

THE RANGER, REVISED AND REVISITED

This is a further revised version of the ranger class for fifth edition, intended to combine the best elements of the *Player's Handbook* ranger and the *Unearthed Arcana* revised ranger. This revisit incorporates additional balance tweaks to bring the ranger better in line with the other *Player's Handbook* classes, to avoid frontloading the class's more powerful features, and to introduce more flexibility.

See the *Player's Handbook* or Basic Rules for flavor information for this class.

QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. (Some rangers who focus on two-weapon fighting make Strength higher than Dexterity.) Second, choose the outlander background.

THE RANGER

| Level | Proficiency Bonus | Features | Spells Known | Spell Slots per Spell Level | 1st | 2nd | 3rd | 4th | 5th |
|-------|-------------------|--|--------------|-----------------------------|-----|-----|-----|-----|-----|
| 1st | +2 | Favored Enemy, Favored Terrain, Natural Explorer | — | — | — | — | — | — | — |
| 2nd | +2 | Fighting Style, Spellcasting | 2 | 2 | — | — | — | — | — |
| 3rd | +2 | Primeval Awareness, Ranger Archetype | 3 | 3 | — | — | — | — | — |
| 4th | +2 | Ability Score Improvement | 3 | 3 | — | — | — | — | — |
| 5th | +3 | Ranger Archetype feature | 4 | 4 | 2 | — | — | — | — |
| 6th | +3 | Greater Favored Enemy, Favored Terrain improvement | 4 | 4 | 2 | — | — | — | — |
| 7th | +3 | Ranger Archetype feature | 5 | 4 | 3 | — | — | — | — |
| 8th | +3 | Ability Score Improvement, Fleet of Foot | 5 | 4 | 3 | — | — | — | — |
| 9th | +4 | — | 6 | 4 | 3 | 2 | — | — | — |
| 10th | +4 | Favored Terrain improvement, Hide in Plain Sight | 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 | Adaptability, Vanish | 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 | Foe Slayer | 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: Choose one of cartographer's tools or herbalism kit

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

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds. Choose a type of favored enemy: beasts, fey, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You gain a +1 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

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

You may choose to change the type of your favored enemy to one of the other types listed above. This change takes effect ten days after you declare your choice, signifying the time spent learning how to hunt the new enemy type – whether through research or experience. (This time applies even if you have previously had the chosen enemy type as your favored enemy—you must re-familiarize yourself with that enemy type's behavior and make any necessary adjustments to your equipment.) The additional language you learned through this feature does not change. Before the change takes effect, you may choose to stop the process. Doing so resets the number of days required to change your favored enemy.

FAVORED TERRAIN

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

You choose additional an favored terrain type at 6th and again at 10th level.

NATURAL EXPLORER

You are a master of navigating the natural world, and you are adept at traveling and surviving in the wilderness. You gain the following benefits when traveling for an hour or more:

- 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: Archery, Defense, Dueling, or Two-Weapon Fighting. 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.

DEFENSE

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

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.

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 chapter 10 of the *Player's Handbook* 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 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.

SPILLS 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

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. 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 attune your senses to determine if any of your favored enemies lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether any of your favored enemies are present within 3 miles of you. This feature reveals which of your favored enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you.

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

You can use this ability to attune your senses a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: the Beast Master or the Hunter, both detailed at the end of the class description, or one from another source (see the section "Using the Revisited Ranger with Other Ranger Archetypes" later in this document). Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

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.

GREATER FAVORED ENEMY

At 6th level, you are ready to hunt even deadlier game. Choose a type of greater favored enemy: aberrations, celestials, constructs, dragons, elementals, fiends, or giants. You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including a possible additional language. Your bonus to damage rolls made for weapon attacks against all your favored enemies increases to +2.

Additionally, if a spell or ability used by one of your favored enemies forces you to make a saving throw, you can use your reaction to gain advantage on that saving throw.

You may choose to change the type of your greater favored enemy to one of the other types listed above. This change takes effect thirty days after you declare your choice, signifying the time spent learning how to hunt the new enemy type – whether through research or experience. (This time applies even if you have previously had the chosen enemy type as your greater favored enemy—you must re-familiarize yourself with that enemy type's behavior and make any necessary adjustments to your equipment.) The additional language you learned through this feature does not change. Before the change takes effect, you may choose to stop the process. Doing so resets the number of days required to change your greater favored enemy.

