all of that attack's damage on this turn.

Ranger Archetype: Hunter

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3 rd	Snare
5 th	Mirror Image
9 th	Clairvoyance
13 th	Elemental Bane
17 th	Hold Monster

Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

- Colossus Slayer.
Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.
- Giant Killer.
When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.
- Horde Breaker.
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.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

- Escape the Horde.
Opportunity attacks against you are made with disadvantage.
- Multiattack Defence.
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.

Multiattack

At 11th level, you gain one of the following features of your choice.

- 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 5 feet of you, with a separate attack roll for each target.

Superior Hunter's Defence

At 15th level, you gain one of the following features of your choice.

- Evasion.
You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a lightning bolt spell. When you are subjected to an effect 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.
- Stand Against the Tide.
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.
- Uncanny Dodge.
When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Archetype: Monster Slayer

You have dedicated yourself to hunting down creatures of the night and wielders of grim magic. A Monster Slayer seeks out vampires, dragons, evil fey, fiends and other magical threats. Trained in supernatural techniques to overcome such monsters, slayers are experts at unearthing and defeating mighty, mystical foes.

Monster Slayer Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Monster Slayer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3 rd	Protection from Evil and Good
5 th	Zone of Truth
9 th	Magic Circle
13 th	Banishment
17 th	Hold Monster

Hunter's Sense

At 3rd level, you gain the ability to peer at a creature and magically discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances or vulnerabilities.

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

Slayer's Prey

Starting at 3rd level, you can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon.

This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

Supernatural Defence

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll.

Magic-User's Nemesis

At 11th level, you gain the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell or teleport fails and is wasted.

Once you use this feature, you can't use it again until you finish a short or long rest.

Slayer's Counter

At 15th level, you gain the ability to counter attack when your prey tries to sabotage you. If the target of your Slayer's Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack's normal effects.