Ranger

Ability Requirement: Strength 13, Dexterity 13, Constitution 14, Wisdom 14
Alignment: Must be Lawful Good, Neutral Good, or Chaotic Good.
Armor: Studded Leather or lighter armor, mithril chain and mithril chain shirt.
Weapons: Any weapons.
THAC0: As Warrior.
Saving Throws: As Warrior.
Weapon Proficiencies: 4 + 1 every 3 levels.
- Gain your choice of Two Weapon Fighting or Bow Style from the Combat Styles weapon proficiency list.

Nonweapon Proficiencies: 3 + 2 every 3 levels.
- Gain Tracking proficiency gaining +1 every 3 levels

Bloodied: Warrior classes do not get Bloodied.
Casting Check: Wisdom based.

Animal Empathy: You may calm or befriend a natural (real world) animal by approaching it and spending a full round using your skills as a Ranger. Afterward, the animal rolls a Saving Throw vs Rods to resist the Ranger, with a -1 penalty that increases every 3 levels. If the animal is aggressive, it becomes calm, and if it is calm, it becomes friendly.

Stealth Abilities: As per the Player's Handbook. See Ranger Abilities below for base percentages.

2nd – Favored Enemy: Choose an enemy type (ask DM) and gain +4 to attack, a -4 on Charisma checks with that enemy, and gain a free language spoken by them (of they have one). In a mixed group of enemies, the Ranger prefers to attack his Favored Enemy before others. Gain an additional Favored Enemy at 6th level.

8th – Priest Spells: You may choose spells from the Animal and Plant spheres and know 2 more spells than you are able to cast.

10th – Attract Followers: As per the Player's Handbook.

Ranger Abilities

Lvl	HiS%	MS%	CL	1	2	3		Favored Enemy Options
1	10	15	--	--	--	--		Aberations
2	15	21	--	--	--	--		Animals & Variants
3	20	27	--	--	--	--		Celestials
4	25	33	--	--	--	--		Constructs
5	31	40	--	--	--	--		Dragons
6	37	47	--	--	--	--		Elementals
7	43	55	--	--	--	--		Fey
8	49	62	1	3	--	--		Fiends
9	56	70	2	3	--	--		Giants
10	63	78	3	3	2	--		Humanoids (Choose 2 subtypes)
11	70	86	4	3	2	--		Monstrosities
12	77	94	5	3	2	2		Oozes
13	85	99*	6	3	2	2		Plants
14	93	99	7	3	2	2		Undead
15	99*	99	8	3	3	2		Vermin & Variants
16	99	99	9*	3	3	3		See below for definitions

*Maximum ability   CL: Casting Level

Variant Ranger: Favored Environment

- **Lose**: Favored Enemy.
- **Gain 2nd Level**: Favored Environment: Choose an environment (ask DM) and gain a +4 bonus on Perception, Survival, and Tracking checks while there. Also, you are not slowed by rough terrain in that environment.
- **Gain 6th Level**: Gain a second Favored Environment.

Variant Ranger: Improved Movement

- **Lose**: All spell casting ability.
- **Gain 2nd Level**: Movement rate not slowed in rough terrain.
- **Gain 6th Level**: *Pass without Trace* ability in natural surroundings.

Variant Ranger: Veil of Shadows

- **Lose**: All spell casting ability.
- **Gain 1st Level**: Gain *Druidcraft* Cantrip.
- **Gain 3rd Level**: *Veil of Shadows*: For up to one hour (requires concentration), each creature you choose within 30 feet of you gains Advantage on Stealth checks as long as they stay within 30 feet of you. You can use this ability 1/day. You gain an additional use at 6th level and another at 9th for a total of 3/day.

Variant Ranger: Animal Companion

- **Lose**: All spell casting ability.
- **Gain 4th Level**: **Animal Companion**: Call a Medium or smaller real world animal of less Hit Die than the Ranger as a Companion. Though the Ranger can take steps to call a specific type, it appears to be a random creature native to where the Ranger meditates to make the call. The animal levels as an Animal Companion every other time the Ranger levels and gains the attack bonus (+4) to the Ranger's Chosen Enemy. It gains an Intelligence of 4 or +2 to Intelligence whichever ends higher. When the Companion is within 30 feet of the Ranger without physical obstruction, the Ranger gains Advantage on Perception and Tracking checks and the Companion uses the Ranger's Saving Throws. If the Companion is within 120' and they can see or hear each other, the Ranger can command it with a **Minor Action** to fetch something, run away, hide, or move up to half its full movement and defend another (giving the target partial cover), defend itself (Disadvantage on attacks against it), or make a single attack. If the Ranger chooses, they may make only a single attack, allowing the Companion to make all of its normal attacks that round. The Companion will continue its command in following rounds if given no new instructions. If the Companion dies, the Ranger must wait 1 day per Hit Die of the lost Companion before calling another.

Favored Enemy: Creature Types

Some creatures, like a Drider, may straddle the line between two types (Elf, Vermin) and some types have stricter definitions than others. You may ask the DM if the creature fits your favored type, but usually if they can fit that type, they count for it.

- **Aberations**: Aberrations are alien entities, often with bizarre anatomies, strange abilities, an alien mindset, or any combination of the three. Examples include aboleths, beholders, mind flayers, and slaadi.
- **Beasts**: Beasts are living, nonhumanoid creatures, usually (but not required to be) vertebrates, with no magical abilities and no innate capacity for language or culture. This includes real world creatures and any low intelligent variants like dire wolves or giant spiders (see Vermin below).
- **Celestials**: Celestials are creatures native to the Upper Planes, and good by nature. Examples include angels, couatls, and pegasi.
- **Constructs**: A construct is an animated object or artificially constructed creature. This includes intelligent versions, like the Forged, clockwork creations, and golems.
- **Dragons**: Dragons are large, powerful reptilian creatures. This includes both true dragons such as the chromatic and metallic dragons, but also related creatures such as wyverns. This category also includes their humanoid relatives, Dragonborn, Dragonkin, and Kobolds.
- **Elementals**: Elementals are creatures from the Elemental Planes. Examples include the common elementals as well as azer, genies, and invisible stalkers.
- **Fey**: Fey are creatures of magic with a connection to nature. Often they are connected to the Feywild, or certain Outer Planes such as Arborea or the Beastlands. Examples include dryads and satyrs.
- **Fiends**: Fiends are creatures native to the Lower Planes, and evil by nature. Examples include demons, devils, and rakshasa.
- **Giants**: Giants are human-like but larger than humans. Examples include the true giants as well as ogres and trolls.
- **Humanoids**: Humanoids are the main people of most worlds, bipeds with culture but few natural magical abilities. Examples include humans, dwarves, elves, and the Horde races. You may choose two Humanoid races when receiving the Favored Enemy class feature.
- **Monstrosities**: Monstrosities are magical or not real-world creatures from a variety of origins, including curses, magical experimentation, or Ardneh Effect Mutation. Examples include griffons and owlbears. The monstrosity type is also a "catch-all" category for monsters that don't fit into other types.
- **Oozes**: Oozes are gelatinous creatures with no fixed form. Examples include black puddings and gelatinous cubes.
- **Plants**: Plants include both vegetable and fungal creatures. Examples include shambling mounds and myconids.
- **Undead**: Undead creatures were once alive, but reanimated by unnatural forces. Examples include ghosts, specters, vampires, and zombies.
- **Vermin**: Though these would fall under the "Beast" category as well, this choice allows specificity that some may desire. This type includes insects, arachnids, other arthropods, worms, similar invertebrate creatures, and their low intelligence variants like large and giant spiders.