

Ranger - Beast Master

رح	Ranger Level:	/ 2	Z	Spe⊪ 8 + ∏+	+ =		Spell Att	ack ivioditier ⊢	Spells	Know
	vored Enemy LVL 1	, 6, 14	L	2010/02/2011 12:00	VIS MISC. n Modifier, P.B	i. = Profi	P.B. W ciency Bonus	IS MISC. , MISC. = Miscellan	iuos or Magi	cal Modifie
ab dra mo	oose 1 at level 1, 6, & 14 errations beasts celestials constructs gons elementals fey fiends gian enstrosities oozes plants undead	Primeval Awareness (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.								
Ad	2 humanoid races: vantage on WIS (Survival) checks to track, and on INT ecks to recall information about them. u also learn 1 language spoken by your favored enemy.		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.							
-	a also learn i language spoken by your lavored enemy.			xtra At	tack twice with	n an a	ittack acti	on		LVL 5
NI.	stural Evalorer				toda o re de design. O tre			OII		000000000
Fa ard mo	atural Explorer LVL 1. vored terrain: tic		A yo	s a bonus ou can co		hen y	our beas	t companion sh, Disengag		
	oficiency bonus doubled for INT or WIS skill checks rela this terrain.	ated	L	and's S	Stride					LVL 8
WI ·	nen 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.		Yo sp Yo	ou can mo beed and ou have a	ove throug	ge from	m thorns, aves to m	in and plants etc. ove through r		al
	When alone, you can move at normal pace while being		Н	lide in	Plain S	ight	:			LVL 10
• \	althily. Vhen you forage, you find twice as much food. Vhile tracking, you learn their exact number, sizes, and g ago they passed here.	how	to	DEX (St		cks a	s long as	ge for yoursel you remain u ctions.		
Fi	ghting Style	LVL 2		estial						LVL 11
Yo Ar	have one, your choice chery: +2 to attacks with ranged weapons fense: +1 to AC when wearing armor	LVLZ	be		attack twic			ake the Attack Multiattack ac		
	eling: +2 to damage when attacking with only 1 melee		V	anish						LVL 14
□Tw	apon o-Weapon Fighting: add ability modifier to damage of nd attack	off-			s action, ca acked by r					
Ra Me	anger's Companion Edium or smaller, CR 1/4 or lower beast; Add your Officiency bonus to its AC, attack rolls, damage rolls, sav		y v		cast a spe			urself, you ca Il if it is within	n also af	
yo to Att ha att	ows and skills it is proficient in; Max HP = normal or 4 x our ranger level; Acts on your initiative; You tell it where move to; As your action, you can command it to take the ack, Dash, Disengage, Dodge, or Help action; Once you we the Extra Attack feature, you can make one weapon ack and command it to take the Attack action; While	e ou	N Ye (u	ou know t	antage on the locatio	n of i	nvisible c	creatures yo reatures withi you are blind	u can't s in 30 ft.	LVL 18 ee.
ca an	veling through your favored terrain with only the beast, in move stealthily at a normal pace; If it dies, you can ge other by spending 8 hours magically bonding with anoth it isn't hostile to you.	et	(1		-		to attack	or damage ro		LVL 20 st one
	Spell Known Spells	Page	LVI	Spell						Page
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