VARIANT: FAVORED ENEMY SWITCHING

Rather than having you take ten days and thirty days to switch favored enemies and greater favored enemies, respectively, the DM might instead choose to increase the time needed to fifteen days and forty days. In this case, for each day during which the ranger spends at least eight hours hunting or studying the creature type they are switching to, that day counts as two days toward the total needed.

At 14th level, when the ranger gains the Adaptability feature, change the time required to eight days for a favored enemy and twenty days for a greater favored enemy.

FLEET OF FOOT

Beginning at 8th level, moving through nonmagical difficult terrain costs you no extra movement. In addition, you can use the Dash action as a bonus action on your turn.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can remain perfectly still for long periods of time to set up ambushes.

When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

ADAPTABILITY

At 14th level, your experience has honed your instincts when learning to hunt new kinds of prey. The number of days needed to change your favored enemy is lowered to five days. The number of days needed to change your greater favored enemy is lowered to fifteen days.

VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means unless you choose to leave a trail.

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.

FOE SLAYER

At 20th level, you become an unparalleled hunter. Your bonus to damage rolls made for weapon attacks against all your favored enemies increases to +3.

Also, once on each of your turns, you can add your Wisdom modifier to the attack roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Additionally, as a bonus action, you can also choose up to three creatures you can see that are not considered your favored enemies. You gain all the benefits against the chosen creatures that you normally gain against your favored enemies, except for an additional language. This feature ends when you finish a long rest, all of the chosen creatures die, you fall unconscious, or you end it as a bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

RANGER ARCHETYPES

The ideal of the ranger has classic expressions. These are detailed below or in other supplements.

BEAST MASTER

Many rangers are more at home in the wilds than in civilization, to the point where animals consider them kin. Beast Master rangers develop a close bond with a beast, then further strengthen that bond through the use of magic.

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.

BEAST MASTER SPELLS

| Ranger Level | Spell |
|--------------|------------------------|
| 3rd | <i>command</i> |
| 5th | <i>enhance ability</i> |
| 9th | <i>haste</i> |
| 13th | <i>dominate beast</i> |
| 17th | <i>awaken</i> |

ANIMAL COMPANION

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: an ape, a black bear, a boar, a giant badger, a giant weasel, a mule, a panther, or a wolf. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

EXPANDING COMPANION OPTIONS

Depending on the nature of your campaign, the DM might choose to expand the options for your animal companion. As a rule of thumb, a beast can serve as an animal companion if it is Medium or smaller, has 15 or fewer hit points, and cannot deal more than 8 damage with a single attack. In general, that applies to creatures with a challenge rating of 1/4 or less, but there are exceptions.

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is linked to you:

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.

When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace.

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 between Acrobatics, Animal Handling, Athletics, Insight, Intimidation, Nature, Perception, Stealth, and Survival. It also becomes proficient with three ability saving throws of your choice (up to a maximum of three saving throw proficiencies).

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

Your companion can increase its ability scores (with the process detailed below) the same number of times as you have gained the Ability Score Improvement class feature from the Ranger level progression: 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.

Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables below.

Your companion shares your ideal, and its bond is always, "The ranger who travels with me is a beloved companion for whom I would gladly give my life."

Your animal companion gains the benefits of your Favored Enemy feature, and of your Greater Favored Enemy feature when you gain that feature at 6th level. It uses the favored enemies you selected for those features.

1d6

Trait

- | | |
|---|--|
| 1 | I'm dauntless in the face of adversity. |
| 2 | Threaten my friends, threaten me. |
| 3 | I stay on alert so others can rest. |
| 4 | People see an animal and underestimate me. |
| 5 | I have a knack for showing up in the nick of time. |
| 6 | I put my friends' needs before my own in all things. |

1d6

Flaw

- | | |
|---|--|
| 1 | If there's food left unattended, I'll eat it. |
| 2 | I growl at strangers, and all people except my ranger are strangers to me. |
| 3 | Any time is a good time for a belly rub. |
| 4 | I'm deathly afraid of water. |
| 5 | My idea of hello is a flurry of licks to the face. |
| 6 | I jump on creatures to tell them how much I love them. |

COORDINATED ATTACK

Beginning at 5th level, you and your animal companion form a more potent fighting force. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

MAGICAL BOND

At 7th level, if your companion can see you, it gains the following benefits:

- Your companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- Whenever your companion must make a saving throw, you can use your reaction to give it advantage on the saving throw.

STORM OF CLAWS AND FANGS

At 11th level, your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

BEAST'S DEFENSE

At 15th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

HUNTER

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Hunters learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

HUNTER MAGIC

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.

HUNTER SPELLS

| Ranger Level | Spell |
|--------------|-----------------------------|
| 3rd | <i>expeditious retreat</i> |
| 5th | <i>invisibility</i> |
| 9th | <i>haste</i> |
| 13th | <i>greater invisibility</i> |
| 17th | <i>skill empowerment</i> * |

* This spell is found in *Xanathar's Guide to Everything*.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice: Colossus Slayer, Giant Killer, or Horde Breaker.

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.

EXTRA ATTACK

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

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice: Escape the Horde, Multiattack Defense, or Steel Will.

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 can't be frightened.

MULTIATTACK

At 11th level, you gain one of the following features of your choice: Volley or Whirlwind Attack.

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 DEFENSE

At 15th level, you gain one of the following features of your choice: Evasion, Stand Against the Tide, or Uncanny Dodge.

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a 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.

USING THE REVISITED RANGER WITH OTHER RANGER ARCHETYPES

The Ranger, Revised and Revisited is compatible with other ranger archetype options released by Wizards of the Coast and potentially by other authors, so long as one change is made to those archetypes: at 5th level, add the Extra Attack feature if the archetype does not already have it. Use your best judgment in determining whether additional adjustments need to be made to any archetype options you wish to use with this class.

EXTRA ATTACK

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

CREDITS AND CHANGELOG

This document is based heavily on a revision of the *Unearthed Arcana* ranger by [/u/regularabsentee](#). You can find the original document [here](#), along with a very insightful log of the edits made to the UA version of the class. I have made very few changes to regularabsentee's original, the majority of which are simple clarifications or additional flavor options. The notable changes are as follows:

- Oozes and plants have been restored as choices for the Favored Enemy feature. I assume they were removed because those types are uncommon and thus may not see much use in many campaigns, but I figure players should have the option, at least. I recommend that DMs and players discuss features like these so players can make campaign-appropriate picks, or DMs can consider adding more encounters with creature types players wish to face.
- Flavor clarification has been added to Favored Enemy and Greater Favored Enemy, briefly explaining why the ranger must still spend time changing back to a favored enemy type they had previously chosen and what that time entails.
- A new feature, Favored Terrain, has been added at 1st level. This is a restoration of the favored terrain choice and proficiency bonus increase for certain skill checks that was part of the Natural Explorer feature in the *Player's Handbook* version of the class, without forcing you to be in that favored terrain to enjoy Natural Explorer's benefits. I consider the small bonus to skill checks made to learn fairly specific information a niche enough feature that restoring it doesn't swing anything too heavily in the ranger's favor. Think of it as similar to the rogue's Thieves' Cant, which is an extra 1st-level feature that is highly situational but also adds flavor to the class.
- The ranger's subclasses are referred to as "archetypes" rather than "conclaves", as that is the term in use for the official subclasses (e.g., those in *Xanathar's Guide to Everything*) and I wanted this revision to use the official language wherever possible.
- There are some small tweaks to each archetype's expanded spell list. This does cause some additional redundancy with the spell lists for the *Xanathar's* archetypes, but at least they should be a bit more thematic.
- Miscellaneous formatting changes, changing the position of a few sidebars and the like.

regularabsentee has since produced more substantial homebrew updates and alternatives to the ranger class, which the reader may be interested in locating and evaluating for their own use. For now, I prefer this version, as all that I personally was looking to do was spruce up the existing ranger, and the changes needed to accomplish that are not as drastic as a full alternative class.

The Ranger, Revised and Revisited was compiled in [GM Binder](#) and edited by Phoenixsong using regularabsentee's original work as a base. Direct all appreciation to regularabsentee.

Version 1.0